
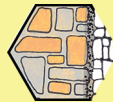
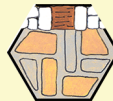
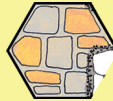
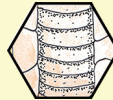
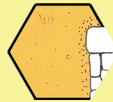
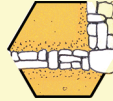

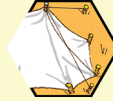

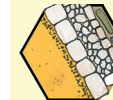



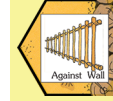


# PLAY SHEET Nr 1

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

# TERRAIN TYPES

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

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

## SEQUENCE OF PLAY

### Phase of player A

1. OFFENSIVE FIRE: All the missile troops of Side A can fire, with the exception of those that are in contact with an enemy character.
2. ANNOUNCEMENT OF CAVALRY CHARGES AND COUNTER-CHARGES: Player A announces one by one the charges that he/she intends to make with his/her cavalry. Player B has, in some cases, the possibility of declaring counter-charges (see § 7.2).
3. MOVEMENT AND DEFENSIVE FIRE: All of the characters of Side A who didn't shoot in the previous phase can move. Others must respect the limitations of their weapon type (see § 5.1). Side B can fire missiles during the movement of characters from Side A, using characters that are not in contact with the enemy. These characters must respect the specifics of defensive fire (see § 5.1 and § 5.3).
4. COMBAT: All the characters of Side A that are in contact with enemy characters can attack, except those missile troops who already fired in sequence 1.
5. STUNNED CHARACTERS: All the characters of Side A that were stunned during the phase of Player B are stood up (turn over the counters concerned).

### 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 Phase 3 with defensive fire. When Phase 5 is finished, a new Game Turn starts and the player A resumes with the first sequence.  
Note: It is important to keep strictly to the order of sequence of the Phases. Do not start a new Phase until the preceding one is finished.

# Guiscard