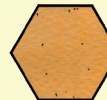
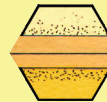
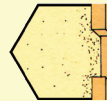
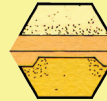
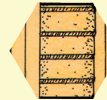
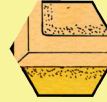
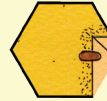





PLAY SHEET 1

Terrain Types

Appearance	Hex Type	Movement Point Cost per Hex	Cover Type	Terrain Advantage
	Flat Terrain	1	None	0
	Oasis	2	Light	-
	Palm Tree (foliage)	1 - Foot 2 - Horse/Camel	Light	Foot: 0 Horse/Camel: -
	Palm Tree (trunk)	2 - Foot Impassable to Horses/Camels	Light	-
	Shrub	2 - Foot 4 - Horse/Camel	Light	-
	Slope	2 - Foot 4 - Horse/Camel	Medium if shot crosses the top lip	-
	Stony Ground	1 - Foot 2 - Horse/Camel	None	0
	Moat	4 (1 from an adjacent moat hex), impassable to Horses/Camels	None	-
	Tent	2 - Foot Impassable to Horses/Camels	Heavy	- (Combat impossible across)
	Tent Opening	2 - Foot Impassable to Horses/Camels	Light	-
	Guylines	2 - Foot Impassable to Horses/Camels	None	-

Appearance	Hex Type	Movement Point Cost per Hex	Cover Type	Terrain Advantage
	House Interior	1 - Foot Impassable to mounted characters (except doorway hexes)	None	+
	Building Wall	Impassable	Infinite	0
	Window in Building Wall	4 - Foot (to cross), Impassable to mounted characters	Medium	Att. - Def. +
	Doorway in Building Wall	1	Medium	Def. +
	Staircase	2 - Foot Impassable to Horses/Camels	None	-
	Parapet	3	Medium	Def. +
	Exterior Building Corner	1	Medium	0
	Wooden Trap Door	Impassable without a ladder	None	-
	Ladder	3 - Foot Impassable to Horses/Camels	None	-
	Balcony/Canopy	1 - Foot from inside 4 - Foot from outside Impassable to mounted characters	Light when shot from outside	Att. - Def. +

Appearance	Hex Type	Movement Point Cost per Hex	Cover Type	Terrain Advantage
	Castle Wall	Impassable	Infinite	Impossible
	Battlement	1 - Foot, 4 from a ladder	Heavy	Def. +
	Tower Gate	1 - Foot Impassable to Horses/Camels	Medium	Def. +
	Arrow-slit	1 - Foot (Impassable from outside)	Heavy	Def. + (Combat impossible across)
	Stairway	2 - Foot Impassable to Horses/Camels	None	-
	Rocks	4 - Foot Impassable to Horses/Camels	Light	-
	Glacis	Impassable		
	Fountain	2 - Foot Impassable to Horses/Camels	Light	-
	Mill	2 - Foot Impassable to Horses/Camels	Light	-
	Well	2 - Foot Impassable to Horses/Camels	Light	-

Sequence of play

Phase of Player A

1. OFFENSIVE SHOOTING: All the missile troops of Side A can shoot if they are not in contact with an enemy character.
2. ANNOUNCEMENT OF CAVALRY CHARGES AND COUNTER-CHARGES: Player A announces, one by one, the charges they intend to make with their cavalry. Player B may sometimes declare counter-charges (see § 7.1).
3. MOVEMENT AND DEFENSIVE SHOOTING: All characters on Side A who didn't shoot the previous phase can move. Others must respect the limitations of their weapon type (see § 5.1 Shooting & Movement).

Side B can shoot while the characters from Side A move, using characters that are not in contact with the enemy. These characters must respect the rules for defensive shooting (see § 5.1 Shooting & Movement, and § 5.3 Defensive shooting).

4. COMBAT: All the characters on Side A in contact with enemy characters can attack, except those who shot during offensive shooting.

5. STUNNED CHARACTERS: All the characters on Side A who were stunned during Player B's phase recover and regain their feet (turn their counters over).

Phase 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. Player A can intervene in Phase 2 with counter-charges and in Phase 3 with defensive shooting. When Phase 5 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 or step until the preceding one is finished.

Ager Sanguinis