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
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 (3/4" x 3/4") and 30 double sized (1" x 3/4") backpainted 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.
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 un routed 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 against each other's units. Only un routed 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 un routed 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 un routed 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 un routed 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 map sheet 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.

[5.32] 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.

[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.

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 route 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 at 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 unengaged 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 if 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.

[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 units B, D, and G, and thus may fire at any 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 at Units C, E, and F.

[8.16] In the case of multiple lines of sight to the same target, only one line is checked. If the first line of sight is blocked, no other lines of sight need be checked for that target.
[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 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 combat unit using a Melee Combat mode that is adjacent to it. Melee combat 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 crosses 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 on 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 firecombat 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. Rout units may not engage in fire combat, melee combat, or normal movement. Rout 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] ROUTE 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 once 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 stationed 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, and if 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 the 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 map edge. 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).

[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 map edge, 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 map edge 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 map edge, 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 map edge, 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

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Manfred F. Milkuhn, Bob Ryer
[7.4] TERRAIN EFFECTS CHART

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

[10.2] MORALE EFFECTS TABLE

<table>
<thead>
<tr>
<th>Morale Rating</th>
<th>Rout Level Increase</th>
</tr>
</thead>
<tbody>
<tr>
<td>DIE</td>
<td>A  B  C  D  E</td>
</tr>
<tr>
<td>-1</td>
<td>r2  r3  r3  r3  r3</td>
</tr>
<tr>
<td>0</td>
<td>r2  r2  r3  r3  r3</td>
</tr>
<tr>
<td>1</td>
<td>r1  r2  r2  r2  r3</td>
</tr>
<tr>
<td>2</td>
<td>r1  r1  r2  r2  r2</td>
</tr>
<tr>
<td>3</td>
<td>-    r1  r1  r2  r2</td>
</tr>
<tr>
<td>4</td>
<td>-    -    -    -    -</td>
</tr>
<tr>
<td>5</td>
<td>-    -    -    -    -</td>
</tr>
<tr>
<td>6</td>
<td>-    -    -    -    -</td>
</tr>
<tr>
<td>7</td>
<td>-    -    -    -    -</td>
</tr>
</tbody>
</table>

- = No effect. # = 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

A. The current rout level of the unit is subtracted from the die-roll.
B. If Fatigue is in effect, two is subtracted from the die-roll.
C. If the unit is a double-counter unit with an Enemy unit in the rear center hex, one is subtracted from the die-roll.
D. If the unit has been attacked by a Lance-armed, charging cavalry unit, two is subtracted from the die-roll.
E. 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

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

King Arthur

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

Tamburlaine

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

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

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

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 dice-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

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 Quadrimage. 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 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 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 elminated 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

[8.3] FIRE COMBAT RESULTS TABLE

<table>
<thead>
<tr>
<th>Target Unit Type</th>
<th>Firing Weapon Type and Range</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Sling</td>
</tr>
<tr>
<td>Range</td>
<td>1</td>
</tr>
<tr>
<td>Plate</td>
<td>2:4</td>
</tr>
<tr>
<td>Mail</td>
<td>2:5</td>
</tr>
<tr>
<td>Leather</td>
<td>2:6</td>
</tr>
</tbody>
</table>

Fire Combat Die-Roll Modifiers:
- Defender is charging: +2

[9.4] MELEE COMBAT RESULTS TABLE

<table>
<thead>
<tr>
<th>Attacking unit type</th>
<th>Defending unit type</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Plate</td>
</tr>
<tr>
<td>Plate</td>
<td>2:6</td>
</tr>
<tr>
<td>Mail</td>
<td>2:8</td>
</tr>
<tr>
<td>Leather</td>
<td>2:10</td>
</tr>
</tbody>
</table>

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

<p>|</p>
<table>
<thead>
<tr>
<th>Defense Zone</th>
<th>Attack Zone</th>
<th>Horse/Legs*</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Helm 2</td>
<td>Right 6</td>
</tr>
<tr>
<td></td>
<td>Right 5</td>
<td>7</td>
</tr>
<tr>
<td></td>
<td>Left 4</td>
<td>2</td>
</tr>
<tr>
<td></td>
<td>Horse/Legs 7</td>
<td>6</td>
</tr>
</tbody>
</table>

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 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.

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[18.35] MAN-TO-MAN COMBAT EFFECTS CHART

<table>
<thead>
<tr>
<th>Modified Die-Roll</th>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>2 or less</td>
<td>Attacker breaks lance and is unhorsed</td>
</tr>
<tr>
<td>3...7</td>
<td>Attacker breaks lance</td>
</tr>
<tr>
<td>8</td>
<td>No effect</td>
</tr>
<tr>
<td>9...10</td>
<td>Defender stunned</td>
</tr>
<tr>
<td>11</td>
<td>Defender stunned and unhorsed</td>
</tr>
<tr>
<td>12...13</td>
<td>Defender stunned, unhorsed, and wounded</td>
</tr>
<tr>
<td>14 or more</td>
<td>Defender killed</td>
</tr>
</tbody>
</table>

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

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

[10.2] MORALE EFFECTS TABLE

<table>
<thead>
<tr>
<th>Morale Rating</th>
<th>A</th>
<th>B</th>
<th>C</th>
<th>D</th>
<th>E</th>
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<tbody>
<tr>
<td>-1</td>
<td>r2</td>
<td>r3</td>
<td>r3</td>
<td>r3</td>
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<td>7</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
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</tr>
</tbody>
</table>

*= No effect, r1 = 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.
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.

<table>
<thead>
<tr>
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<th>Lance</th>
<th>Lance</th>
<th>Lance</th>
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<th>Lance</th>
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<th>Lance</th>
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<td>Brkn Lance</td>
<td>Brkn Lance</td>
<td>Right</td>
<td>Right</td>
<td>Left</td>
<td>Left</td>
<td>Horse Legs</td>
<td>Horse Legs</td>
<td>Helm</td>
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<table>
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</tbody>
</table>

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246P45
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**

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 its 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 all of 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, all 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.

### 3.6 GAME EQUIPMENT

#### 3.1 THE GAME MAP

Each 22" x 17" map sheet 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 60 single (1½" x 1¼") and 30 double sized (1" x ½") 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)

<table>
<thead>
<tr>
<th>Name</th>
<th>Robert Bruce</th>
</tr>
</thead>
<tbody>
<tr>
<td>Movement Allowance</td>
<td>8</td>
</tr>
</tbody>
</table>

**SINGLE-COUNTER COMBAT UNIT** (Front)

<table>
<thead>
<tr>
<th>Weapon Symbol</th>
<th>Serbs</th>
</tr>
</thead>
<tbody>
<tr>
<td>Armor Type</td>
<td>L-4-C</td>
</tr>
</tbody>
</table>

**DUAL-COUNTER COMBAT UNIT** (Front)

<table>
<thead>
<tr>
<th>Facing</th>
<th>Lancaster</th>
</tr>
</thead>
<tbody>
<tr>
<td>P-4-A</td>
<td></td>
</tr>
</tbody>
</table>

**WEAPON SYMBOLS**

- Shortbow (Fire)
- Longbow (Fire)
- Crossbow (Fire)


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:

1. 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 Phasing 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 (see 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 fire combat is resolved sequentially, all results are applied simultaneously at the end of the Phase (see Section 8.0).

5. First Player Melee Phase

The first Player’s unrouted units that are in Melee Combat mode may meele 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 meele 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 map sheet 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 through 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 facing 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 →
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.

[5.21] 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

[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.

[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.

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 route 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 at 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.

[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 than both of the units.

Unit A has a clear line of sight to units B, D, and G, and thus may fire at 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 at Units C, E, and F.

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, the 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 unrolled Enemy combat unit that is adjacent to it. Melee combat 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. Rout units may not engage in fire combat, melee combat, or normal movement. Rout 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 only a rout 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, even if 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 the 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 map edge. 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).

[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] DISOBEEDIENCE 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 map edge, 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 map edge 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 map edge, 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 map edge, 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

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Manfred F. Milkuhn, Bob Ryer
[7.4] TERRAIN EFFECTS CHART

<table>
<thead>
<tr>
<th>Terrain Feature</th>
<th>Movement Point Cost</th>
<th>Effect On Combat</th>
</tr>
</thead>
<tbody>
<tr>
<td>Clear</td>
<td>1</td>
<td>None</td>
</tr>
<tr>
<td>Contour Line (downhill)</td>
<td>1</td>
<td>see 7.24</td>
</tr>
<tr>
<td>Contour Line (uphill)</td>
<td>+1</td>
<td>None</td>
</tr>
<tr>
<td>River (Bannockburn, Tamburlaine only)</td>
<td>Prohibited</td>
<td>None</td>
</tr>
<tr>
<td>River (Black Prince only)</td>
<td>(see 18.0)</td>
<td>None</td>
</tr>
<tr>
<td>Burn (Bannockburn only)</td>
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<tr>
<td>Marsh (Bannockburn only)</td>
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<td>Pools (Bannockburn only)</td>
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<tr>
<td>Dry River Bed (Tamburlaine only)</td>
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<td>Camp (Tamburlaine only)</td>
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<tr>
<td>Road (Tamburlaine, Black Prince only)</td>
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<tr>
<td>Bridge (Black Prince only)</td>
<td>(see 18.0)</td>
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<td>Village (Black Prince only)</td>
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<td>Grove (Black Prince only)</td>
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<tr>
<td>Barrow (King Arthur only)</td>
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<td>Megalith (King Arthur only)</td>
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<td>Altar (King Arthur only)</td>
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<tr>
<td>Ditch (King Arthur only)</td>
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<tr>
<td>Ridge Hexside (King Arthur only)</td>
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[10.2] MORALE EFFECTS TABLE

<table>
<thead>
<tr>
<th>Rout Level Increase</th>
<th>A</th>
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<th>C</th>
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<td>r3</td>
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<td>r2</td>
<td>r2</td>
<td>r2</td>
<td>r3</td>
</tr>
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<td>r1</td>
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<td>r2</td>
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</tr>
<tr>
<td>7</td>
<td></td>
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</tr>
</tbody>
</table>

- = No effect. # = 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

A. The current rout level of the unit is subtracted from the die-roll.
B. If Fatigue is in effect, two is subtracted from the die-roll.
C. If the unit is a double-counter unit with an Enemy unit in the rear center hex, one is subtracted from the die-roll.
D. If the unit has been attacked by a Lance-armed, charging cavalry unit, two is subtracted from the die-roll.
E. 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

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

King Arthur

A. The current rout level of the unit is subtracted from the die-roll.
B. If Fatigue is in effect, two is subtracted from the die-roll.
C. If the unit is a double-counter unit with an Enemy unit in the rear center hex, one is subtracted from the die-roll.
D. If the unit is stacked with a hiding leader, one is subtracted from the die-roll.
E. If the unit is Christian and in a barrow, megalith or altar hex, one is subtracted from the die-roll.
F. If the unit is pagan and in a barrow, megalith or altar hex, one is added to the die-roll.
Images of the counters for this game are provided here as an aid to players in reproducing damaged or misplaced playing pieces.
14.0 INTRODUCTION
15.0 CHANGES AND ADDITIONS TO THE STANDARD RULES
15.1 Set-Up for Play
15.2 Friendly Mappedges for Routed Units
16.0 UNIT MODES
   16.1 Plate Armored Units
   16.2 English Longbowmen
   16.3 Crossbowman Units
   16.4 Bidets and Genitours
17.0 LEADERS AND NATIONALITIES
   17.1 Du Guesclin
   17.2 Pedro the Cruel
   17.3 Nationalities
18.0 THE NAJARILLA RIVER
19.0 VICTORY CONDITIONS
   19.1 Victory Point Values of English Units and Leaders
   19.2 Victory Point Values of Castillian and French Units and Leaders

[14.0] INTRODUCTION

Black Prince: The Battle of Navarette is a simulation of the conflict between English and Castillian forces and their French allies near the Spanish village of Najera on April 3, 1347, during the Hundred Years War. The battle marked the culmination of the Black Prince's campaign to overthrow the usurper Henry the Bastard and regain the throne of Castille for the rightful king, Pedro the Cruel.

The game-scale is 50 yards per hex, 500 men per single counter, 1500 per double counter, and 20 minutes per Game-Turn.

[15.0] CHANGES AND ADDITIONS TO THE STANDARD RULES

CASES:
[15.1] SET-UP FOR PLAY
After the Players decide who will play the English and who will play the Castillians, they place their units on the deployment hexes printed on the map. If a unit has more than one mode (that is, if the unit is printed on both sides), the owning Player may set up that unit with either side facing up. Lance markers are placed on all plate armored cavalry units only. The Castillian Player moves first.

[15.2] FRIENDLY MAPPEDGES FOR ROUNDED UNITS

[16.0] UNIT MODES

[16.1] PLATE ARMORED UNITS
All plate armored units have two modes, infantry and cavalry, represented by the two sides of their counters. At the beginning of play each Player secretly notes on a piece of paper in which mode each of his plate units will start the game. The choices are then revealed and play begins. Plate armored units may never change mode once play begins. Plate armored units that begin the game in infantry mode do not receive Lance markers.

[16.2] ENGLISH LONGBOWMEN
All English longbowmen have two modes, fire and melee, represented by the two sides of their counters.

[16.3] CROSSBOWMAN UNITS
All crossbowman units have two modes, fire and melee, represented by the two sides of their counters. The owning Player may change the mode of his crossbowman units during the Friendly Movement Phase by expending that unit's entire Movement Point Allowance for that Phase. Crossbow units in Fire mode may not initiate melee. Crossbow units in Melee mode may not fire. English crossbow units which are not within two hexes of the Capitole plate armor unit may not fire.

[16.4] BIDETS AND GENITOURS
Castillian bidet and genitour units were light units used as skirmishers. Therefore, genitour and bidet units are both fire and melee units — such units may execute a fire attack and initiate melee during the same Player-Turn.

[17.0] LEADERS AND NATIONALITIES

CASES:
[17.1] DU GUESCLIN
If the Castillian Player is required to roll on the Morale Effects Table for a French unit stacked with the leader Du Guesclin, one is added to the result.

[17.2] PEDRO THE CRUEL
The Pedro the Cruel leader counter may not rally any English units except the unit designated "Pedro."

[17.3] NATIONALITIES
All French units are considered to be Castillian for all game purposes except that of Case 17.1.

[18.0] THE NAJARILLA RIVER

GENERAL RULE:
A unit may not be moved into a non-bridge Najarilla River hex except during rout movement. Units entering Najarilla River hexes are considered drowned and are immediately removed from play. They do not count as eliminated for Victory Point purposes. Hex 3610, containing the bridge over the Najarilla River, is considered to be clear terrain for all game purposes. Castillian units with "A" morale may not enter hex 3610 except during rout movement. English units may never enter hex 3610.
[19.0] VICTORY CONDITIONS

GENERAL RULE:
Victory is determined by totalling the Victory Point value of all Enemy units and leaders eliminated or captured by the end of Game-Turn 10. If the total of Victory Points accrued by the English Player minus the total of Victory Points accrued by the Castillian Player exceeds 20, the English Player is the winner. Otherwise, the Castillian Player is the winner.

CASES:

[19.1] VICTORY POINT VALUES OF ENGLISH UNITS AND LEADERS

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

"A" morale: unit: 25
Any other combat unit: 10
Prince Edward: 100
Pedro the Cruel: 100
Any other leader: 10

[19.2] VICTORY POINT VALUES OF CASTILLIAN AND FRENCH UNITS AND LEADERS

The English Player receives Victory Points according to the following schedule for eliminated French or Castillian units or French or Castillian leaders eliminated or captured (Unit or leader eliminated or captured: Victory Point award).

French "A" morale: unit: 25
Any other "A" morale: unit: 10
"B" morale: unit: 5
"C" morale: unit: 3
"D" morale: unit: 2
"E" morale: unit: 1

Henry the Bastard: 100
Du Guesclin: 20
Any other leader: 1

Castillian units which are routed on or south of a road hex at the end of Game-Turn 10 are considered eliminated for Victory Point purposes.

[8.3] FIRE COMBAT RESULTS TABLE

<table>
<thead>
<tr>
<th>Target Unit Type</th>
<th>Firing Weapon Type and Range</th>
<th>Fire Combat Die-Roll Modifiers:</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Range</td>
<td>Longbow</td>
</tr>
<tr>
<td>------------------</td>
<td>-------</td>
<td>---------</td>
</tr>
<tr>
<td>Plate cavalry</td>
<td>2...7</td>
<td>2...6</td>
</tr>
<tr>
<td>Plate infantry</td>
<td>2...6</td>
<td>2...5</td>
</tr>
<tr>
<td>All others</td>
<td>2...8</td>
<td>2...7</td>
</tr>
</tbody>
</table>

[9.4] MELEE COMBAT RESULTS TABLE

<table>
<thead>
<tr>
<th>Defending unit type</th>
<th>Attacking unit type</th>
<th>Melee Combat Die-Roll Modifiers:</th>
</tr>
</thead>
<tbody>
<tr>
<td>P Inf</td>
<td>P&amp;M Cav M Inf L Cav &amp; Inf</td>
<td>Attacker is double-counter unit attacking through front left, front right, or flank hex +2</td>
</tr>
<tr>
<td>Plate Inf</td>
<td>2...8</td>
<td>2...5</td>
</tr>
<tr>
<td>Plate &amp; Mail Inf</td>
<td>2...7</td>
<td>2...5</td>
</tr>
<tr>
<td>Mail Inf</td>
<td>2...9</td>
<td>2...7</td>
</tr>
<tr>
<td>Leather Cav</td>
<td>2...9</td>
<td>2...8</td>
</tr>
<tr>
<td>Leather Inf</td>
<td>2...10</td>
<td>2...10</td>
</tr>
</tbody>
</table>
[7.4] TERRAIN EFFECTS CHART

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

[10.2] MORALE EFFECTS TABLE

<table>
<thead>
<tr>
<th>Morale Rating</th>
<th>A</th>
<th>B</th>
<th>C</th>
<th>D</th>
<th>E</th>
</tr>
</thead>
<tbody>
<tr>
<td>DIE</td>
<td>-1</td>
<td>r2</td>
<td>r3</td>
<td>r3</td>
<td>r3</td>
</tr>
<tr>
<td>- 0</td>
<td>r2</td>
<td>r2</td>
<td>r3</td>
<td>r3</td>
<td>r3</td>
</tr>
<tr>
<td>+ 1</td>
<td>r1</td>
<td>r2</td>
<td>r2</td>
<td>r2</td>
<td>r3</td>
</tr>
<tr>
<td>+ 2</td>
<td>r1</td>
<td>r2</td>
<td>r2</td>
<td>r2</td>
<td>r2</td>
</tr>
<tr>
<td>+ 3</td>
<td>r1</td>
<td>r1</td>
<td>r2</td>
<td>r2</td>
<td>r2</td>
</tr>
<tr>
<td>+ 4</td>
<td>r1</td>
<td>r1</td>
<td>r1</td>
<td>r2</td>
<td>r2</td>
</tr>
<tr>
<td>+ 5</td>
<td>r1</td>
<td>r1</td>
<td>r1</td>
<td>r2</td>
<td>r2</td>
</tr>
<tr>
<td>+ 6</td>
<td>r1</td>
<td>r1</td>
<td>r1</td>
<td>r2</td>
<td>r2</td>
</tr>
<tr>
<td>+ 7</td>
<td>r1</td>
<td>r1</td>
<td>r1</td>
<td>r2</td>
<td>r2</td>
</tr>
</tbody>
</table>

*= 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

Black Prince

A. The current rout level of the unit is subtracted from the die-roll.
B. If Fatigue is in effect, two is subtracted from the die-roll.
C. If the unit is a double-counter unit with an Enemy unit in the rear center hex, one is subtracted from the die-roll.
D. If the unit has been attacked by a Lance-armed, charging cavalry unit, two is subtracted from the die-roll.
E. If the unit is a French unit stacked with the leader DuGuesclin, one is added to the die-roll.
<table>
<thead>
<tr>
<th>Helm</th>
<th>Helm</th>
<th>Horse Legs</th>
<th>Horse Legs</th>
<th>Left</th>
<th>Right</th>
<th>Right</th>
<th>Right</th>
<th>Right</th>
<th>Left</th>
<th>Left</th>
<th>Left</th>
<th>Left</th>
<th>Un</th>
<th>Horseed</th>
<th>Horseed</th>
</tr>
</thead>
<tbody>
<tr>
<td>Charge</td>
<td>Charge</td>
<td>Charge</td>
<td>Charge</td>
<td>Charge</td>
<td>Charge</td>
<td>Charge</td>
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<td>Charge</td>
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</tr>
<tr>
<td>2</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td>2</td>
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<tr>
<td>4</td>
<td>4</td>
<td>4</td>
<td>4</td>
<td>4</td>
<td>4</td>
<td>4</td>
<td>4</td>
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<td>4</td>
<td>4</td>
<td>4</td>
<td>4</td>
<td>4</td>
</tr>
</tbody>
</table>
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[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.

### 3.6 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 60 single (11/2" x 11/2") and 30 double sized (1" x 11/2") 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)**

- **Name**: Robert Bruce
- **Movement Allowance**: 8

**SINGLE-COUNTER COMBAT UNIT (Front)**

- **Weapon Symbol**: Serbs
- **Armor Type**: L-4-C
- **Unit Designation**: Morale Rating
- **Movement Allowance**: Game-Turn

**DOUBLE-COUNTER COMBAT UNIT (Front)**

- **Facing**: Lancaster
- **Weapon Symbol**: Shortbow

**WEAPON SYMBOLS**

- ◊ Shortbow (Fire)
- ⚔️ Longbow (Fire)
- ⚔️ Crossbow (Fire)

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

1. **FIRST PLAYER-TURN**

   **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.

   **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).

2. **Movement Phase**
   The first Player may move all, some, or none of his un routed 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).

   **Simultaneous Fire Combat Phase**
   Both Players may direct fire combat at each other's units. Only un routed 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).

   **First Player Melee Phase**
   The first Player's un routed units that are in Melee Combat mode may conduct melee attacks against any Enemy units adjacent to them. Individual melee results are applied immediately (see Section 9.0).

   **Second Player Melee Phase**
   The second Player's un routed units that are in Melee Combat mode may conduct melee attacks against any Enemy units adjacent to them. Individual melee attack results are applied immediately.

   **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.

   **Simultaneous Rout Removal Phase**
   **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.

   **Movement Phase**
   **Simultaneous Fire Combat Phase**
   **Second Player Melee Phase**
   **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 un routed 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 map as you move. 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 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 hexes. 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 fac ed 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 that 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.

[5.32] 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.

[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.

[5.41] Changing Mode

When a unit has a different status or mode, it may be moved through a hex occupied by another unit and may be stacked with that unit at any time while in motion. Units in combat may not change modes.

[5.42] Changing Mode

When a unit has a different status or mode, it may be moved through a hex occupied by another unit and may be stacked with that unit at any time while in motion. Units in combat may not change modes.

[6.0] STACKING

GENERAL RULE:

The placement of more than one counter in a hex is called stacking. In the Medieval Battles Quadricle Game, 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.

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 at any one 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 the 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.
[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 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 unrolled Enemy Combat Combat mode that is adjacent to it. Melee combats may be initiated in any sequence the owning Players 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 marker 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] ROUTE 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 if an unrolled 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, and if 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 the 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 map edge. 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).

[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] DISOBEEDENCE 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 map edge, 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 map edge 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 map edge, 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 map edge, 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

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[7.4] TERRAIN EFFECTS CHART

<table>
<thead>
<tr>
<th>Terrain Feature</th>
<th>Movement Point Cost</th>
<th>Effect On Combat</th>
</tr>
</thead>
<tbody>
<tr>
<td>Clear</td>
<td>1</td>
<td>None</td>
</tr>
<tr>
<td>Contour Line (downhill)</td>
<td>1</td>
<td>see 7.24</td>
</tr>
<tr>
<td>Contour Line (uphill)</td>
<td>+1</td>
<td>None</td>
</tr>
<tr>
<td>River (Bannockburn, Tamburlaine only)</td>
<td>Prohibited</td>
<td>None</td>
</tr>
<tr>
<td>River (Black Prince only)</td>
<td>(see 18.0)</td>
<td>None</td>
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<tr>
<td>Burn (Bannockburn only)</td>
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<td>Marsh (Bannockburn only)</td>
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<tr>
<td>Pools (Bannockburn only)</td>
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<tr>
<td>Dry River Bed (Tamburlaine only)</td>
<td>+1</td>
<td>None</td>
</tr>
<tr>
<td>Camp (Tamburlaine only)</td>
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</tr>
<tr>
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<td>Bridge (Black Prince only)</td>
<td>(see 18.0)</td>
<td>see 8.16</td>
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<tr>
<td>Village (Black Prince only)</td>
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<td>see 8.16</td>
</tr>
<tr>
<td>Grove (Black Prince only)</td>
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<td>see 8.16</td>
</tr>
<tr>
<td>Barrow (King Arthur only)</td>
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<tr>
<td>Megalith (King Arthur only)</td>
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<td>see 15.4</td>
</tr>
<tr>
<td>Altar (King Arthur only)</td>
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<td>see 15.4</td>
</tr>
<tr>
<td>Ditch (King Arthur only)</td>
<td>1</td>
<td>see 15.4</td>
</tr>
<tr>
<td>Ridge Hexside (King Arthur only)</td>
<td>+1 to cross</td>
<td>see 15.4</td>
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[10.2] MORALE EFFECTS TABLE

<table>
<thead>
<tr>
<th>Rout Level Increase</th>
<th>A</th>
<th>B</th>
<th>C</th>
<th>D</th>
<th>E</th>
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<tbody>
<tr>
<td>DIE</td>
<td>-1</td>
<td>r2</td>
<td>r3</td>
<td>r3</td>
<td>r3</td>
</tr>
<tr>
<td>0</td>
<td>r2</td>
<td>r2</td>
<td>r3</td>
<td>r3</td>
<td>r3</td>
</tr>
<tr>
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<td>r1</td>
<td>r2</td>
<td>r2</td>
<td>r2</td>
<td>r3</td>
</tr>
<tr>
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<td>r1</td>
<td>r1</td>
<td>r2</td>
<td>r2</td>
<td>r2</td>
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<tr>
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<td>r1</td>
<td>r1</td>
<td>r1</td>
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</tr>
<tr>
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</tr>
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<td>r1</td>
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</tr>
<tr>
<td>6</td>
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<td>r1</td>
<td>r1</td>
<td>r1</td>
<td>r1</td>
</tr>
<tr>
<td>7</td>
<td>r1</td>
<td>r1</td>
<td>r1</td>
<td>r1</td>
<td>r1</td>
</tr>
</tbody>
</table>

-= 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

A. The current rout level of the unit is subtracted from the die-roll.
B. If Fatigue is in effect, two is subtracted from the die-roll.
C. If the unit is a double-counter unit with an Enemy unit in the rear center hex, one is subtracted from the die-roll.
D. If the unit has been attacked by a Lance-armed, charging cavalry unit, two is subtracted from the die-roll.
E. 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

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

King Arthur

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

Tamburlaine

A. The current rout level of the unit is subtracted from the die-roll.
B. If Fatigue is in effect, two is subtracted from the die-roll.
C. If the unit is a double-counter unit with an Enemy unit in the rear center hex, one is subtracted from the die-roll.
D. If the unit has been attacked by a Lance-armed, charging cavalry unit, two is subtracted from the die-roll.
E. If the unit is Ottoman or Serbian and is stacked with Sultan Bayazid, two is added to the die-roll.
F. If the unit is Tartar, Mongol or Indian and is stacked with Tamburlaine, one is added to the die-roll.
G. If the unit has been attacked by a rampant elephant, three is subtracted from the die-roll.
Images of the counters for this game are provided here as an aid to players in reproducing damaged or misplaced playing pieces.
[14.0] INTRODUCTION

Robert at Bannockburn is a simulation of the battle between the Scottish and English armies on 24 June 1314, in the lowlands of Scotland during that nation's war of independence. The battle of Bannockburn was of great historical importance, for the resulting Scottish victory there brought an end to English military domination of the lowlands and secured King Robert Bruce's claim to the throne of Scotland. In purely military terms, however, the importance of the battle lay in the tactical lessons learned there by the English, both from the virtues of the Scots' system and from the faults of their own. Once those lessons were digested and put to use in the field, the English army became the best in Europe, capable of achieving such victories as Crecy, Poitiers, Navarre, and Agincourt.

As part of the Great Medieval Battles QuadriGame, Robert at Bannockburn employs the basic system described in the Standard Rules of the quad with additions and modifications as described in these Exclusive Rules. The game-scale is approximately 70 yards from hexside to hexside and 15 minutes per Game-Turn. Each single counter represents 100 to 300 men. Each double counter represents 500 to 800 men.

[15.0] CHANGES AND ADDITIONS TO THE STANDARD RULES

CASES:

[15.1] SET-UP FOR PLAY

After the Players have decided who will play which side, they are to place the unit counters on the map in strict accordance with the set-up hexes printed on the map. The Scottish Player moves first.

[15.11] Any unit that has two combat modes may begin the game in either mode, as the owning player sees fit (see also Section 16.0).

[15.12] Scottish schiltron units must begin the game in open formation, though they may change formation during the Friendly Movement Phase of Game-Turn 1 (see Case 18.1).

[15.13] All of the English Player's double-sized infantry units, except the Gascon crossbow unit, begin the game in a disorganized state, and are thus placed on the map with the side of the counter marked disorganized face up (see Section 19.0).

[15.14] All English cavalry units begin the game stacked with Lance markers. Moreover, if the Scottish cavalry units are set up in Cavalry mode, they too receive Lance markers (see Case 16.2).

[15.2] FRIENDLY MAPEGEDGES FOR ROUTED UNITS

[15.21] English Units

When an English unit engages in rout movement, it must be moved towards the hexes of the east mapedge lying south of the River Forth and north of the Bannock Burn (hexes 2902 to 2922) 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] Scottish Units

When a Scottish unit engages in rout movement, it must be moved towards hexes 0119 to 0134 of the west mapedge or toward hexes 0134 to 1433 of the south mapedge if possible, or suffer the penalties outlined in Cases 11.22 and 11.23. In addition, a routed unit must be moved into hexes which are south or southwest of the unit's current position during rout movement, regardless of the unit's position relative to the mapedges, or suffer the penalties outlined in Cases 11.22 and 11.23.

[15.3] BOW FACING FOR DOUBLE-COUNTER UNITS

For the purposes of fire combat only, double-counter fire combat units are not affected by the facing rules. Thus, double-counter units in Fire Combat Mode may fire in any direction. The line of sight for such a unit is judged from the central portion of the unit to the facing hex of the target.

All other facing rules (e.g., for movement) are still in effect for double-counter fire combat units.

[15.4] SPECIAL ENGLISH LONGBOW ATTACKS

If an English longbow unit is two hexes away from a Scottish unit, and the intervening hex is occupied by an English cavalry unit, that longbow unit may fire at the Scottish unit, despite being unable to observe the Scottish unit. This rule is, of course, an exception to Case 8.1.

[15.41] Only English longbow units may make such an attack. Moreover, a longbow unit may fire over only one English cavalry unit that is neither routed nor conducting a charge.

[15.42] If the cavalry unit over which the longbow unit fires is not of the same division, two is added to the die-roll on the Fire Combat Results Table (see Case 17.2).

[15.43] The range used for a longbow unit when it fires over a cavalry unit is three (despite the fact that the actual distance is only two hexes).

The English longbow unit in hex 1426 may fire over the English cavalry unit in hex 1428, the Scottish unit in hex 1424, or the Scottish unit in hex 1226. The longbow may not fire over the English infantry unit in hexes 1226 and 1228 and therefore may not attack the Scottish unit in hex 1228.

[15.5] EFFECTS OF MARSH TERRAIN

[15.51] Effect on Cavalry Charge

A cavalry unit may not conduct a charge into or through marsh hexes. Therefore, a cavalry unit that attacks a unit in a marsh hex or is itself in a marsh hex may never gain the beneficial die-roll modification for charging.

[15.52] Effect on Movement

A unit entering a marsh hex must expend one Movement Point in addition to any other Movement Point cost for the maneuver being made.
Thus, single-counter units always pay two Movement Points when entering marsh hexes. A double-counter unit that moves forward into or pivots into a Marsh hex, as described in Cases 5.22 and 5.23, spends two Movement Points. A double-counter unit that turns about face, as described in Case 5.21 while partially or wholly occupying marsh hexes, spends three Movement Points. Similarly, a double-counter unit which moves sideways into a marsh hex or marsh hexes, as described in Case 5.24, spends three Movement Points.

[15.53] Effect on Schiltron Movement

There is no additional Movement Point cost for a schiltron when entering a marsh hex. Thus, in either open or close formation, schiltrons treat marsh hexes as clear hexes for purposes of movement.

[16.0] MODE CHANGES

COMMENTARY:

Certain units which fought at the battle of Bannockburn were equipped with swords of different types (fire combat weapons and melee combat weapons) or were capable of employing distinctly different deployments. In the game, such units are said to possess different "modes".

GENERAL RULE:

Only units which are backprinted with a second mode may change mode. Note that the double-counter English infantry units, except the Gascon crossbow unit, have only one mode and are backprinted with the disorganized stair. A change of mode is by definition a change of a given unit's combat capabilities, both offensively and defensively.

A unit which is in Fire Combat Mode may conduct only fire attacks. A unit which is in Melee Combat Mode may conduct only melee attacks. A unit's mode may be changed only during the owning Player's Movement Phase.

CASES:

[16.1] CHANGING MACHES

[16.11] The change of a unit's mode is performed at the end of the owning Player's Movement Phase. A change of mode is by represented by simply flipping the unit counter over.

[16.12] A Player may only change the mode of a unit during the Friendly Movement Phase. At no other time in the Game-Turn may a unit's mode be changed.

[16.13] To change mode, there is no cost in Movement Points for any units other than the Scottish cavalry (see Case 16.2) and the English Player's Gascon crossbow unit (see Case 16.3).

[16.14] A unit which is currently routed may not undergo a change of mode.

[16.2] SCOTTISH CAVALRY DISMOUNTED MODE

[16.21] Scottish cavalry units may change mode once during the game. That is, they may dismount but never remount. English cavalry units have only one mode and may never be dismounted.

[16.22] The cost in Movement Points for a Scottish cavalry unit to change mode is eight. Thus, such a unit cannot move and change mode in the same Movement Phase.

[16.23] When a Scottish cavalry unit is changed to dismounted mode, it is then treated as a melee infantry unit for all purposes for the remainder of the game.

[16.24] If a Scottish cavalry unit is changed to the dismounted mode while still stacked with its lance marker, the lance marker is removed from play. Lance markers may only be used when in cavalry mode.

[16.3] THE GASCON CROSSBOW UNIT

The Movement Point Cost for the Gascon crossbow unit to change mode is six. Thus, this unit cannot move and change mode in the same Movement Phase. Unlike the Scottish cavalry, however, the Gascon crossbow unit may change mode more than once in the course of the game.

[17.0] LEADERS AND COMMAND CONTROL

CASES:

[17.1] WHICH UNITS LEADERS MAY RALLY

Any Scottish leader can rally any routed Scottish unit. Similarly, any English leader can rally any routed English unit.

[17.2] COMMAND CONTROL FOR ENGLISH LONGBOW UNITS

The English cavalry units and longbow units are divided into three divisions: Hereford's Division, Clifford's Division and King Edward's Division. The division to which each English cavalry and longbow unit belongs is indicated on the unit's counter. In order to fire with full effectiveness, an English longbow unit must be in Command Control. In order to be in Command Control, an English longbow unit must fulfill at least one of the following conditions:

1. The longbow unit is adjacent to an unmounted cavalry unit of the same division.

2. The longbow unit is two hexes away from an unmounted cavalry unit of the same division, and the intervening hex is either unoccupied or occupied by another unmounted cavalry or longbow unit of the same division.

3. The longbow unit is stacked with the leader of the division to which it belongs.

If an English longbow unit is not in Command Control when it executes a fire combat attack, two is added to the die-roll on the Fire Combat Table.

[18.0] SCOTTISH SCHILTRONS

COMMENTARY:

The schiltron (or schiltron) was a highly efficient formation of pikemen which the Scots used to great effect at the Battle of Bannockburn. The offensive strength of the schiltrons could be considerably increased by closing the ranks of the unit, thus forming a solid wall of pikes and shields. Moreover, in close order, schiltrons were especially formidable when defending against cavalry and melee infantry. In close order, however, they were also easy targets for archers. To simulate the importance of the schiltrons' formations, the following rules are employed.

GENERAL RULE:

Two counters have been supplied for each of the Scottish schiltron units: one a double-counter and the other a single counter. The double-counters represent schiltrons in close formation. The single counters represent schiltrons in close formation. During the Friendly Movement Phase, the Scottish Player may change the formation of the schiltrons.

CASES:

[18.1] CHANGING FORMATION

[18.11] A change of a schiltron's formation follows the procedure for the change of weapon modes. At a cost of two Movement Points, the schiltron can close or open ranks. The schiltron can change formations at any time during its movement. However, schiltrons may never change formation at any point in the Game-Turn other than the Scottish Movement Phase.

[18.12] When a schiltron changes formation, the counter on the map is simply replaced with the corresponding counter of the unit in the formation to which it is changing.

[18.13] When changing from open to closed formation, the single counter must be placed on either of the hexes formerly occupied by the double-counter. When changing from closed to open formation, the double-counter may be placed in any position so long as the hex formerly occupied by the single counter remains occupied after the change.


[18.2] EFFECTS OF FORMATION ON COMBAT

[18.21] Schiltron counts are listed separately on the Melee Combat Table for each type of infantry. On the Melee Combat Table, results for schiltrons are given for units in open formation. Modifications are made only when a schiltron is in close formation.

[18.22] Two is added to the die roll on the Melee Combat Table for a melee attack against a schiltron in close formation. Two is subtracted from the die roll on the Melee Combat Table when a schiltron is conducting a melee attack.

[18.23] When a schiltron in close formation is attacked through fire combat, two is subtracted from the die-roll on the Fire Combat Table. Furthermore, if such an attack by an English longbow unit succeeds and the morale of the schiltron unit must be checked, two is subtracted from the die-roll on the Morale Effects Table.

[18.3] TERRAIN EFFECTS ON SCHILTRONS

Schiltrons in both open and close formation pay no additional Movement Points when moving through marsh hexes. That is, the Movement Point cost for a schiltron to enter a marsh hex is one. Movement for schiltron through all other terrain types is normal.

[19.0] DISORGANIZED ENGLISH INFANTRY

GENERAL RULE:

To simulate the disorganized state of the English infantry on the morning of 24 June, most of the English infantry units begin the game unable to move or attack normally. While disorganized, English infantry units have Movement Allowances of two and especially poor morale. Such units may not attack Enemy units.

PROCEDURE:

All English double-counter units (except the Gascon crossbow unit) begin the game with the counter side marked Disorganized face up. The
English Player may attempt to organize these units in the following manner: during the Friendly Movement Phase of each Game-Turn, starting with Game-Turn One, the English Player may roll a die for each disorganized unit that he has not moved during that Phase. On a die-roll of one or two, the unit is considered to have been organized, and is then flipped over to show its normal strength. The die-roll to organize a unit is considered to be that unit's movement for that Movement Phase. That is, a unit may not be moved and attempt to organize during the same Movement Phase. Once a unit has been organized, it cannot again become disorganized. Disorganized units have a Movement Allowance of two if moved from their Friendly mapped when Fatigue is in effect (see Case 13.1).

[20.0] VICTORY CONDITIONS

GENERAL RULE:

At the end of Game-Turn Ten, the Players determine who has won the game. Victory is determined by Victory Points, which are awarded to Players for the elimination of Enemy units and the capture of Enemy leaders. The English Player's Victory Point total is subtracted from the Scottish Player's Victory Point total in order to obtain the level of victory.

CASES:

[20.1] VICTORY POINT SCHEDULE

Note that the number of points indicated below are awarded for the capture or elimination of each individual unit. Points awarded for a given unit are awarded according to the unit's type. There is no bonus for destroying double-counter units.

[20.11] The English Player receives Victory Points according to the following schedule for eliminated Scots units or captured Scots leaders (Unit or leader eliminated or captured; Victory Point award).

King Robert Bruce: 30
Other Scots leaders: 6
Schiltrom infantry: 10
Infantry: 4
Cavalry: 10

[20.12] The Scots Player receives Victory Points according to the following schedule for eliminated English units or captured English leaders (Unit or leader eliminated or captured; Victory Point award).

King Edward: 10
Other English leaders: 2
Cavalry: 5
Infantry: 2

[20.13] Units that have been moved off the map due to rout are considered eliminated for purposes of victory conditions.

[20.2] LEVELS OF VICTORY

The Victory Point Level (Level of Victory) is obtained by subtracting the English Player's Victory Point Level from the Scottish Player's Victory Point Level.

<table>
<thead>
<tr>
<th>Victory Point Level</th>
<th>Level of Victory</th>
</tr>
</thead>
<tbody>
<tr>
<td>50 or more</td>
<td>Decisive Scottish Victory</td>
</tr>
<tr>
<td>30-49</td>
<td>Substantive Scottish Victory</td>
</tr>
<tr>
<td>20-29</td>
<td>Marginal Scottish Victory</td>
</tr>
<tr>
<td>10-19</td>
<td>Marginal English Victory</td>
</tr>
<tr>
<td>0-9</td>
<td>Substantive English Victory</td>
</tr>
<tr>
<td>Less than 0</td>
<td>Decisive English Victory</td>
</tr>
</tbody>
</table>

[21.0] UNIT AND LEADER DESIGNATIONS

English Leader Designations
ED: King Edward II; HE: Hereford; CL: Clifford; Gl: Gloucester; Seg: Segrave; Lanc: Lancaster; War: Warwick; Linc: Lincoln; Arg: Argentine.

English Unit Designations
Warw./Leics.: Warwickshire and Leicestershire; Ches./Staff.: Cheshire and Staffordshire.

DESIGN CREDITS

Game Design, Development, Research: Anthony F. Bucchin
Physical Systems and Graphics: Redmond A. Simonsen
Playtesting: Michael George, Tom Hamilton, Joseph Perez
Rules Editing: Eric Goldberg
Production: Mike W. Barr, Rosalind Fruchtman, Ted Koller, Manfred F. Milluhn, Bob Ryer

[8.3] FIRE COMBAT RESULTS TABLE

<table>
<thead>
<tr>
<th>Target Unit Type</th>
<th>Firing Weapon Type and Range</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Firing Weapon Type and Range</td>
</tr>
<tr>
<td>Range</td>
<td>Longbow</td>
</tr>
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<td>-------</td>
<td>---------</td>
</tr>
<tr>
<td>1</td>
<td>2</td>
</tr>
<tr>
<td>Plate</td>
<td>2.6</td>
</tr>
<tr>
<td>Mail</td>
<td>2.7</td>
</tr>
<tr>
<td>Leather</td>
<td>2.8</td>
</tr>
<tr>
<td>Non-Armored</td>
<td>2.9</td>
</tr>
</tbody>
</table>

#...# = Die roll necessary to affect target unit (see Morale Effects Table).

Fire Combat Dice-Roll Modifiers:

- Attacker is longbow out of command control +2
- Defender is charging cavalry +2
- Defender is schiltrom in close formation -2

[9.4] MELEE COMBAT RESULTS TABLE

<table>
<thead>
<tr>
<th>Attacking unit type</th>
<th>Defending unit type</th>
<th>P Cav</th>
<th>M Cav</th>
<th>M/L Inf</th>
<th>N Inf</th>
<th>Schiltrom</th>
</tr>
</thead>
<tbody>
<tr>
<td>Plate Cav</td>
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<td>NA</td>
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<td></td>
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<td>NA</td>
<td>2.7</td>
<td>2.4</td>
<td>NA</td>
<td></td>
</tr>
<tr>
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<td>2.7</td>
<td>2.6</td>
<td>2.6</td>
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<tr>
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<tr>
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<td>2.6</td>
<td>2.4</td>
<td>NA</td>
<td></td>
</tr>
</tbody>
</table>

NA = Not Applicable; #...# = Dice roll necessary to affect defending unit (see Morale Effects Table).

Melee Combat Die-Roll Modifiers:

- Attacker is double-counter unit attacking through front left, front right, or flank hex +2
- Attacker is charging without lance -2
- Attacker is charging with lance -4
- Attacker is schiltrom in close formation -2
- Defender is schiltrom in close formation +2
- Defender is longbow in Fire Mode -2
### 7.4 TERRAIN EFFECTS CHART

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

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<tr>
<th>Morale Rating A</th>
<th>B</th>
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<tr>
<td>Rout Level Increase</td>
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<td>r3</td>
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<td>7</td>
<td>r3</td>
<td>r1</td>
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</tr>
</tbody>
</table>

- = 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**

A. The current rout level of the unit is subtracted from the die-roll.

B. If Fatigue is in effect, two is subtracted from the die-roll.

C. If the unit is a double-counter unit with an Enemy unit in the rear center hex, one is subtracted from the die-roll.

D. If the unit has been attacked by a Lance-armed, charging cavalry unit, two is subtracted from the die-roll.

E. If the unit is a schiltron in close formation which has just been attacked by fire combat by an English longbow unit, two is subtracted from the die-roll.
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.

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Copyright © 1979, Simulations Publications, Inc., New York, N.Y., 10010
246P45
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</table>
```
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:

<table>
<thead>
<tr>
<th>Major Section Number</th>
<th>Primary Case Number</th>
<th>Secondary Case Number</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td>[6.53]</td>
</tr>
</tbody>
</table>

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. 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**

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* game 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 must move 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 (1/2 x 1/2") and 30 double sized (1" x 1") 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)

<table>
<thead>
<tr>
<th>Name</th>
<th>Robert</th>
<th>Bruce</th>
<th>Leader Symbol</th>
</tr>
</thead>
<tbody>
<tr>
<td>Movement Allowance</td>
<td>8</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

SINGLE-COUNTER COMBAT UNIT (Front)

<table>
<thead>
<tr>
<th>Weapon Symbol</th>
<th>Serbs</th>
<th>Unit Designation</th>
<th>Armor Type</th>
<th>Movement Allowance</th>
<th>Game-Turn</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>L-4-C</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

DOUBLE-COUNTER COMBAT UNIT (Front)

<table>
<thead>
<tr>
<th>Facing</th>
<th>Lancastor</th>
<th>P-4-A</th>
</tr>
</thead>
</table>

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.

Front | Back
---|---
Cavalry Mode | Infantry Mode
Keith | Keith
M-5-A | M-6-A
Melee Mode | Fire Mode
Free Co | Free Co
M-6-B | M-6-B
Organized | Disorganized
Yorkshire L-6-C | Yorkshire DISORGANIZED L-3-D
Saxons | Saxons
M-6-C | M-1-A
Wagon | Wagon Lagger
Wagman 4 | Wagon Lagger

MARKERS
Front | Back
---|---
Lance | Disobeyed
Charge | Rout Level
1 | 2
3 | 4

WEAPON SYMBOLS

Shortbow (Fire) | Longbow (Flame) | Crossbow (Fire)
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:**

1. **FIRST PLAYER-TURN**
   A. **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.
   B. **Rout Movement Phase**
      The Player moves his combat units which have Rout markers on them. Then the second Player moves his combat units which have Rout markers on them. This is done according to the rules for rout movement (see Section 11.0).
   C. **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).
   **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).
   D. **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).
   E. **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.
   F. **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 unrouted 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 hex grid. 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**

- 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.
- 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.
- 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 hex grid. See the Terrain Effects Chart (7.4) for a summary of how terrain affects movement.
- 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).
- 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 facing 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
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.

[5.21] 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

[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.

[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.

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 at 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 unengaged 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, then 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 villages, regardless of the elevations of the target and firing unit. Leader units alone do not block line of sight.

[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.
[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 unrotated Enemy unit in a 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 on 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 attack is made, 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 on 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 any 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, and it is either rolled 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 map edge. 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).

[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] DISOBEEDIENCE 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 the 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 map edge, as defined in Section 13.0 of the Exclusive Rules. If a fatigued unit or leader is moved parallel to or away from its Friendly map edge 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 map edge, 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 map edge, 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

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Manfred F. Mulkahn, Bob Ryer
## Terrain Effects Chart

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

## Morale Effects Table

<table>
<thead>
<tr>
<th>Rout Level Increase</th>
<th>A</th>
<th>B</th>
<th>C</th>
<th>D</th>
<th>E</th>
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<tbody>
<tr>
<td>-1</td>
<td>r2</td>
<td>r3</td>
<td>r3</td>
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<td>0</td>
<td>r2</td>
<td>r2</td>
<td>r3</td>
<td>r3</td>
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<td>r1</td>
<td>r2</td>
<td>r2</td>
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<td>r3</td>
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<td>r1</td>
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<td>-</td>
<td>r1</td>
<td>r1</td>
<td>-</td>
</tr>
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<td>-</td>
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</tr>
<tr>
<td>6</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>r1</td>
</tr>
<tr>
<td>7</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
</tr>
</tbody>
</table>

--- = No effect.  # = 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

A. The current rout level of the unit is subtracted from the die-roll.
B. If Fatigue is in effect, two is subtracted from the die-roll.
C. If the unit is a double-counter unit with an Enemy unit in the rear center hex, one is subtracted from the die-roll.
D. If the unit has been attacked by a Lance-armied, charging cavalry unit, two is subtracted from the die-roll.
E. 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

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

### King Arthur

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

### Tamburlaine

A. The current rout level of the unit is subtracted from the die-roll.
B. If Fatigue is in effect, two is subtracted from the die-roll.
C. If the unit is a double-counter unit with an Enemy unit in the rear center hex, one is subtracted from the die-roll.
D. If the unit has been attacked by a Lance-armied, charging cavalry unit, two is subtracted from the die-roll.
E. If the unit is Ottoman or Serbian and is stacked with Sultan Bayazid, two is added to the die-roll.
F. If the unit is Tartar, Mongol or Indian and is stacked with Tamburlaine, one is added to the die-roll.
G. If the unit has been attacked by a rampant elephant, three is subtracted from the die-roll.
Images of the counters for this game are provided here as an aid to players in reproducing damaged or misplaced playing pieces.
14.0 INTRODUCTION

15.0 CHANGES AND ADDITIONS TO THE STANDARD RULES

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15.2 Friendly Mapedges for Routed Units

15.3 Bow Facing for Double-Counter Units

15.4 Retreat and Advance After Combat

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17.0 LEADERS AND THEIR CONTINGENTS

17.1 Army Contingents

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18.0 RAMPANT ELEPHANTS

19.0 SYRIAN NAPHTHA CONTINGENT

20.0 OTTOMAN WAGONS

20.1 Stacking with Wagon Lagers

20.2 Effect of Wagons on Movement

21.0 VICTORY CONDITIONS

21.1 Victory Points for Eliminated Units

21.2 Victory Points for Captured Leaders and Camp Hexes

21.3 Levels of Victory

[14.0] INTRODUCTION

Tamburlaine the Great is a simulation of the battle of Angorara on June 30, 1402, which was the climax of the Ottoman invasion of Asia Minor. Sultan Bayazid I and his Ottoman Turks, fresh from their victory against the Christians at the battle of Nicopolis, met Tamburlaine’s Tartar and Mongol hordes northeast of modern day Ankara.

The game scale is 50 yards from hexside to hexside, and each Game Turn represents 20 minutes of real time. Each single counter represents 500-750 men.

[15.0] CHANGES AND ADDITIONS TO THE STANDARD RULES

CASES:

15.1 SET-UP FOR PLAY

After the Players decide who will play the Ottoman leader, Sultan Bayazid, and who will play the Tartar leader, Tamburlaine the Great, they place their units on the set-up hexes printed on the map. After the units are set up for play, Lance markers are placed atop all plate and mail armored double-counter cavalry units. Those units that have two Modes may begin the game in either Mode. The Tartar Player moves first. Unless otherwise noted, references to Ottoman units also apply to Serbian units and references to Tartar units also apply to Mongol and Indian units.

[15.2] FRIENDLY MAPEDGES FOR Routed UNITS

[15.2.1] Ottoman Units

When an Ottoman unit engages in rout movement, it must be moved toward the north mapedge if possible, or suffer the penalties outlined in Cases 11.22 and 11.23. Thus, routed Ottoman units should be moved into hexes which are either north or northeast of the units’ current position during rout movement.

[15.2.2] Tartar Units

When a Tartar unit engages in rout movement, it must be moved toward the south mapedge if possible, or suffer the penalties outlined in Cases 11.22 and 11.23. Thus, routed Tartar units should be moved into hexes which are either southeast or southwest of the units’ current position during rout movement.

[15.3] BOW FACING FOR DOUBLE-COUNTER UNITS

For purposes of fire combat only, double-counter fire combat units are not affected by the facing rules. Thus, double-counter units in Fire Combat Mode may fire in any direction. The line of sight for such a unit is judged from the central point of either hex the unit occupies to the target. All other facing rules (e.g., for movement) are still in effect for double-counter fire combat units.

[15.4] RETREAT AND ADVANCE AFTER COMBAT

[15.4.1] If, during a Melee Combat Phase, a defending unit suffers an increase in rout level or achieves rout level one, that unit is immediately retreated a number of hexes equal to its new rout level. The retreat of the unit is conducted by the owning Player in accordance with the rules for rout movement (see Section 11.0).

[15.4.2] Whenever a defending Enemy unit is forced to retreat or is eliminated as a result of melee combat, the Friendly unit may advance.

[15.4.3] If an Enemy unit has been forced to retreat, the Friendly unit may advance along the Enemy unit’s path of retreat; that is, the Friendly unit may only advance into those hexes through which the Enemy unit has retreated. The first hex entered by an advancing unit must always be the hex in which the defending unit was attacked.

[15.4.4] If a defending Enemy unit has been eliminated, the Friendly unit may advance in the following manner: first, the advancing unit must enter the hex which the defending unit occupied when it was attacked. Then, the advancing unit may advance two additional hexes in any direction the owning Player desires within the normal restrictions for terrain and stacking.

[15.4.5] An advancing unit may cease advancing in any hex along the path of retreat of a retreating unit. That is, an advancing unit need not advance the full distance allowed.

[15.4.6] The option to advance must be exercised immediately, before any other combat resolution. Units are never forced to advance after combat.

[15.4.7] For purposes of advance after combat, the facing of a double-counter unit is considered. Thus, a double-counter unit may only advance into hexes into which it could move during the Movement Phase (see Case 5.2).

[15.4.8] For purposes of retreat after combat, the facing of a double-counter unit is ignored. Thus, a double-counter unit may retreat by moving backwards.

[15.4.9] If a Friendly combat unit advances into a hex containing an Enemy leader, that Enemy leader is captured and removed from play.

[16.0] MODE CHANGES

GENERAL RULE:

Some units were armed with two weapon types — fire and melee weapons. A Player may freely change the mode of any or all of his units (including charging cavalry) at the end of his Movement Phase at no additional Movement Point cost. Of course, only units whose counters are back-printed with a second mode may change mode. Units in Fire Combat Mode may engage in fire combat but may not initiate melee. Units in Melee Combat Mode may initiate melee combat but may not make fire combat attacks. A unit’s mode may only be changed after all units have been moved for the Movement Phase. Units which are currently routed may not undergo a mode change.

[17.0] LEADERS AND THEIR CONTINGENTS

CASES:

[17.1] ARMY CONTINGENTS

The Ottoman army is made up of two contingents: the Ottoman Asia Minor contingent and the European Serbian contingent. The Tartar army consists of three contingents: the Tartar contingent, the Mongol contingent and the Indian contingent. Units of a given contingent may only be rallied by leaders of the same contingent. However, Sultan Bayazid and Tamburlaine may rally units in
their respective armies, regardless of the color of the unit counter. The Tartar Player should note that the Tartar army has no Indian contingent leaders and that only Tamburlaine can rally such units.

When the naphtha contingent melee attacks an Ottoman unit, the Tartar Player does not employ the melee procedure; instead, the Ottoman unit automatically suffers an R2 (route level 2) result. The Syrian naphtha contingent is treated as a normal melee unit for all other purposes.

[17.2] SULTAN BAYAZID

If Sultan Bayazid is stacked with a combat unit, then two is added to the die-roll on any morale checks for that unit.

[17.3] TAMBURLAINE THE GREAT

If Tamburlaine is stacked with a combat unit, and that unit initiates a melee attack, one is subtracted from the die-roll on the Melee Combat Results Table. Additionally, if a unit with which Tamburlaine is stacked must check morale, one is added to the die-roll on the Morale Effects Table.

[18.0] RAMPANT ELEPHANTS

GENERAL RULE:
If the elephant unit achieves a rout level of 3 or 4, it is considered to be running amok. If this occurs, the elephant unit is moved before all other units at the beginning of each subsequent Rout Movement Phase in accordance with the following procedure.

PROCEDURE:
1. At the beginning of the Rout Movement Phase, the facing of a rampant elephant unit is determined. One die is rolled. If the roll is 1 or 2 the counter is immediately pivoted one hex to the left; if the roll is 3 or 4 the counter remains in place; if the roll is 5 or 6 the counter is pivoted one hex to the right.
2. If the elephant counter cannot be pivoted due to the presence of a combat unit in the hex into which it would be moved, its facing remains the same.
3. After the elephant unit’s facing is determined, it is moved up to four hexes in a straight line (regardless of terrain) or until there is an Enemy or Friendly combat unit in one of the three hexes adjacent to the front of the elephant unit counter.
4. If, at the end of its rout movement, there are any units in the three hexes in front of the elephant unit, the elephant unit immediately attacks those units, regardless of whether they are Friendly or Enemy units. Each unit is attacked individually using the Melee Combat Results Table. Note that this instance is an exception to both the Sequence of Play (in that the elephant unit attacks during the Rout Movement Phase) and Case 9.11 (in that the elephant unit may attack more than once per Phase).
5. No matter how many times a rampant elephant unit attacks during a Rout Movement Phase, three is subtracted from each melee die-roll, and should a morale die-roll be necessary, three is subtracted from that die roll also.
6. The rampant elephant unit may never be rallied. However, the rampant elephant unit may be attacked normally (but not to the unit that does not succeed in eliminating the frenzied pachyderms).

[19.0] SYRIAN NAPHTHA CONTINGENT

GENERAL RULE:
The troops of the Syrian naphtha contingent were armed with grenades filled with “Greek Fire.”

When a routed Tartar unit enters a wagon hex, the wagon unit is eliminated.

[20.0] OTTOMAN WAGONS

GENERAL RULE:
The Ottoman Player has two wagon counters, which he may move according to the normal rules for movement during his Movement Phase. Wagon units have no attack capability. Wagon units do not suffer Rout Level increases or elimination through fire and melee combat (but see Case 20.22). Ottoman units may be stacked with wagon units and receive a defensive benefit for doing so. Wagon units do not block line of sight for the purposes of fire combat.

PROCEDURE:
Wagon units have two modes: limbered Mode and unlimbered or Lager Mode. A wagon unit may only be moved when it is in limbered Mode. In order for a wagon unit to change modes, it must expend its entire Movement Allowance for the current Movement Phase. Thus, a wagon unit cannot be moved and change mode during the same Movement Phase. During the Movement Phase, Ottoman units may be stacked atop wagon units that are in Lager Mode. The cost in Movement Points to enter a hex and stack with a wagon unit is dictated by the terrain in that hex. When stacked with a wagon unit in Lager Mode, an Ottoman unit attacked through either fire or melee combat receives a defensive benefit: two is added to the Enemy Player’s die-roll each time it is attacked.

Note: The expression Wagon Lager indicates a wagon unit in Lager Mode.

CASES:

[20.1] STACKING WITH WAGON LAGERS

[20.11] One double-counter unit or two single-counter units may be stacked with a Wagon Lager. A double-counter unit stacked with a Wagon Lager must occupy the same two hexes as the Wagon Lager. If two single-counter units are stacked with a Wagon Lager, each of the two units must occupy one of the two hexes occupied by the Wagon Lager. One single-counter unit may occupy either of the two hexes in which the Wagon Lager is situated.

[20.12] If either or both of the hexes occupied by a Wagon Lager are shared with an Ottoman unit, Tartar units may not enter those hexes.

[20.2] EFFECT OF WAGONS ON MOVEMENT

[20.21] Ottoman units may enter the hexes occupied by a Wagon unit in limbered Mode. However, the defensive benefit is received only when the wagon is in Lager Mode. Ottoman units may not enter wagon hexes in which other Ottoman units are situated. Routed Ottoman units may enter wagon hexes that are not occupied by other units.

[20.22] Tartar units may never enter a wagon hex in which there is an Ottoman unit. If a wagon is in Lager Mode and is stacked with only one single-counter Ottoman unit, a Tartar unit may not enter the other wagon hex. Whenever a Tartar unit enters either of the two wagon hexes, the entire wagon unit is eliminated and removed from play. Wagon units are worth no Victory Points. Routed Tartar units may enter a wagon hex in the same fashion as Tartar units moving during the Move-

[21.0] VICTORY CONDITIONS

GENERAL RULE:
At the end of Game-Turn Ten, victory is determined. Victory is determined by Victory Points, which are awarded for the elimination of Enemy units, the capture of Enemy leaders, and the capture of Enemy camp hexes. At the end of the game, the Players’ Victory Point totals are determined, and the Ottoman Player’s Victory Points are then subtracted from the Tartar Player’s Victory Points to determine the level of Victory.

[21.1] VICTORY POINTS FOR ELIMINATED UNITS

CASES:

<table>
<thead>
<tr>
<th>Morale of Eliminated Unit</th>
<th>Victory Points Awarded</th>
</tr>
</thead>
<tbody>
<tr>
<td>E</td>
<td>1</td>
</tr>
<tr>
<td>D</td>
<td>2</td>
</tr>
<tr>
<td>C</td>
<td>3</td>
</tr>
<tr>
<td>B</td>
<td>4</td>
</tr>
<tr>
<td>A</td>
<td>5</td>
</tr>
</tbody>
</table>

If a unit is double-sized, multiply the number of Victory Points awarded for its elimination by two. For example, a double-sized “C” morale unit is worth six Victory Points.

A unit which exits the map because of Rout Movement is considered eliminated for the purposes of victory conditions.

[21.2] VICTORY POINTS FOR CAPTURED LEADERS AND CAMP HEXES

Each Player receives Victory Points according to the following schedule for captured Enemy leaders or geographical objectives (Unit eliminated or leader captured or geographical objective occupied: Victory Point award).

| Capture of any leader other than Tamburlaine or Bayazid | 10 |
| Capture of Bayazid | 25 |
| Capture of Tamburlaine | 35 |

Each Tartar camp hex occupied by Ottoman unit at end of game (award to Ottoman): 4

[21.3] LEVELS OF VICTORY

+31 or greater  
Decisive Tartar Victory (Tamburlaine the Great)  
+21 to +30  
Substantive Tartar Victory (Tamburlaine the Strong)  
+11 to +20  
Marginal Tartar Victory (Tamburlaine the Brave)  
-9 to +10  
Draw (Tamburlaine)  
-19 to -10  
Marginal Ottoman Victory (Tamburlaine the Unready)  
-29 to -20  
Substantive Ottoman Victory (Tamburlaine the Foolhardy)  
-30 or less  
Decisive Ottoman Victory (Tamburlaine Who?)

Designer’s Notes
Tamburlaine the Great
Who, from a Scythian Sheopard, by his rare and wonderfull Conquests became a moft puiffant and mightye Monarque,
And (for his tyranny, and terour in War) was taen,  

THE SCOURGE of GOD. 

This is how the playbill appeared printed by Richard Ihones neere Holborne Bridge, 1590 for Christopher Marlowe’s play Tamburlaine the Great. This play was based on the story and legend of the barbaric fourteenth-century conqueror, Timur the Lame.

The play was the hit of the season and starred Richard Burbage, the greatest actor of the Elizabethan Age. There was only one o’er setback to those early performances which was recorded: during the execution of the governor of Babylon in the second part of the play, a stray bullet killed a member of the audience.

Timur the Lame had strongly affected the European dominance of the Balkans. His opponent, the Sultan Bayazid the Great had achieved at the time of the Battle of Angora almost total dominance of the Balkans and was at the gates of Vienna. His loss to Tamburlaine crippled the Ottoman Turks he led and in effect nullified the tremendous victory his forces had had over the Crusaders at the Battle of Nicopolis.

During his reign Tamburlaine was sent full ambassadorships from the courts of England, France, and Russia. His military forces consisted of Mongols and Tartars as well as contingents from conquered lands. His astonishing career of conquest carved an empire that was larger than that of Alexander the Great and in fact was one of the largest empires (if not the largest) in history.

In a series of very bloody wars he subdued or laid waste to most of Russia and India, the Middle East, Persia and Turkey. When Baghdad revolted, stopping his invasion of Egypt, he literally razed the whole city to the ground. He died undefeated at age 69, while preparing for an invasion of China.

My research gleaned bits and pieces of information from translated Moslem sources as well as German sources on the subject. The map was obtained from modern geographical sources of what we believe is the best guess of the battlefield area. I would like to thank Stephen Donaldson for his help with the German translations.

We at SPI and our tremendously helpful blind-testers all seemed to enjoy the game system as a nice balance of realistic feeling and the playability needed in the QuadriGame format. We have been in contact with members of the Society of Creative Anachronism who supplied us with their (sometimes contradicting) opinions of the weapons systems and their effectiveness against each other. Tamburlaine and all her sister games are all “good plays.” By that I mean that we have tried to inject the maximum of information while keeping the game fun to play. I and the other members on the project hope you agree.

David Werden

**DESIGN CREDITS**

Game Design and Development: David Werden
Game System Design: David Werden
Physical Systems and Graphic Design: Redmond Simonsen
Playtesting: Michael George, Joe Perez
Rules Editing: Eric Goldberg, Anthony F. Baccin
German Translation: Stephen Donaldson
Production: Mike W. Barr, Rosalind Fruchtman, Ted Koller, Manfred F. Milkuhn, Bob Ryer

---

### [8.3] FIRE COMBAT RESULTS TABLE

<table>
<thead>
<tr>
<th>Target Unit Type</th>
<th>Firing Weapon Type and Range</th>
<th>Infantry Crossbow</th>
</tr>
</thead>
<tbody>
<tr>
<td>Range →</td>
<td>Cavalry Longbow</td>
<td>Infantry Shortbow</td>
</tr>
<tr>
<td></td>
<td>1</td>
<td>2</td>
</tr>
<tr>
<td>Plate</td>
<td>2-4</td>
<td>2</td>
</tr>
<tr>
<td>Mail</td>
<td>2-5</td>
<td>2-3</td>
</tr>
<tr>
<td>Leather</td>
<td>2-6</td>
<td>2-4</td>
</tr>
<tr>
<td>Non-Armored</td>
<td>2-8</td>
<td>2-6</td>
</tr>
</tbody>
</table>

- = No effect; #.# = Dice roll necessary to affect target unit (see Morale Effects Table).

**Fire Combat Die-Roll Modifiers:**

- The current rout level of the defending unit is subtracted from the die-roll.
- Defender is charging +2
- Defender is stacked with wagon lager +2

### [9.4] MELEE COMBAT RESULTS TABLE

<table>
<thead>
<tr>
<th>Defending unit type</th>
<th>Attacking unit type</th>
<th>P Cav</th>
<th>M Cav</th>
<th>All Inf</th>
<th>Elephants</th>
</tr>
</thead>
<tbody>
<tr>
<td>Plate Cav</td>
<td></td>
<td>2-4</td>
<td>2-3</td>
<td>2-5</td>
<td>2-8</td>
</tr>
<tr>
<td>Mail Cav</td>
<td></td>
<td>2-5</td>
<td>2-4</td>
<td>2-6</td>
<td>2-7</td>
</tr>
<tr>
<td>Leather Cav</td>
<td></td>
<td>2-6</td>
<td>2-5</td>
<td>2-7</td>
<td>2-6</td>
</tr>
<tr>
<td>Non-Armored Cav</td>
<td></td>
<td>2-7</td>
<td>2-6</td>
<td>2-8</td>
<td>2-5</td>
</tr>
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<td>Mail Inf</td>
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<tr>
<td>Leather Inf</td>
<td></td>
<td>2-6</td>
<td>2-5</td>
<td>NA</td>
<td>2-5</td>
</tr>
<tr>
<td>Non-Armored Inf</td>
<td></td>
<td>2-8</td>
<td>2-7</td>
<td>2-9</td>
<td>2-6</td>
</tr>
<tr>
<td>Elephants</td>
<td></td>
<td>2-3</td>
<td>2</td>
<td>2-6</td>
<td>NA</td>
</tr>
</tbody>
</table>

NA = Not Applicable, #.# = Dice roll necessary to affect defending unit (see Morale Effects Table).

**Melee Combat Die-Roll Modifiers:**

- The current rout level of the defending unit is subtracted from the die-roll.
- Attacker is double-counter unit attacking through front left, front right, or flank hex +2
- Attacker is charging without lance -2
- Attacker is charging with lance -4
- Attacker is stacked with Tamburlaine -1
- Attacker is rampant elephant -3
- Defender is stacked with wagon lager +2
### Terrain Effects Chart

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

### Morale Effects Die-Roll Modifiers

**Tamburlaine**

A. The current rout level of the unit is subtracted from the die-roll.

B. If Fatigue is in effect, two is subtracted from the die-roll.

C. If the unit is a double-counter unit with an Enemy unit in the rear center hex, one is subtracted from the die-roll.

D. If the unit has been attacked by a Lance-armed, charging cavalry unit, two is subtracted from the die-roll.

E. If the unit is Ottoman or Serbian and is stacked with Sultan Bayazid, two is added to the die-roll.

F. If the unit is Tartar, Mongol or Indian and is stacked with Tamburlaine, one is added to the die-roll.

G. If the unit has been attacked by a rampant elephant, three is subtracted from the die-roll.

### Morale Effects Table

<table>
<thead>
<tr>
<th>Morale Rating</th>
<th>A</th>
<th>B</th>
<th>C</th>
<th>D</th>
<th>E</th>
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<tr>
<td></td>
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<tr>
<td>-1</td>
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</table>

- = 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.
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.

<table>
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<th>Lance</th>
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<table>
<thead>
<tr>
<th>Brkn Lance</th>
<th>Brkn Lance</th>
<th>Right</th>
<th>Right</th>
<th>Left</th>
<th>Left</th>
<th>Horse Legs</th>
<th>Horse Legs</th>
<th>Helm</th>
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