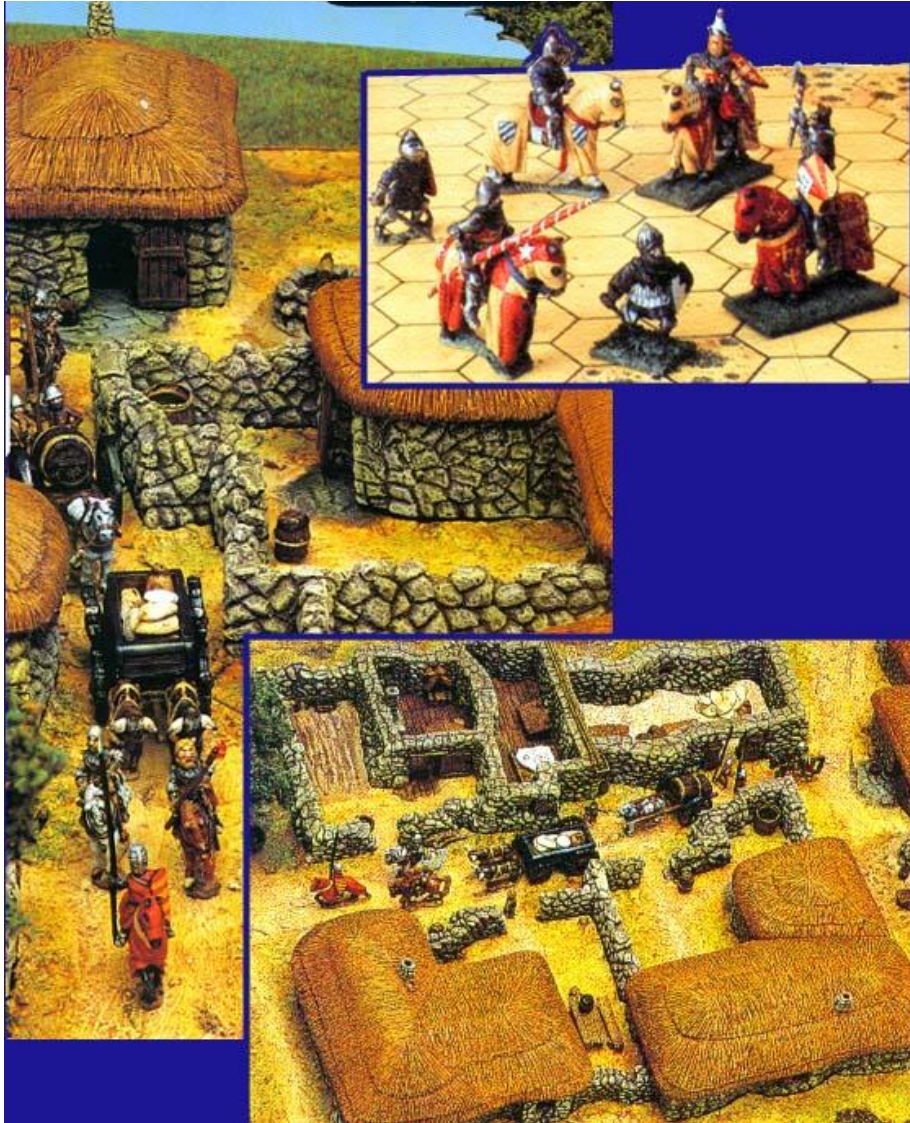# Book 1
Additional Scenarios for the Game
CRY HAVOC

*The Battle of Little Wooton
*The Foraging Party * The Knight Errant
*The Knight's Lady *The Rescue
*Reconnaissance Patrol
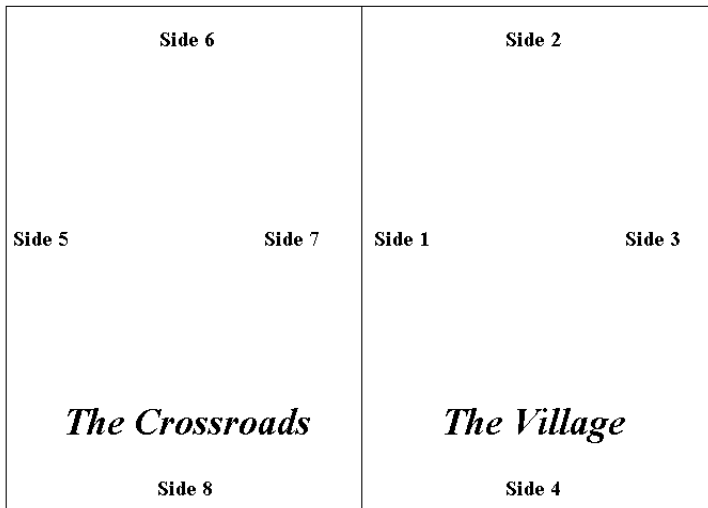
Contents

How to use this Booklet

The scenarios described in this booklet have been designed in order to expand the Cry Havoc game; you will need the Cry Havoc game to play these scenarios.

Entering the map

Characters must pay movement cost for the entry hex. Note that half-hexes are playable; movement point cost for half-hexes is the same as that for whole hexes.

THE KNIGHT ERRANT (Scenario One)

Map Layout: Crossroads and Village

```
+---------------------+---------------------+
|     Side 6          |      Side 2         |
|                     |                     |
|                     |                     |
|                     |                     |
| Side 5      Side 7  | Side 1      Side 3  |
|                     |                     |
|                     |                     |
|   The Crossroads    |    The Village      |
|     Side 8          |      Side 4         |
+---------------------+---------------------+
```

Approx. time to play 1 and a half to 2 hours.
Setting the Scene

A Company of mercenary soldiers has been terrorizing the village, threatening its inhabitants with dire punishments if they do not pay them in both money and kind. A wandering knight, Sir Richard, has encouraged the village to stand up to the extortionist, and they have defied the mercenaries. Arnim, the leader of the mercenary band, has decided to teach the village a lesson.

The Sides

Sir Richard

Dismounted Knights Civilians	Horses	Peasants	
Sir Richard	Sir Richard	Baker	Audrey
Sir Gunter	Sir Gunter	Cedric	Edith
		Carpenter	
		Farmer	
		Gam	
		Giles	
		Gobin	
		Radult	
		Salter	
		Smith	
		Wulf	

The Mercenaries

Sergeants	Halberds	Spears
Arnim	Frederick	Bertin
A'Wood	Tom	Crispin
	Watkin	Hal
	Wynken	Odo
		Perkin

Starting Positions
1. The 'Sir Richard' player sets up first, placing his characters as follows:
   a. Giles and Farmer on guard near Side 6 of The Crossroads.
   b. Cedric on guard on the Hillock.
   c. Edith and Audrey at the Pond.
   d. All others in the village.
2. Cedric gives the alert as the mercenaries approach the village. The 'Sir Richard' player may move Cedric (and only Cedric) up to 6 movement points before the game turn 1.

3. The 'Mercenaries' player takes his turn first, and the mercenaries enter the map from side 5 on turn 1.

Special Rules

The 'Sir Richard' player always subtracts one from the die roll when Sir Richard's playing piece attacks (either on his own or with other characters); treat a '0' as a '1' result. Similarly, if Sir Richard's playing piece is attacked, the attackers add one to their die roll; treat '11' as a '10'.

Victory Conditions.

Play continues until one of three results occur:
1. Sir Richard is killed – the Mercenary player wins.
2. Six of the 'Sir Richard' player's characters (excluding Sir Richard) are killed - the Mercenary player wins.
3. Five mercenaries are killed – the 'Sir Richard' player wins.

THE FORAGING PARTY (Scenario Two)

Map Layout: Only the Crossroads map is used.
Approx. time to play: Three quarters of an hour.

Setting the Scene

Sometimes it is not possible for horses to be fed entirely from stores and supply wagons. Then the horses have to be taken to suitable pastures, and they must be guarded from the enemy while they graze.

The Sides

The Foragers

Mounted Knights	Sergeants	Peasants
Sir Alain	Arnim	Cedric
Sir Jaques		Gam
		Gobin

Horses only	Spears	Radult
Sir Conrad	Ben	Salter
Sir Gaston	Bertin	Smith
Sir Piers	Crispin	
Sir Richard	Hal	
Sir Roger	Odo	
	Wat	

The Attackers
Mounted Knights

Sir Gunter

Sir James

Sir John

Sir Peter

Sir Thomas

Sir William

Starting Positions

1. The Forager player sets up first. All the horses (excluding the mounted knights) must be placed in clear terrain. Each peasant must be adjacent to one horse only. This will make 6 pairs of horse plus peasant. These pairs must not be adjacent to any other character or horse. The other characters in the foraging party may be set up anywhere on the map.
2. The attackers enter any one side of the map on turn one.
3. The attacker takes his phase first.

Special Rules

1. Capturing Horses
    i. A mounted knight may attempt to catch one adjacent rider-less horse instead of engaging in combat (i.e. during step 5) in the controlling player's phase. The player rolls the dice and the knight succeeds on 1-8. Only one attempt per knight may be made each turn.
    ii. If a mounted knight succeeds in catching a rider-less horse, it can be led by him; continue to move the mounted knight as normal (i.e. up to 8 movement points) treating the horse as an extension of the character counter.

iii. If a mounted knight engages in combat or is attacked, he will automatically release any caught horse, and the horse must be caught again if the knight wishes to move it.

iv. Captured horses may be strung together in the same way as pack mules (see page 9 of Cry Havoc 'Rules of Play'), but only dismounted characters may attach/detach horses to/from a string of horses.

v. Note that a dismounted character can catch an adjacent rider-less horse automatically during the movement step, unless an enemy character is adjacent to it.

2. For combat against rider-less horses, roll dice for "combat against mounted opponents", but treat as "no effect" results A,B,C,E,G; also of course ignore effects on riders.

3. Characters of both sides may exit the map with or without rider-less horses. Characters who leave the map may not return.

Victory Conditions.

The attackers scores victory points as follows:
- For each horse captured (escorted off the map in any direction)   10 points
- For each horse killed (including those of defending knights)   5 points
- For each enemy knight killed   15 points
- For each enemy peasant killed   1 point
- For each other enemy character killed   4 points

The defender scores victory points as follows:
- For each attacker's horse killed or captured   10 points
- For each enemy knight killed   15 points

When all the attacking characters have left the map (or been killed), total each side's victory points and subtract the smaller total from the larger.

The following table gives the scale of victory for the side with the larger total:
0 points = draw
1-10 points = marginal victory
11-20 points = substantial victory
21+ points = decisive victory

THE KNIGHTS LADY (Scenario Three)

Map Layout: Only the Village map is used.
Approx. time to play: 1 hour.

Setting the Scene

Edith, wife of Sir Richard, is traveling to the coast to meet her husband, who is returning from the Crusades. As these are trouble times, she takes a bodyguard with her. Troubles do indeed befall her on her journey, for as she stops at a village for the evening, a band of cutthroats attempt to capture her so that they can hold her for ransom.

The Sides

The Bodyguard

Civilians	Sergeant	Shortbow
Edith	Martin	Aylward
Audrey (maid)		

Dismounted Knight	Spears
Sir Piers	Mark
Horse	Bertin
Sir Piers	

The Merchant's Party

Civilians	Mules	Bills
Leopold the Merchant	Mule 1,2,3	Guy
Philip his assistant		Jean
		Rees

The Cutthroats

Sergeant	Halberds	Crossbows
Arnim	Ben	Forester
	Frederick	
	Geoffrey	
	Naymes	
	Otto	
	Tiom	

Local Peasants

Baker	Carpenter	Farmer
Giles	Salter	

Starting Positions
1. The Merchant's Party set up in building 3 and building 3 courtyard.
2. The local peasants set up in building 1, 2 and 4.
3. The Bodyguard player then sets up his characters. Edith and Audrey must be place in one of the rooms in Building 5. The other members of the bodyguard may be set up anywhere on the village map, except in the same room as Edith and Audrey (doorway

hex does not count as in the room). Sir Piers' horse must be in the courtyard of Building 5; Sir Piers may not be in the courtyard.
4. The Cutthroat player then moves his characters up to 4 movement points onto the map from any side or sides, but may not end this move adjacent to any other non-Cutthroat character.
5. Then normal play starts; the cutthroat's player takes his turn first, (i.e. the cutthroat player get to move again.

Special Rules
1. At the of the bodyguard player's turn in turn 2 (only), the bodyguard player rolls dice to find out if the merchant's party or local peasants join the bodyguard against the cutthroats.

    Roll one die for each group.
    ▪ Merchant's Party:
        ○ 1-3 no effect; Merchant's Party will not move, unless any member of the party is attacked by the cutthroats (in which case the party joins the bodyguard).
        ○ 4-10 join the bodyguard; the Merchant's Party characters are controlled by the bodyguard player for the rest of the game.
    ▪ Local Peasants:
        ○ 1-6 no effect (see Merchant's Party above).
        ○ 7-10 join the bodyguard; local peasants characters are controlled by the bodyguard player for the rest of the game.
2. No Bodyguard or Cutthroats character ay move through a hex occupied by a Merchant's Party or Local Peasant character, unless these "neutral" characters join the bodyguard side. In this case they are treated as Bodyguard characters.
3. Edith will surrender if she is adjacent to a cutthroat character who is not also adjacent to a bodyguard character (excluding Audrey). If Edith has surrendered, she can be moved by the Cutthroat player as an extension of any Cutthroat playing piece. She may be passed from one character to another, but note that her movement allowance is only 4. If at any time the cutthroat player does not have a character adjacent to Edith after she has surrendered, the bodyguard player can immediately move her playing piece up to 4 movement points, subject to the usual movement restrictions. If Edith escapes, the cutthroat player may attempt to force her to surrender again.
4. Combat through windows: Combat is allowed through window hexsides. Characters in window hexes (i.e. House interior hexes containing windows) are treated advantage "+".
5. The scenario ends when Edith has exited the map (Either captured by the cutthroats or moved by the body guard player), or when the cutthroat player concedes defeat.

Victory Conditions.
The Cutthroats score victory points as follows:

1. For capturing Edith and escorting her off the map: 4 points.
2. If the Merchant's Party joins the Bodyguard, 1 extra point for capturing Edith.
3. If the Local Peasants join the Bodyguard, 1 extra point for capturing Edith.
4. If both the Merchant's Party and the Local Peasants join the Bodyguard, 2 extra points for capturing Edith instead of 2 and 3 above.

The player with the most victory points at the end of the scenario wins. If players have equal points, the result is a draw.

RECONNAISSANCE PATROL (Scenario Four)

Map Layout: Only the Crossroads map is used.
Approx. time to play: Three-quarters of an hour.

Setting the Scene
A patrol from the army of the King of France seeks the English forces. If the patrol can reach a hillock overlooking a neighboring valley, the King will be able to determine their position, so that his army can defeat then the next day.

The Sides

The English

Party 1	Party 2	Party 3
Spearmen	**Mounted Knights**	**Mounted Knights**
Ben	Sir Thomas	Sir John
Hal	Sir William	Sir Roger
Mark	**Short Bows**	**Short Bows**
Wat	Bowyer	Aylward
	Fletcher	Matthias
	Peasants	**Peasants**
	Baker	Giles
	Carpenter	Smith
	Farmer	Wulf
	Gam	

The French

Mounted Knights	Crossbows	Peasants
Sir Alain	Bertrand	Cedric
Sir Jaques	Gaston	Gobin
		Rodult
		Salter

Starting Positions
1. The English player sets up Party 1 first. These characters may be placed anywhere on the map.
2. The French player enters the map from Side 6 on turn 1 with all his characters.
3. On turn 5 English Party 2 enters the map from side 8.
4. On turn 6 and at the start of the English player's turns thereafter, the English player rolls the die; if 7, 8, 9 or 10 is scored, Party 3 enters from side 8.
5. The French player takes his phase first.

Special Rules: None

Victory Conditions. The French must get a knight onto any hex between the Hillock and Side 8; a knight must then exit the map by side 6 or 7. The English win by avoiding a French victory.

THE RESCUE (Scenario Five)

Map Layout: The Village and The Crossroads maps.
Approx. time to play: 2 and a half to 3 hours.

Side 2	Side 8
Side 1 Side 3	Side 7 Side 5
The Village	*The Crossroads*
Side 4	Side 6
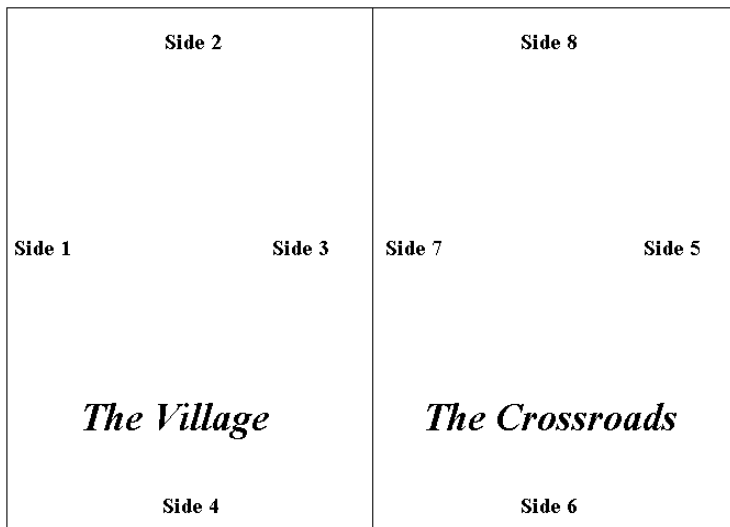
Setting the Scene
Sir Richard's small group has been cut off from friendly territory during a raid. As the enemy closes in, a force of knights attempts to rescue him.

The Sides

Sir Richard's Party

Dismounted Knights	Sergeants	Spears
Sir Richard	Arnim	Ben
Sir Piers	Martin	Bertin
		Crispin
		Hal
		Mark
		Odo
		Perkin
		Wat

The Rescuers

Mounted Knights	Sir Peter
Sir Clugney	Sir Roger
Sir Gilbert	Sir Roland
Sir Jaques	Sir Thomas
Sir John	

The Attacker
Party 1

Sergeants	Halberds	Bills
A'Wood	Ben	Guys
Tyler	Frederick	Jean
	Geoffrey	Rees
	Hubert	Robin
	Wynken	Tybalt

Party 2
Mounted Knights
Sir Alain
Sir Conrad
Sir Gaston
Sir Gunter
Sir James
Sir William

Starting Positions
1. Before turn 1 the defender moves Sir Richard's Party one normal move onto the map from side1.
2. Then the defender takes his first turn (i.e. moves again).
3. On turn 1 Attacker's Party 1 enters the map from side 1, and Party 2 enters from Side 5.
4. At the start of turn 4 the rescuers enter the map from side 5.
5. In each game turn the defender takes his turn first.

Special Rules: None

Victory Conditions.

The Defender is awarded victory points as follows:
- For each of Sir Richard's and Sir Piers who exit the map via Side 5: 5 Points.
- For each other character of Sir Richard's Party who exits the map via Side 5: 1 Point.
- Defending characters may not exit the map via sides other than Side 5.

The Attacker is awarded victory points as follows:
- For each enemy knight killed: 4 points
- For each other enemy character killed: 1 point

The winner is the player with the most victory points when all surviving Defenders have exited the map. If the totals are equal, the result is a draw.

THE BATTLE OF LITTLE WOOTON (Scenario Six)

This scenario is divided into two parts, each of which takes place on one day. This means that players can play each half of the scenario on two separate occasions.

Setting the Scene
Two local noble families are constant and fierce rivals. A legal dispute over the village of Little Wooton will be settled in the courts within a few months, but possession of the village will be a vital factor in the case. Each family prepares its forces, to be led by two knights, Sir Richard for one side and Sir Clugney for the other

Part One – THE VILLAGERS CHOOSE
Map Layout: Only the Village map is used.
Approx. time to play: 1 hour.

Setting the Scene
Advance parties from the two little armies reach the area at roughly the same time, and attempt to recruit the local peasantry, while dispersing the enemy.

The Sides

Sir Richard's Party		
Dismounted Knights	**Sergeants**	**Crossbow**
Sir James	A'Wood	Forester

The Clugney		
Mounted Knights	**Sergeant**	**Shortbow**
Sir Gunter	Martin	Bowyer

The Local Peasant		
Baker	Giles	Salter
Carpenter	Gobin	Smith
Cedric	Radult	Wulf
Farmer	Gam	

Starting Positions
1. Building 1: Salter
2. Building 2: Gam
3. Building 3: Gobin and Cedric
4. Building 4: Baker and Farmer. Radult in the courtyard and Giles outside the gate in the street.
5. Building 5: Wulf, Smith, and Carpenter.

Sequence of Action

1. The players roll one die each. The player with the higher roll (re-roll ties) enters the map on turn 1 and takes his phase first in each turn. He may choose to enter from side 2 or 4.
2. The other player also enters the map on turn 1. He rolls a die to determine the side of the map from which his pieces enter as follows:

Die Roll	Side
1-4	1
5	2
7-9	3
10	4

3. Play continues until all one player's surviving pieces have left the map, or the players agree to halt fighting until the next day (see second half of the scenario).

Special Rules:

1. Recruiting the peasants. Players may recruit the peasants to their side. All peasants start as neutrals and may not move or attack until recruited by a player. Only knights or sergeants can recruit the peasants.
   a. Procedure. A knight or sergeant may attempt to recruit any peasant or peasants witin 3 hexes. Recruiting is not allowed through walls, windows or doorways. The recruiting knight or sergeant must start the player's phase within 3 hexes of the peasant(s) to be recruited and may not move nor attack during the phases. At the end of his phase the player rolls one die for each peasant he is attempting to recruit and refers to the following table for the results.

Recruiting Table

| Die Roll	Result
1-5	Recruited
6-9	No effect
10	Takes offence

Key
- Recruited. Peasant is no longer neutral, he joins the recruiting player's side, and the piece is controlled by the player in the same manner as the pieces with which he began the scenario (but see 2 below).
- No effect. Peasant remains neutral.
- Takes Offence. Peasant is no longer neutral, but he joins the non-recruiting player's side, and the piece is controlled by the non-recruiting player in the same manner as the pieces with which he began the scenario (but see 2 below).

b. If neutral peasant is attacked, he is immediately recruited by the other player (see also 2 below).

c. Pieces may not move through hexes occupied by neutral peasants.

2. If there is no enemy knight or sergeant within 6 hexes (including windows, walls and doorways) of an enemy peasant, and the enemy peasant is adjacent to a friendly knight or sergeant, the friendly piece(s) may refrain from attacking the enemy peasant and attempt to persuade him to change his allegiance (N.B. this is instead of attacking the peasant, and in addition he must not have been shot at in the player's phase); Roll one die 1-5 means he has been recruited successfully; 6-10 means he retrains his previous allegiance.

When play ceases for this half of the scenario, the players will usually continue to the second half given below. However, the above half of Scenario 6 can be played as a full scenario in its own right. In this case play continues until all of one player's surviving pieces have left the map. The winner is the player whose pieces remain on the map.

PART TWO – THE BATTLE

Map Layout: The Crossroads and the Village.
Approx. time to play: 2 and a half to 3 hours.
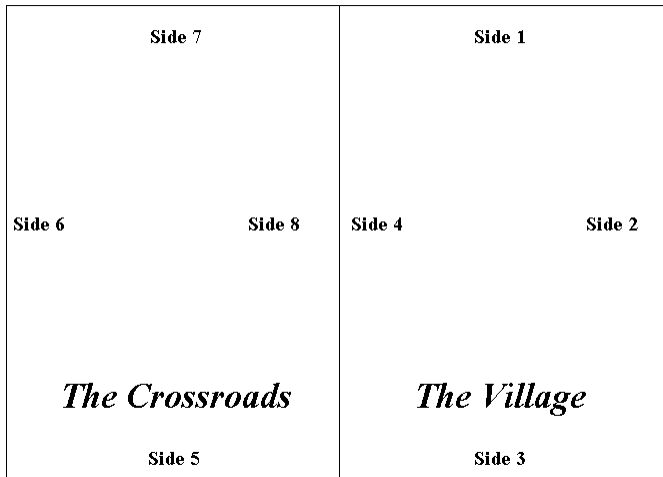
Setting the Scene
After the action on the previous day, the main "armies" clash at the village of Little Wooton.

The Sides

15

Sir Richard
Survivors from part one, plus:

Mounted Knights	Short Bows	Spears
Sir Richard	Fletcher	Bertin
Sir Conrad		Crispin
Sir Gaston	**Bills**	Hal
Sir John	Guy	Mark
Sir Piers	Jean	Odo
Sir Alain	Rees	Perkin
Sir William	Robin	
	Tybalt	**Sergeant**
		Arnim

Sir Clugney

Survivors from part one, plus:

Mounted Knights	Crossbows	Halberds
Sir Clugney	Arbalister	Ben
Sir Gilbert		Frederick
Sir Jaques	**Sergeant**	Geoffrey
Sir Peter	Tyler	Hubert
Sir Roger		Naymes
Sir Roland		Otto
Sir Thomas		Tom
		Watkin
		Wynken

Starting Positions

1. Playing pieces that ended the previous half of the scenario on the map must be set up first. If both players had pieces on the map, they must be placed in the same hexes in which they ended 'The Villagers Choose'. If only one player has pieces on the map, he may place them anywhere he chooses.
2. The players roll one die each. The remaining forces of the player with the higher roll (re-roll ties) enter the map on turn 1 from either side 5 or side 7 (his choice). This player takes his phase first in each game turn.
3. On turn 1 (after the first player's phase) the remaining forces of the second player enter the map from side 5 if the first player chose side 7, or side 7 if the first player chose side 5.

Victory Conditions

Play continues until all one side's knights have been killed (in which case the other player wins) or one player concedes defeat.

FOR THE LOVE OF EDITH (Scenario 7)

Map: Village
Approximate playing time: 1h to 1h30

The story

Edith is the youngest daughter of a wealthy local lord. Her father promised her in marriage to a powerful and feared knight, who has courted her for a long time. On the eve of the wedding, Edith, whose beauty is matched only by her strength of character, decides to run away disguised as a peasant woman and join a young archer whom she had met a few months earlier at a party at the castle. Outraged, the bridegroom launches armed men in pursuit with orders to bring her back to time for marriage. Edith, accompanied by Leopold, her faithful servant, is caught at nightfall by the knight's men, not far from a small village. The group decides to spend the night there before leaving for the castle at first light of day. The young archer, also gone to the search for his beloved as soon as he knew she had run away, ends up learn where it is. Accompanied by a brother in arms, his uncle and his three sons, he arrives late at night near the village ...

The Sides:

The Knight's Men:

Spears: Wat, Ben and Odo

Bills: Tybalt and Rees

Crossbowman: Gaston

Captive civilians: Edith and Leopold

The Archer and his friends:

Archers: Mathias and Christian

Peasants: The uncle and his 3 sons: Gobin, Gam, Farmer and Carpenter

The inhabitants of the village:

Peasants: Baker, Cedric, Giles, Radult, Salter, Smith and Wulf

Civilians: Philip, the peddler

Starting positions

As the scenario begins, everyone is sleeping in the village, except for a soldier who stands guard in the main street. The "knight player" therefore places the knight's men and the inhabitants of the village in the different rooms of the buildings, taking care to return all counters/characters on the "stun" side. This operation must be carried out in the absence of the other player, so that the distribution of the characters remains secret. Indeed, once returned to the "stun" side, all the characters look alike.

There cannot be more than two characters per room and soldiers must sleep in different rooms from the peasants. The characters in the pieces cannot be placed on door or window spaces.

The soldier on guard, chosen from among the knight's men, must be placed on one of the street hexes (between buildings or walls), doors and courtyard entrances included.

The knight player then notes, always in secret, the room in which find Edith and Leopold without placing these characters on the map. For the buildings which have two rooms, it will be considered that the one where the building number is located becomes "room A" and the other is "room B". Edith and Leopold can be placed with other characters.

For his part, the Archer player notes, also in secret, which of the two archers is Edith's lover and who, among the inhabitants of the village, is the cousin from Uncle Gobin. The two cousins have long lost sight of each other and Gobin doesn't even remember which house he lives in, but he's sure that he can help them.

Start of action

The Archer player begins the game by entering his characters from any side of the map. The Knight player can only move the soldier on guard until the alert is given. The soldier on guard cannot not move more than three hexes away from its starting hex. In other words, his movements are limited to a radius of three squares calculated from the location it occupies before starting the game.

Special rules

1. **The sleeping characters.** A character entering a room (for a window or door) wakes people sleeping there if an 8, 9 or 10 is rolled on a D10. Roll the dice for each character who enters and for each room entered. The dice roll is made at the precise moment when the character puts the foot on the first room hex. As soon as a character is awake, flip the counter that represents it and it regains its normal strength. It is possible to know the identity of a sleeping character without waking him up a character moves adjacent to the sleeper. It is also possible to wake up or attack a sleeping character. In this last case, his defense force is reduced to 1 during the first attack, after what he normally fights if he was not killed in his sleep ... Edith, who cannot sleep, will appear as soon as a character enters the room where she's located. For each new room visited, the Knight player is therefore obliged to specify if

Edith and/or her servant are there or not. If so, he places the two counters in the room on free spaces.

Important: It is possible to pass through a hex where a character is located asleep, but you may not end the turn in that hex.

2. **Alert!** The alert is given automatically as soon as a soldier of the knight is awake or the soldier on duty sees something moving within 8 hexes and has line of sight (8-10 on a D10) . To establish your line of sight, you will take into account obstacles — huts on slopes, underbrush or trees — in the same way as for a firing a bow. Characters within two hexes are always spotted.

Once the alert is given, the Knight's player can move his men-at-arms as he sees fit during his phase. Counters which it does not move remain on the stun side but are considered awake. This way, he can keep part of his device secret as long as that some of his characters have not moved.

The Archer player can avoid raising the alert if he manages to kill all the soldiers that he revealed during the same phase of the game in which he entered the room. Similarly, the soldier on guard will not give the alert if he is killed by the first arrow shot before he saw anything move. If both archers are in shooting position, they may shoot their first arrow in simultaneously.

3. **The peasants and the cousin:** The peasants counters remain motionless for the whole party (they are terrified) except the one who was chosen as the cousin of Uncle Gobin. Once awake, the latter will join the archer's friends after he has explained in detail the arrangement of all the characters present on the map (the Archer player immediately gains the ability to check
the identity of all the sleeping characters - who continue to sleep - and the
Edith and Leopold pawns are placed in the room chosen at the start). The peasant counters, apart from the cousin, do not block the movements of other characters.

4. **Edith and Leopold:** the knight player can move Edith during his phase. as long as he has a man-at-arms adjacent to his fiancée. The Archer player can move and make Edith fight (don't forget her strength of character ...) if her lover is within three squares of where she is located. For the calculation of this distance, it is possible to go through a window or a door but not through a wall. The brave Leopold, meanwhile, does all that his mistress tells him to do and accompanies him wherever he goes.

Victory conditions

The Knight player wins the game if he keeps Edith under his control and succeeds to kill her lover. The Archer player wins if Edith manages to escape with her lover by any side of the map. If Edith runs away but her lover is killed, the game is drawn. If Edith dies, both players lose.
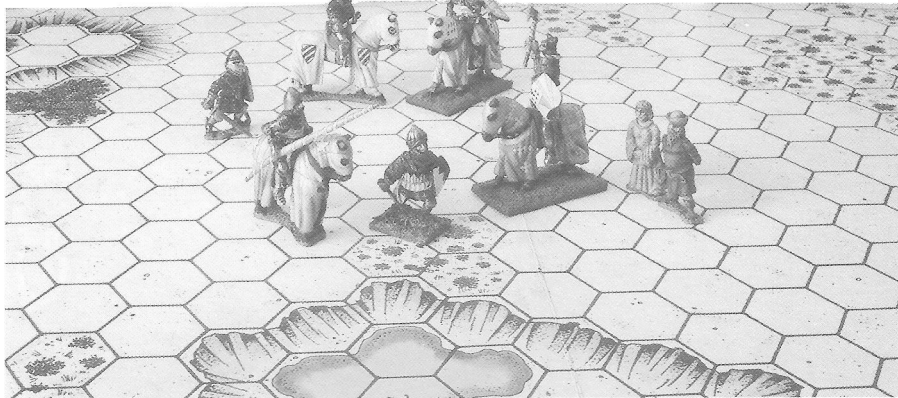
Figures supplied by kind permission of Essex Miniatures.

Using Lead Figures with The Cry Havoc and Siege Games

Players may wish to buy and paint lead figures for use with the CRY HAVOC and SIEGE games. The correct scale is 25mm, and such figures are produced by a variety of companies and are available at most game shops. Figures for the 11th, 12th and 13th centuries are appropriate. We would recommend the range produced by Essex Miniatures, as illustrated on the cover of this booklet. As an alternative to map sheets, Standard Games produce Felt-Hex which together with model terrain (lichen for trees etc.) gives an authentic feel to the game. Clear acetate hex sheets (25mm) are available from Standard Games, to enable players to design their own maps.

The rules can be used as printed, in which case two figures will be needed for each character, one healthy and one wounded. Alternatively, when a healthy figure is wounded, the figure can be stood on a piece of red card.

When using figures, it is difficult to use the "personalized" numbers given on the playing pieces. A recommended solution is to give each different type of soldier a standard attack strength and defense strength. Movement values of course are unchanged.

Suggested standard attack and defense strengths are given on page 22. In addition, a points value for these standard types is listed, to assist players who wish to design their own scenarios. The points values given are an indication of the relative combat effectiveness of the troop types.

Type of playing piece	Healthy		Wounded		Points Value
	Attack	**Defense**	**Attack**	**Defense**	
Caparisoned Knight mounted	27	13	14	6	40
Caparisoned Knight dismounted	13	11	7	5	20
Other Knight mounted	22	10	11	5	33
Other Knight dismounted	11	9	6	4	16
Sergeant	11	9	6	4	11
Halberdier	11	7	5	3	10
Billman	10	7	5	3	10
Spearman	7	6	4	3	7
Short bowman	6	5	3	3	18
Crossbowman armoured	6	6	3	3	20
Crossbowman unarmoured	6	4	3	2	18
Longbowman	6	5	3	3	24
Peasant	5	4	2	2	3
Civilian	2	2	1	1	1