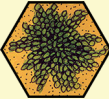
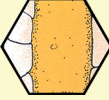
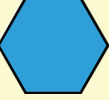
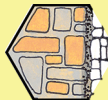
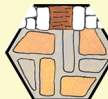
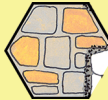
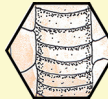
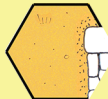
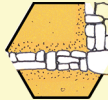
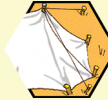


PLAY SHEET Nr 1

Appearance	Hex Type	Movement Point Cost per Hex	Cover Type	Terrain Advantage
	Flat Ground	1	None	0
	Scrub	2 - Foot 4 - Horse	Light	-
	Tree	2 - Foot Impassable to Horses	Light	-
	Slope	2 - Foot 4 - Horse	Medium if fire crosses the top lip	-
	Marsh	2 - Foot 4 - Horse	Light	-
	Rock	4 - Foot Impassable to Horses	Light	-
	Trail	1 in the trail path Impassable to horse and by the sides	Medium if fire comes from a lower elevation	0
	Rocky Stairway	2 in the trail path Impassable to horse and by the sides	Light	-
	Beach	1	None	0
	Shallow Water	2	Light	-
	Deep Water	Impassable to horses or characters with armour 4 – Foot	Light, except if the shooter is adjacent to the water hex	-

Guiscard 2

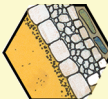
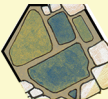
Appearance	Hex Type	Movement Point Cost per Hex	Cover Type	Terrain Advantage
	House Interior	Impassable to Horses (except doorway hexes) 1 - Foot	None	+
	Building Wall	Impassable	Infinite	0
	Window in Building Wall	4 – Foot (to cross), Impassable to Horses	Medium	Att. - Def. +
	Door in Building Wall	1	Medium	Def. +
	Staircase	2 - Foot, impassable to Horses	None	-
	Exterior Building Corner	1	Medium	0
	Low Wall	3	Medium	Def. +
	Chapel Window	1 - Foot (Impassable from outside)	Heavy	Def. + (Combat impossible across)
	Tent	2 - Foot, impassable to Horses	Heavy	- (Combat impossible across)
	Tent Opening	2 - Foot, impassable to Horses	Light	-

Sequence of play

Phase of player A

1. OFFENSIVE FIRE: Missile troops of side A can fire (see § 5).
2. CAVALRY CHARGES AND COUNTER-CHARGES: Riders of side A can perform cavalry charges, subject to counter charges by side B (see § 7).
3. MOVEMENT AND DEFENSIVE FIRE: Characters of side A can move (see § 4), unless restricted by prior shooting in step 1, depending on weapon type (see § 5.1). Missile troops of side B can use defensive fire, if allowed by movement in previous phase, depending on weapon type (see § 5.3).
4. COMBAT: Characters of side A can attack (see § 6), unless they fired in step 1.
5. STUNNED CHARACTERS: Stunned characters of Side A are stood up.

Terrain types

Appearance	Hex Type	Movement Point Cost per Hex	Cover Type	Terrain Advantage
	Castle Wall	Impassable	Infinite	Impossible
	Arrow-slit	1 - Foot (Impassable from outside)	Heavy	Def. + (Combat impossible across)
	Tower Gate	1 - Foot, impassable to horses	Medium	Def. +
	Stockade	1 Crossing impossible	Infinite (if fire crosses the stockade)	Impossible
	Platform	1 - Foot, 4 from a ladder	Heavy	0
	Staircase	2 - Foot, impassable to horses	None	-
	Closed Gate	Impassable	Infinite (if fired through)	0
	Open Gate	2 - Foot Impassable to horses	Light	-
	Destroyed Gate	2 - Foot 4 – Mounted	-	-
	Upright Ladder	3 - Foot	None	-

Phase of player B

This is played exactly in the same way as that of player A, but this time it is Side B that has the initiative and which plays instead of Side A. Player A can intervene in Step 3 with defensive fire. When Step 5 is finished, a new Game Turn starts and the 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.