

Terrain Types

Appearance	Hex Type	Movement Point Cost per Hex	Cover	Terrain Advantage
	Flat Terrain	1	None	0
	Scrub	2 - Foot 4 - Horse	Yes	-
	Tree	2 - Foot Impassable to mounted characters	Yes	-
	Slope	2 - Foot 4 - Horse	Yes, if shot crosses the top lip	-
	House interior	1 - Foot Impassable to mounted characters (except doorway hexes)	None	0
	Window in Building Wall	4 - Foot (to cross), Impassable to mounted characters	Yes	Def. +
	Doorway in Building Wall	1	Yes	Def. +
	Staircase	2 - Foot Impassable to Horses	None	-
	Low Wall	4 - Foot (to cross), Impassable to mounted characters	Yes (if shot crosses through)	Def. +
	Balcony	1 - Foot Impassable to Horses	Yes	0
	Anvil	2 - Foot 4 - Horse	Yes	-
	Water Bucket	2 - Foot 4 - Horse	Yes	-

Sequence of Play

Turn of player A

1. MISSILE FIRE PHASE: Shooters of the active player can shoot.
2. MOVEMENT PHASE: Characters of the active player can move.
3. COMBAT PHASE: Characters of the active player in contact with enemy characters can attack them.
4. RECOVERY PHASE: All stunned characters of the active player recover

Turn of player B

This is played in exactly the same way as that of Player A, but this time it is Side B that has the initiative and plays instead of Side A. When Phase 4 is finished, a new Game Turn starts and Player A resumes with the first step.
 Note: It is important to keep strictly to the sequence of play. Do not start a new Phase until the preceding one is finished.

Missile Tables

Die	To hit at short range	To damage		Range:	Short	Long
		Infantry	Rider			
1	H	K	K	Bow	10	25
2	H	K	W+HK	Crossbow	15	30
3	H	W	W	Javelin	5	12
4	H	W	W			
5	H	W	S			
6	H	W	S			
7		R2	R2			
8		R2	R2			
9		R2	R2			
10						

Modifiers:

Long range: +2
 Cover: +2
 Shooter wounded: +1
 Shooter in a tree: +1

Modifiers:

Defender with armour: +2
 Crossbow: -2

Key

H - The target is **hit**
 K - The target is **killed**
 HK - The **horse** of the target is **killed**
 W - The target is **wounded**
 R2 - The target retreats 2 hexes
 S - The target is **stunned**

Combat Tables

Combat against mounted opponents / 1D10

Die	<-5	-5/-1	0/4	5/9	10/19	20/29	30/39	≥40
1	R1	S	W	W+HK	W+HK	K	K+HK	K+HK
2	R1	R1	S+HK	W	W	W+HK	K	K
3		R1	S	S+HK	W	W	W+HK	K
4			R1	S	S+HK	W	W	W+HK
5				R1	S	S+HK	W	W+HK
6				R1	R1	S	S+HK	W
7	AR1				R1	R1	S	S+HK
8	AR1	AR1				R1	R1	S
9	AW	AW	AR1				R1	R1
10	AW	AW	AW	AR1	AR1			R1

If there is more than one mounted attacker, shift one column to the right.

Key

AW - One attacker **wounded**
 AR1 - All attackers retreat **1** hex
 R1 - All defenders retreat **1** hex
 S - One rider **stunned** and **dismounted**
 S+HK - One rider **stunned** and **dismounted**, **horse killed**
 W - One rider **wounded**
 W+HK - One rider **wounded** and **dismounted**, **horse killed**
 K - One rider **killed** and **dismounted**, animal **unharmed**
 K+HK - One rider **killed** and **dismounted**, **horse killed**

Combat against infantry / 1D10

Die	<-5	-5/-1	0/4	5/9	10/19	20/29	30/39	≥40
1	R1	S	W	W	K	K	K	K
2	R1	R1	S	W	W	K	K	K
3		R1	R1	S	W	W	K	K
4			R1	S	S	W	W	K
5				R1	S	S	W	K
6					R1	S	W	W
7	AR1				R1	R1	S	W
8	AR1	AR1				R1	S	W
9	AW	AW	AR1				R1	S
10	AW	AW	AW	AR1	AR1			R1

If there is more than one attacker, shift one column to the right.

Key

AW - One attacker **wounded**
 AR1 - All attackers retreat **1** hex
 R1 - All defenders retreat **1** hex
 S - One defender **stunned**
 W - One defender **wounded**
 K - One defender **killed**

Jump Table

Die	Result
From 1 to 7	Jump successful
8 or 9	The character falls and is stunned
10	The character falls and is wounded

Armoured character: +2 to the die roll

Sherwood

Copy these markers, glue them on a piece of cardboard and cut them individually if you need more 'Up the Tree' markers.

