

Converting *Cry Havoc!* Scenarios to Use in Feudal Patrol™

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1 Introduction

Cry Havoc! is a fun, but out-of-print, hex and counter wargame. The scenarios and maps from the game are available as scans or PDFs from a number of fan sites (e.g., <https://cryhavocfan.org/eng/suite/booklets/chbooklet.htm>).

<u>Source</u>	<u># of Scenarios</u>
Cry Havoc Rule Set	6
Outremer Rule Set	3
Siege Rule Set	7
Viking Raiders Rule Set	6
Dark Blades Rule Set	4
Cry Havoc Scenario Book 1	4
Cry Havoc Scenario Book 2	29
Viking Raiders (French version)	7

These make an excellent source of scenarios for *Feudal Patrol™*. This supplement describes the considerations we used in converting three scenarios from *Cry Havoc!* for use with *Feudal Patrol™*. We provide these as a guide to *Feudal Patrol™* players to convert other scenarios. If this proves to be of value, our intent is to convert additional scenarios and provide them as free supplements.

2 Overview of *Cry Havoc!* (from Website referenced on page 1)

Players familiar with *Cry Havoc!* can skip this section and go starting to Section 3.

2.1 The Theme

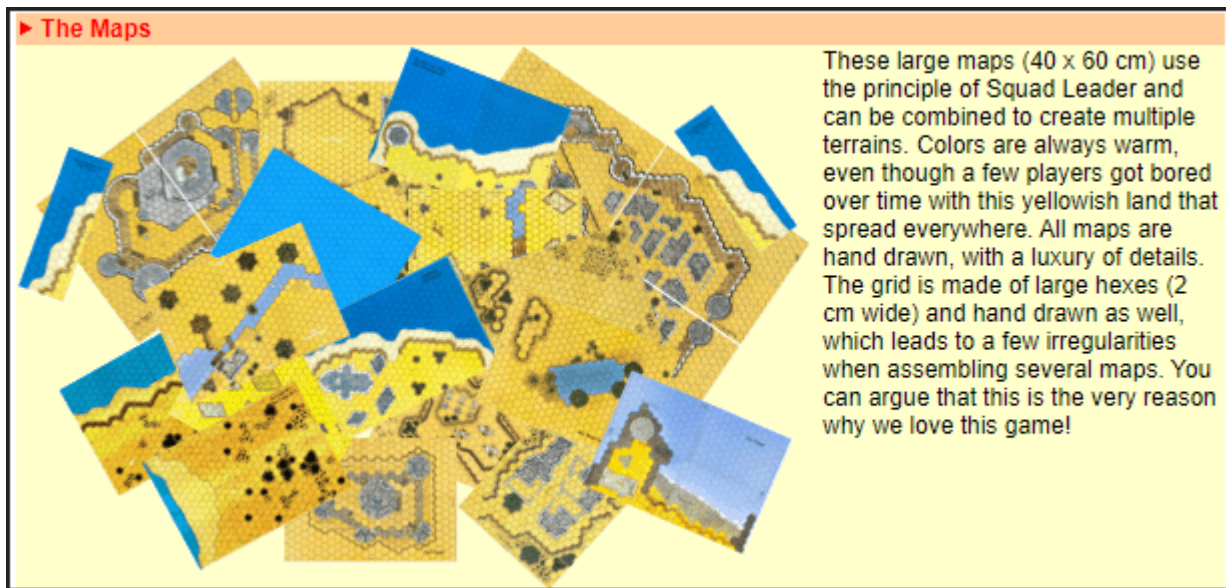
► The Theme

CRY HAVOC encompasses a series of games that simulate man-to-man, tactical combats in various historical times:

- > 9th & 10th Century ([VIKING RAIDERS](#))
- > 12th Century ([OUTREMER](#))
- > Western 13th Century ([CRY HAVOC](#), [SIEGE](#))
- > Japanese 13th Century ([SAMURAI](#))
- > or in heroic-fantasy times ([DARK BLADES](#), [DRAGON NOIR](#))

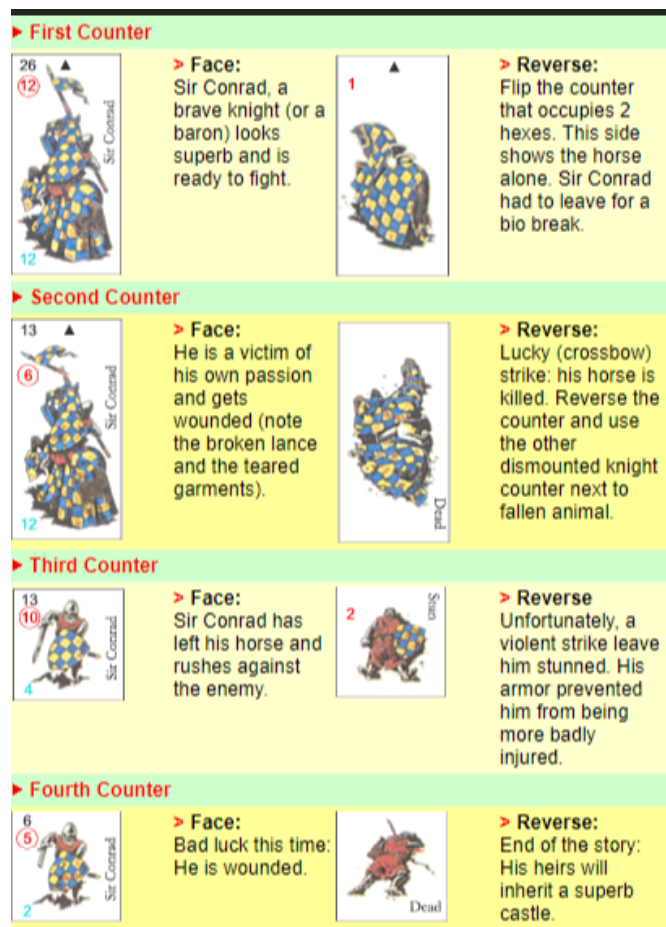


2.2 The Maps



2.3 The Counters

Use of the *Cry Havoc!* Scenario's for Feudal Patrol™ requires a few changes, which are explained in this supplement. But this is the best time to point out why you may need add a few cavalry to a scenario if it is cavalry versus infantry (no change if both sides have roughly the same number of cavalry). The reason for that can be seen by looking at the combat value for these counter (top left number on the card). Note that a mounted knight's combat value is double his dismounted value. While Feudal Patrol™ does provide some benefits to a mounted character, it isn't that high. And while the combat system is different between the systems (*Cry Havoc!* uses that number to determine a ratio to the defense (the number just below) to resolve combat (see example table provided in the following section)) that change may be sufficient enough to need to plus up the side that is just cavalry. But suggest you start out with the scenario a few times before you make any adjustments.



2.4 Example combat chart

COMBAT RESULTS TABLES												
Combat against mounted opponent												
%Die	1-1	2-1	3-1	4-1	5-1	6-1	7-1	8-1	9-1	10-1	11-1	12-1
1	C	C	D	D	E	E	F	F	G	G	H	H
2	B	C	C	D	D	E	E	F	F	G	G	H
3	B	B	C	C	D	D	E	E	F	F	G	G
4	A	B	B	C	C	D	D	E	E	F	F	G
5	A	A	A	B	C	C	D	D	E	E	F	F
6				A	B	C	C	D	D	E	E	F
7					A	B	C	C	D	D	E	E
8						A	B	C	C	D	D	E
9							A	B	C	C	D	D
10								A	B	C	C	D
Key A - Attacker wounded. B - Attacker retreat 1 hex (must not move adjacent to enemy) C - Defender retreat 1 hex (must not move adjacent to enemy) D - Horse killed rider stunned and dismounted. E - Horse unharmed rider wounded. F - Horse killed rider wounded and dismounted. G - Horse unharmed rider killed and dismounted. H - Horse killed rider killed and dismounted.												

2.5 *Cry Havoc!* Scenarios

Before you move to the next section, it would be best to review the three scenarios included in this supplement (Sections 4.5, 5.6, and 6.7). Once done you should have a sufficient understanding of the *Cry Havoc!* game and thus be able to follow the process to convert the scenarios to Feudal Patrol™.

3 Using *Cry Havoc!* Scenarios for Feudal Patrol™

The scenarios can be used as written with only a few changes.

3.1 Element Size

As noted in 1.3 Units in Feudal Patrol “Each Element can range from four to six figures, with one of the figures designated as the Element Leader.” Therefore you need to group each scenario in to the appropriate elements (see the template PowerPoint file to get the GAMER stats for the *Cry Havoc!* figures for the elements card), and if the scenario is large enough, the elements in to warbands.

- The composition of the elements will be based upon the scenario and history (i.e. generally knight, footman, and peasants will be grouped each in their separate elements, but if the scenario has a knight or sergeant leading a revolt you would have an element with that leader for the peasants.)
- For most games we use optional rule 2.4.4. Leaders Swapping Dice. But in several of these scenarios one or both of the sides don’t have a command and/or a plan. And in some scenarios, while some warbands/elements may have command and control, there will be those elements (or warbands) that would not take direction from an overall leader. If so, this would result in either no or restrictions on the use of swapping. And based upon the scenario, some or all of the elements may not react to a leaders dead (Optional rule 2.4.10. Leader Death).

3.2 Player Command Scope

- In Feudal Patrol™ (and Combat Patrol™) we have found it best for player enjoyment for each player to have 2-5 elements (less than 2 may have a lot of downtime and above 5 it is difficult to keep track of your troops). When the players are at the lower end, we recommend using optional rule 2.4.12. Hey! My Card Never Came Up! and assigning two to four tokens to each side for the game.
- For several scenarios we try to show how we apply the guidance above. Additionally, we provide an example of how we could have elements of a single figure for very small scenarios. (And as always, feel free to ask questions on this site).

3.3 Weapons and Armor on *Cry Havoc!* Counters and on miniatures

- To assist first time players the scenarios were set up with each character type having the same weapons and armor. *Cry Havoc!* players know that isn’t always true. For example, while most knights have a sword there are some with an ax. And the peasants have a number of different weapons and some have bucklers. If you wish to reflect what the actual named character had you can modify the unit card to reflect what that character carries. These changes are best done using a blank PowerPoint template but you can also manually mark up the unit cards in this pdf. The Feudal Patrol™ website will have the PowerPoint template in Section 2.4 and the PowerPoint unit cards, as well as blank unit card templates.
- We also recognized that players may not have sufficient figures to match each of the weapons and armor combinations. In those cases propose that you use what is on the unit cards, not what the figure carries. However if you wish to go with what your figure actually has for weapons and armor that can be done. As above just modify the units cards to reflect what is on the figure.

3.4 Templates for *Cry Havoc!* Scenarios

The next two pages have the templates with the attribute values that should be used for the figures in the scenarios.



Rich Knight

Medium Metal Shield

Sword, Mace, Ax, Dagger
Lance, On Horse, Stationary
Lance, On Horse, Moving



G	E
A	6
M	4
E	3
R	6



Knight

Medium Metal Shield

Sword, Dagger
Lance, Stationary
Lance, Moving



G	R
A	6
M	5
E	3
R	6



Sergeant

Medium Metal Shield

Sword, Dagger
or
Ax, Two-Handed
Dagger



G	E
A	6
M	5
E	3
R	6

Crossbow (Armored)

Crossbow
Dagger



G	R
A	5
M	7
E	3
R	6



Bow

Short Bow, Dagger



Crossbow

Crossbow
Dagger



G	R
A	6
M	7
E	3
R	6



Lady

Unarmed



G	G
A	6
M	8
E	2
R	7

Merchant

Dagger



G	G
A	7
M	7
E	2
R	7

Peasant

May have a Small Metal Shield



Sword, Staff, Club, Dagger

G	G
A	7
M	7
E	2
R	7

Weapon	Short	Med.	Long	Rof	Reach
Ax	-	-	-	-	2
Ax, Two Handed	-	-	-	-	4
Bill	-	-	-	-	5
Club	-	-	-	-	2
Crossbow	6	12	24	1+	0
Dagger	1	2	4	1*	1
Halberd	-	-	-	-	5
Lance	-	-	-	-	5
Mace	-	-	-	-	3
Short Bow	9	18	36	1	0
Spear	2	4	8	1*	5
Staff	-	-	-	-	2
Sword	-	-	-	-	3
Unarmed	-	-	-	-	0

+Must spend an action to reload

*Cannot reload, can only throw if the figure has more than one

Billman

Bill
Dagger



Halberdier

Halberd
Dagger



G	R
A	6
M	6
E	3
R	6

Spearman

Spear, Dagger



G	R
A	6
M	6
E	3
R	6



2 Armor Rating



1 Armor Rating



No Armor



Sergeant

Medium Metal Shield
Hand Ax, Dagger

G	E
A	6
M	5
E	3
R	6

Shortbow (Armored)

Shortbow, Dagger

G	R
A	6
M	7
E	3
R	6

Spearman (Armored)

Spear, Dagger

G	R
A	6
M	6
E	3
R	6



Longbow

Long Bow
Dagger

G	R
A	6
M	7
E	3
R	6



Engineer

Dagger

G	G
A	7
M	7
E	2
R	7

Peasant

Flail

G	G
A	7
M	7
E	2
R	7

Weapon	Short	Med.	Long	Rof	Reach
Longbow	10	20	40	1+	0
Flail	-	-	-	-	2

+Must spend an action to reload



2 Armor Rating



1 Armor Rating



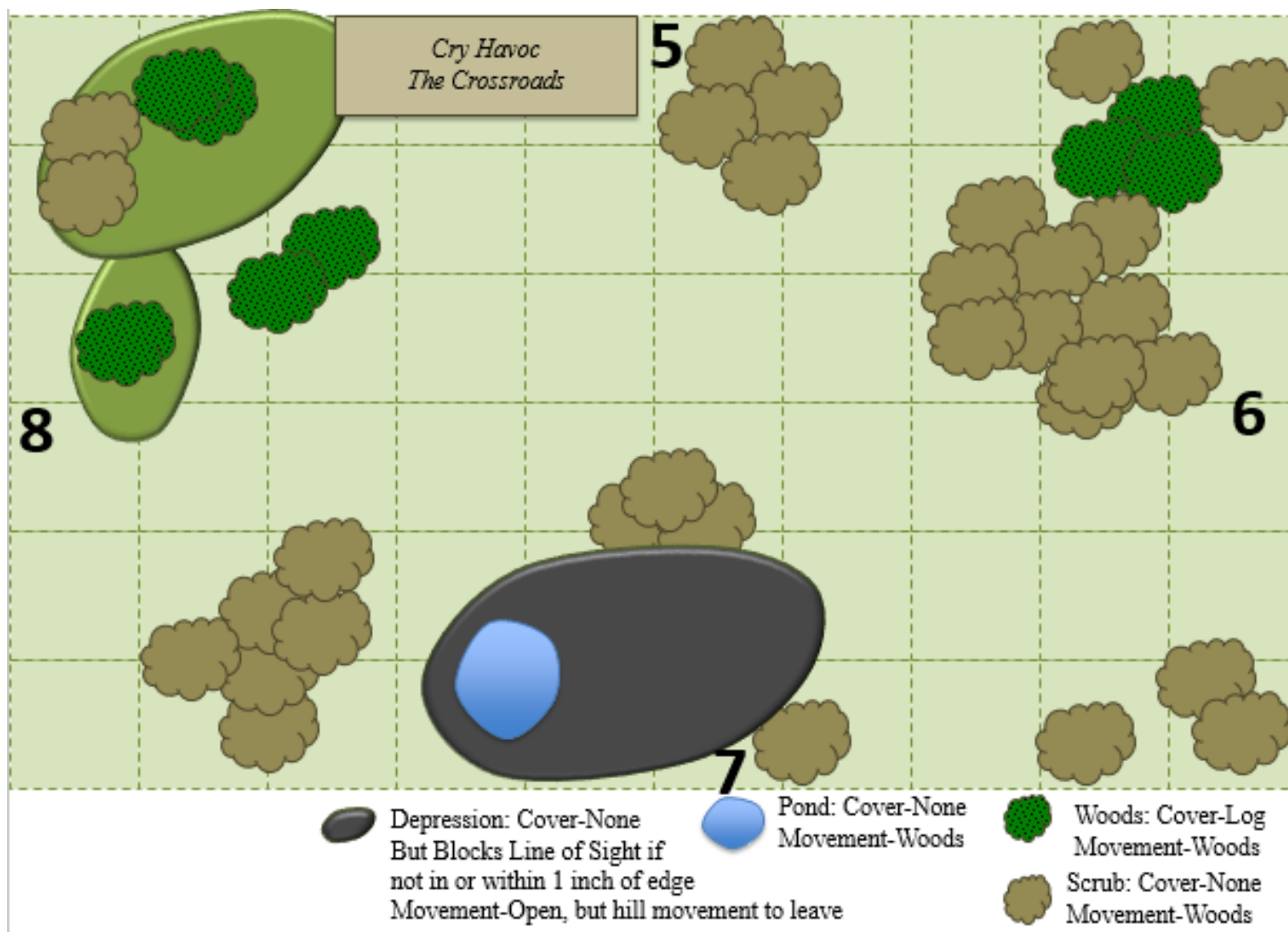
No Armor

4 The Maps for the *Cry Havoc!* Scenarios

4.1 Map 1: The Village



4.2 Map 2: The Crossroads



5 Street Fight for Feudal Patrol™ (Cry Havoc! Rule Book – Scenario 1)

5.1 Forces

Note, all stats are on one card for the five elements on each side.

Gang 1

Element 1: Giles & Fletcher (Bowman)
Element 2: Radult
Element 3: Salter
Element 4: Wulf
Element 5: Carpenter

Gang 2

Element 1: Baker & Bowyer (Bowman)
Element 2: Farmer
Element 3: Gam
Element 4: Gobin
Element 5: Smith

5.2 Notes

Recommended for one player on each side. As noted in 1.3 Units in Feudal Patrol, normally elements have 4-6 players and if more than one element on a side has the same number, the player must finish with one element before activating the next. For this scenario, with the exception of Element 1, with two figures, the remaining all have one figure. Therefore in this scenario elements that have the same activation number will activate together. But all other rules will be followed (e.g. leader must be able to direct bowman's fire during activation, or fire is undirected and elements can't gang up to make a two to one fight unless that is the only opponent they can reach.)

5.3 Recommended Optional rules

2.4.4. Leaders Swapping Dice – Leader can trade with any of his elements if neither number has come up (nor he hasn't already traded this turn). And remember, only trade up or down (i.e. taking or giving the active die to Element 1), not moving between other elements.

2.4.12. Hey! My Card Never Came Up! (Optional) assign three activation tokens to each side.

5.4 Optional rules not recommended

2.4.10. Leader Death (Optional)

5.5 Cry Havoc! Street Fight Scenario

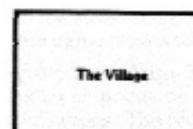
THE SCENARIOS

Before playing a scenario, read it through completely including the victory conditions as they are not always the same.

There is no limit on the number of turns taken to complete a scenario as the period of time covered is extremely short, about five seconds per turn.

The first scenario is the simplest to play and they increase in complexity as they go on. If the number of players permits, each character may be controlled by a different player. Otherwise, each player may control as many of the characters, on the same side, as he wishes. All the players on one side take their turns simultaneously.

STREET FIGHT



Map Layout

Two rival gangs have been relatively quiet for some time but violence is due to erupt. Giles insults Baker, an insult which must be avenged. . . .

N.B. The optional Command Control Rule is not to be used with this scenario. There is NO command control.

The Sides

Gang 1.

Peasants

Carpenter
Giles
Radult
Salter
Wulf

Shortbows

Fletcher

Gang 2.

Peasants

Baker
Farmer
Gam
Gobin
Smith

Shortbows

Bowyer

Sequence of Action

Gang 1 lays down its characters first. Giles is placed on the hex marked "The Street". Any 3 of the remaining characters may be placed in building 5, the remaining 2 characters must then be placed in building 3.

Gang 2 is then positioned on the map.

Baker is placed on the doorway hex of Building 2. The remaining 5 gang members are then placed in Building 1.

Gang 2 takes the first game turn.

Victory Conditions

Victory goes to the player controlling the last character standing. In the event of a situation where each player has only 1 character left and neither can corner the other, a draw is declared.

5.6 Unit Cards for the Street Fight Scenario

Unit Name: __Gang 1 (Elements 1 thru 5)____
 Ldr Name: __Giles__

Weapon	S	M	L	RoF	Reach	Damage
Dagger (All)					1	⬡⬢⬢⬢
Staff (All)					2	⬡⬢⬢⬢
Shortbow	9	18	36	1	0	⬡⬢⬢⬢
						⬡⬢⬢⬢
						⬡⬢⬢⬢
						⬡⬢⬢⬢

Infantry

Infantry Movement

Draw *one* card from ActionDeck, look at the movement speed indicator.
 For Level of Encumbrance (LOE): L = Light, M = Medium, H = Heavy

Condition	Movement Modifiers for Foot	
	In Open Order	In Close Order
Rough or woods	1/2 move	1/4 move
Over wall/hedge	2 inches	3 inches
Up slope	2 inches	2 inches
Through Door	2 inches	Proscribed
Through window	4 inches	Proscribed
Lateral or oblique	No effect	2 inches
Turn 180 degrees	Free	Full Activation
Wheel from end	No figure may exceed max	No figure may exceed max
Pivot on center	No figure may exceed max	No figure may exceed max

FEUDAL PATROL™

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Figure Stats

#	1	+Bow	2	3	4	5
G	G	G	G	G	G	G
A	7	7	7	7	7	7
M	7	7	7	7	7	7
E	2	2	2	2	2	2
R	7	7	7	7	7	7
LOE	Light	Light	Light	Light	Light	Light

2

2

2

2

2

2

Hand to Hand Combat Procedure:

- Create as many 1:1 matchups as possible.
- Resolve melee one matchup at a time.
- Figures attack in order of weapon Reach.
- Draw Action cards, apply melee modifiers, and determine hit or miss.
- If hit, draw a card for hit location and damage to enemy (look at weapon shape for damage).
- Subtract applicable armor from damage.
- Figures that took one or more points of damage to their Endurance are stunned and back two inches away from the enemy.
- Any figures who took no damage may advance up to one inch, including hopping over cover.
- Any figures still in contact (neither took a wound) move backward one inch but are not stunned.
- When a figure *should have* received 0 or more points of damage, but armor, shields, or cover protected it, the figure's Leader still accrues a morale marker.

Armor Effects:

- Non-metal armor reduces damage by 1
- Metal armor reduces damage by 2
- If the target is wearing the indicated shield or larger, damage is also reduced by one additional point.

When cover protects a figure from...

- ... missile fire, the figure is stunned.
- ... melee weapons, the figure is NOT stunned.

Unit Name: __Gang 2 (Elements 1 thru 5)__

Ldr Name: __Baker__

Weapon	S	M	L	RoF	Reach	Damage
Dagger (All)					1	
Staff (All)					2	
Shortbow	9	18	36	1	0	

Infantry

Infantry Movement

Draw *one* card from ActionDeck, look at the movement speed indicator.
For Level of Encumbrance (LOE): L = Light, M = Medium, H = Heavy

Movement Modifiers for Foot

Condition	In Open Order	In Close Order
Rough or woods	1/2 move	1/4 move
Over wall/hedge	2 inches	3 inches
Up slope	2 inches	2 inches
Through Door	2 inches	Proscribed
Through window	4 inches	Proscribed
Lateral or oblique	No effect	2 inches
Turn 180 degrees	Free	Full Activation
Wheel from end	No figure may exceed max	No figure may exceed max
Pivot on center	No figure may exceed max	No figure may exceed max

FEUDAL PATROL™

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Figure Stats

#	1	+Bow	2	3	4	5
G	G	G	G	G	G	G
A	7	7	7	7	7	7
M	7	7	7	7	7	7
E						
R	7	7	7	7	7	7
LOE	Light	Light	Light	Light	Light	Light

Hand to Hand Combat Procedure:

- Create as many 1:1 matchups as possible.
- Resolve melee one matchup at a time.
- Figures attack in order of weapon Reach.
- Draw Action cards, apply melee modifiers, and determine hit or miss.
- If hit, draw a card for hit location and damage to enemy (look at weapon shape for damage).
- Subtract applicable armor from damage.
- Figures that took one or more points of damage to their Endurance are stunned and back two inches away from the enemy.
- Any figures who took no damage may advance up to one inch, including hopping over cover.
- Any figures still in contact (neither took a wound) move backward one inch but are not stunned.
- When a figure *should have* received 0 or more points of damage, but armor, shields, or cover protected it, the figure's Leader still accrues a morale marker.

Armor Effects:

- Non-metal armor reduces damage by 1
- Metal armor reduces damage by 2
- If the target is wearing the indicated shield or larger, damage is also reduced by one additional point.

When cover protects a figure from...

- ... missile fire, the figure is stunned.
- ... melee weapons, the figure is NOT stunned.

6 Peasant Revolt for Feudal Patrol™ (*Cry Havoc!* Rule Book, Scenario 2)

6.1 Forces:

Knight's Side	Player	Peasants' Side	Player
Element 1: Sir Richard	1	Party 1 - Element 1: Sgt a'Wood	3
Element 2: Sir Clugney	1	Party 1 - Element 2: Peasant Mule Drivers	3
Element 3: Sir Gaston	1 or 4	Party 2 - Element 1: Sgt Tyler	2
Element 4: Sir Gilbert	1 or 4	Party 2 - Element 2: Peasants 1	2
Element 5: Sir Roland	1 or 4	Party 2 - Element 3: Peasants 2	2
		Party 2 - Element 4: Spears 1	2
		Party 2 - Element 5: Spears 2	2
		Party 3 - Element 1: Sgt Arnim	3
		Party 3 - Element 2: Bills 1	3
		Party 3 - Element 3: Bills 2	3

6.2 Notes

As the knights are a little more powerful in *Cry Havoc!*, to balance the scenario (and the size of the elements) we added three knights and one Bill.

6.3 Highlighting key rules

Read 2.13.2.2. Shooting at a Mounted Figure and If the shot inflicted one or more points of damage to the horse, the horse is wounded or incapacitated. Dead and wounded horses are removed from the table. The mounted figure should be replaced with a dismounted figure. This dismounted figure is Stunned. For this scenario, no change to procedure described above for horses, but mules have an Endurance of 3. To move them, they must be led. One man can lead up to three at normal movement of the man, but wounded mules move at ½ speed.

6.4 Recommended Optional rules

2.4.4. Leaders Swapping Dice - There is an overall leader for the knights, and he can swap with any element with 24 inched. There is no overall leader for the peasants, but each sergeant can swap with any element in his group.

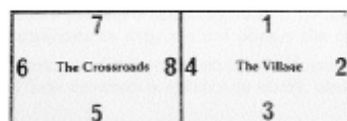
2.4.12. Hey! My Card Never Came Up! (Optional) assign three activation tokens to each side.

6.5 Optional rules not recommended

2.4.10. Leader Death (Optional)

6.6 Cry Havoc! Peasant Revolt Scenario

2. PEASANT REVOLT



Map Layout

A band of revolting peasants are on their way to join the main rebellion. They have broken their journey at the village and most of them are out foraging when they receive word that the local knights and their retainers are in the vicinity and are determined to crush them. The peasants start to make their way back to the village as it provides the best defensive site in the area and also to secure their loot, left under guard there.

The Sides

Peasants

Party 1.

Pack Mule 1 P.M.4
Pack Mule 2 P.M.5
Pack Mule 3 P.M.6

Peasants

Farmer
Gobin

Shortbows

Fletcher

Sergeants

a' Wood

Party 2.

Peasants

Baker
Carpenter
Cedric
Gam
Giles
Radult
Salter
Smith
Wulf

Spearmen

Ben
Bertin
Crispin
Hal
Mark
Odo
Perkin
Wat

Sergeants

Tyler

Party 3.

Bills

Guy
Jean
Rees
Robin
Tybalt

Halberds

Frederick
Naymes

Sergeants

Arnim

The Knights

All the mounted knights are used

Sequence of Action

Party 1 is placed in the area of the village. The pack-mules may be placed anywhere in the street or the courtyard of Buildings 3, 4 or 5. The characters may be placed in the same area and also within Buildings 2, 3, 4 or 5.

Party 2 and Party 3 enter on side 5 of the cross roads map. They may enter at any point or points on side 5 and may move to their full extent, subject to terrain limitations. The Mounted Knights may now enter at any point or points on side 6. They may move to their full extent, subject to terrain limitations. (NB. If the knights are deployed in more than one rank, the rich knights or barons on caparisoned horses should be in the front rank. Lesser knights with banners should stay as close as possible to their superiors).

The Battle Commences

If a clear-cut decision is not reached, eg. all the knights are dead, and neither side feels he is strong enough to beat the other, use the points system to decide the winner below.

Victory Conditions

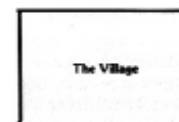
The Peasants

Every knight killed 5 points
Every live warhorse in peasants possession at game end 2 points

The Knights

Every Peasant killed 3 points
Every Pack Mule in knights possession at the end of the game (alive or dead) 2 points

3. CITY SACK



Map Layout

The City's defences have been breached and its defenders have retreated from the city walls and are fighting amongst the streets and houses. One party has found itself trapped in the quarter shown on the map and they have resolved to sell their lives dearly. If this quarter can be held, a counter attack from the citadel may clear the town of the enemy.

Unit Cards for the Peasant Revolt Scenario

Stats		
	Unit	Ldr
G	R	E
A	6	6
M	5	4
E	3	3
R	6	6
LOE	Med	Med

1

2

Unit Name: 1 Ldr. Name: Sir Richard & Overall

L

1

2

3

Weapon	S	M	L	RoF	Reach	Damage
Lance moving					5	
Lance (All)					5	
Sword (All)					3	
Dagger (All)					1	

Cavalry

Cavalry Movement

Draw *one* card from ActionDeck, look at the movement speed indicator.
 For Level of Encumbrance (LOE): L = Light, M = Medium, H = Heavy

Movement Modifiers for Mounted

Condition	In Open Order	In Close Order
Rough or woods	1/2 move + bog check	1/4 move + bog check
Over wall/hedge	bog check; random fig left behind	bog check; random fig left behind
Up slope	2 inches	2 inches
Thru Door/window	Proscribed	Proscribed
Lateral	Proscribed	Proscribed
Oblique	normal move	Normal move
Turn 180 degrees	Free	Full Activation
Wheel from end	No figure may exceed max	No figure may exceed max
Pivot on center	No figure may exceed max	Proscribed

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Hand to Hand Combat Procedure:

- Create as many 1:1 matchups as possible.
- Resolve melee one matchup at a time.
- Figures attack in order of weapon Reach.
- Draw Action cards, apply melee modifiers, and determine hit or miss.
- If hit, draw a card for hit location and damage to enemy (look at weapon shape for damage).
- Subtract applicable armor from damage.
- Figures that took one or more points of damage to their Endurance are stunned and back two inches away from the enemy.
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- Any figures still in contact (neither took a wound) move backward one inch but are not stunned.
- When a figure *should have* received 0 or more points of damage, but armor, shields, or cover protected it, the figure's Leader still accrues a morale marker.





Armor Effects:





- Non-metal armor reduces damage by 1
- Metal armor reduces damage by 2
- If the target is wearing the indicated shield or larger, damage is also reduced by one additional point.





When cover protects a figure from...





- ... missile fire, the figure is stunned.
- ... melee weapons, the figure is NOT stunned.



17




Stats			Unit Name: 2 Ldr. Name: Sir Clugney								
	Unit	Ldr									
G	R	E	L	1	2	3					
A	6	6									
M	5	4									
E	3	3									
R	6	6									
LOE	Med	Med									

Weapon	S	M	L	RoF	Reach	Damage
Lance moving					5	
Lance (All)					5	
Sword (All)					3	
Dagger (All)					1	

Stats			Unit Name: 3 Ldr. Name: Sir Gaston							
	Unit	Ldr	   							
			L	1	2	3				
G	R	E								
A	6	6								
M	5	4								
E	3	3								
R	6	6								
LOE	Med	Med								

Weapon	S	M	L	RoF	Reach	Damage
Lance moving					5	
Lance (All)					5	
Sword (All)					3	
Dagger (All)					1	

 1
 2

Cavalry

Cavalry Movement

Draw *one* card from ActionDeck, look at the movement speed indicator.
 For Level of Encumbrance (LOE): L = Light, M = Medium, H = Heavy





Movement Modifiers for Mounted





Condition	In Open Order	In Close Order
Rough or woods	1/2 move + bog check	1/4 move + bog check
Over wall/hedge	bog check; random fig left behind	bog check; random fig left behind
Up slope	2 inches	2 inches
Thru Door/window	Proscribed	Proscribed
Lateral	Proscribed	Proscribed
Oblique	normal move	Normal move
Turn 180 degrees	Free	Full Activation
Wheel from end	No figure may exceed max	No figure may exceed max
Pivot on center	No figure may exceed max	Proscribed



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Hand to Hand Combat Procedure: <ul style="list-style-type: none"> Create as many 1:1 matchups as possible. Resolve melee one matchup at a time. Figures attack in order of weapon Reach. Draw Action cards, apply melee modifiers, and determine hit or miss. If hit, draw a card for hit location and damage to enemy (look at weapon shape for damage). Subtract applicable armor from damage. Figures that took one or more points of damage to their Endurance are stunned and back two inches away from the enemy. Any figures who took no damage may advance up to one inch, including hopping over cover. Any figures still in contact (neither took a wound) move backward one inch but are not stunned. When a figure <i>should have</i> received 0 or more points of damage, but armor, shields, or cover protected it, the figure's Leader still accrues a morale marker. 	Armor Effects: <ul style="list-style-type: none"> Non-metal armor reduces damage by 1 Metal armor reduces damage by 2 If the target is wearing the indicated shield or larger, damage is also reduced by one additional point.
	When cover protects a figure from... <ul style="list-style-type: none"> ... missile fire, the figure is stunned. ... melee weapons, the figure is NOT stunned.

Stats			Unit Name: 4 Ldr. Name: Sir Gilbert			
	Unit	Ldr	   			
G	R	E	L	1	2	3
A	6	6				
M	5	4				
E	3	3				
R	6	6				
LOE	Med	Med				

Weapon	S	M	L	RoF	Reach	Damage
Lance moving					5	
Lance (All)					5	
Sword (All)					3	
Dagger (All)					1	

 1
 2

Cavalry

Cavalry Movement

Draw *one* card from ActionDeck, look at the movement speed indicator.
 For Level of Encumbrance (LOE): L = Light, M = Medium, H = Heavy

Movement Modifiers for Mounted

Condition	In Open Order	In Close Order
Rough or woods	1/2 move + bog check	1/4 move + bog check
Over wall/hedge	bog check; random fig left behind	bog check; random fig left behind
Up slope	2 inches	2 inches
Thru Door/window	Proscribed	Proscribed
Lateral	Proscribed	Proscribed
Oblique	normal move	Normal move
Turn 180 degrees	Free	Full Activation
Wheel from end	No figure may exceed max	No figure may exceed max
Pivot on center	No figure may exceed max	Proscribed

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Hand to Hand Combat Procedure:

- Create as many 1:1 matchups as possible.
- Resolve melee one matchup at a time.
- Figures attack in order of weapon Reach.
- Draw Action cards, apply melee modifiers, and determine hit or miss.
- If hit, draw a card for hit location and damage to enemy (look at weapon shape for damage).
- Subtract applicable armor from damage.
- Figures that took one or more points of damage to their Endurance are stunned and back two inches away from the enemy.
- Any figures who took no damage may advance up to one inch, including hopping over cover.
- Any figures still in contact (neither took a wound) move backward one inch but are not stunned.
- When a figure *should have* received 0 or more points of damage, but armor, shields, or cover protected it, the figure's Leader still accrues a morale marker.

Armor Effects:

- Non-metal armor reduces damage by 1
- Metal armor reduces damage by 2
- If the target is wearing the indicated shield or larger, damage is also reduced by one additional point.

When cover protects a figure from...

- ... missile fire, the figure is stunned.
- ... melee weapons, the figure is NOT stunned.

Stats		
	Unit	Ldr
G	R	E
A	6	6
M	5	4
E	3	3
R	6	6
LOE	Med	Med

1
 2

Unit Name: 5 Ldr. Name: Sir Roland

Weapon	S	M	L	RoF	Reach	Damage
Lance moving					5	
Lance (All)					5	
Sword (All)					3	
Dagger (All)					1	

Cavalry

Cavalry Movement

Draw *one* card from ActionDeck, look at the movement speed indicator.
For Level of Encumbrance (LOE): L = Light, M = Medium, H = Heavy

Movement Modifiers for Mounted

Condition	In Open Order	In Close Order
Rough or woods	1/2 move + bog check	1/4 move + bog check
Over wall/hedge	bog check; random fig left behind	bog check; random fig left behind
Up slope	2 inches	2 inches
Thru Door/window	Proscribed	Proscribed
Lateral	Proscribed	Proscribed
Oblique	normal move	Normal move
Turn 180 degrees	Free	Full Activation
Wheel from end	No figure may exceed max	No figure may exceed max
Pivot on center	No figure may exceed max	Proscribed

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Hand to Hand Combat Procedure:

- Create as many 1:1 matchups as possible.
- Resolve melee one matchup at a time.
- Figures attack in order of weapon Reach.
- Draw Action cards, apply melee modifiers, and determine hit or miss.
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- Any figures who took no damage may advance up to one inch, including hopping over cover.
- Any figures still in contact (neither took a wound) move backward one inch but are not stunned.
- When a figure *should have* received 0 or more points of damage, but armor, shields, or cover protected it, the figure's Leader still accrues a morale marker.

Armor Effects:

- Non-metal armor reduces damage by 1
- Metal armor reduces damage by 2
- If the target is wearing the indicated shield or larger, damage is also reduced by one additional point.

When cover protects a figure from...

- ... missile fire, the figure is stunned.
- ... melee weapons, the figure is NOT stunned.

Unit Name: Party 1

Ldr Name: Sgt a'Wood

Weapon	S	M	L	RoF	Reach	Damage
Sword (L)					3	
Shortbow (1)	9	18	36	1	0	
Dagger (All)					1	

Infantry

Infantry Movement

Draw *one* card from Action Deck, look at the movement speed indicator.
For Level of Encumbrance (LOE): L = Light, M = Medium, H = Heavy

Movement Modifiers for Foot

Condition	In Open Order	In Close Order
Rough or woods	1/2 move	1/4 move
Over wall/hedge	2 inches	3 inches
Up slope	2 inches	2 inches
Through Door	2 inches	Proscribed
Through window	4 inches	Proscribed
Lateral or oblique	No effect	2 inches
Turn 180 degrees	Free	Full Activation
Wheel from end	No figure may exceed max	No figure may exceed max
Pivot on center	No figure may exceed max	No figure may exceed max

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Figure Stats

#		L	1		
G		E	R		
A		6	6		
M		5	7		
E	 				
R		6	6		
LOE		Med	Light		

Hand to Hand Combat Procedure:

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- If hit, draw a card for hit location and damage to enemy (look at weapon shape for damage).
- Subtract applicable armor from damage.
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- Any figures still in contact (neither took a wound) move backward one inch but are not stunned.
- When a figure *should have* received 0 or more points of damage, but armor, shields, or cover protected it, the figure's Leader still accrues a morale marker.

Armor Effects:

- Non-metal armor reduces damage by 1
- Metal armor reduces damage by 2
- If the target is wearing the indicated shield or larger, damage is also reduced by one additional point.

When cover protects a figure from...

- ... missile fire, the figure is stunned.
- ... melee weapons, the figure is NOT stunned.

Stats			Unit Name: _Party 1_						
	Unit	Ldr	Peasant Mule Driver (L +1) & 6 Mules						
G	G	G							
A	7	7							
M	7	7							
E	2	2							
R	7	7							
LOE	Lt	Lt							

Weapon	S	M	L	RoF	Reach	Damage
Dagger (All)					1	
Staff (All)					2	

Infantry

Infantry Movement

Draw *one* card from ActionDeck, look at the movement speed indicator.
For Level of Encumbrance (LOE): L = Light, M = Medium, H = Heavy

Movement Modifiers for Foot

Condition	In Open Order	In Close Order
Rough or woods	1/2 move	1/4 move
Over wall/hedge	2 inches	3 inches
Up slope	2 inches	2 inches
Through Door	2 inches	Proscribed
Through window	4 inches	Proscribed
Lateral or oblique	No effect	2 inches
Turn 180 degrees	Free	Full Activation
Wheel from end	No figure may exceed max	No figure may exceed max
Pivot on center	No figure may exceed max	No figure may exceed max

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- Figures attack in order of weapon Reach.
- Draw Action cards, apply melee modifiers, and determine hit or miss.
- If hit, draw a card for hit location and damage to enemy (look at weapon shape for damage).
- Subtract applicable armor from damage.
- Figures that took one or more points of damage to their Endurance are stunned and back two inches away from the enemy.
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- Any figures still in contact (neither took a wound) move backward one inch but are not stunned.
- When a figure *should have* received 0 or more points of damage, but armor, shields, or cover protected it, the figure's Leader still accrues a morale marker.

Armor Effects:

- Non-metal armor reduces damage by 1
- Metal armor reduces damage by 2
- If the target is wearing the indicated shield or larger, damage is also reduced by one additional point.

When cover protects a figure from...

- ... missile fire, the figure is stunned.
- ... melee weapons, the figure is NOT stunned.

Stats			Unit Name: _Party 2_	
	Unit	Ldr	Ldr Name: _Sgt Tyler_	
G		E		
A		6		
M		5		
E		3		
R		6		
LOE		Med		

Weapon	S	M	L	RoF	Reach	Damage
Sword					3	
Dagger					1	

☐ 1

☐ 2

☐ 3

☐ 4

Infantry

Infantry Movement

Draw *one* card from ActionDeck, look at the movement speed indicator.
For Level of Encumbrance (LOE): L = Light, M = Medium, H = Heavy

Movement Modifiers for Foot

Condition	In Open Order	In Close Order
Rough or woods	1/2 move	1/4 move
Over wall/hedge	2 inches	3 inches
Up slope	2 inches	2 inches
Through Door	2 inches	Proscribed
Through window	4 inches	Proscribed
Lateral or oblique	No effect	2 inches
Turn 180 degrees	Free	Full Activation
Wheel from end	No figure may exceed max	No figure may exceed max
Pivot on center	No figure may exceed max	No figure may exceed max

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Hand to Hand Combat Procedure: <ul style="list-style-type: none"> • Create as many 1:1 matchups as possible. • Resolve melee one matchup at a time. • Figures attack in order of weapon Reach. • Draw Action cards, apply melee modifiers, and determine hit or miss. • If hit, draw a card for hit location and damage to enemy (look at weapon shape for damage). • Subtract applicable armor from damage. • Figures that took one or more points of damage to their Endurance are stunned and back two inches away from the enemy. • Any figures who took no damage may advance up to one inch, including hopping over cover. • Any figures still in contact (neither took a wound) move backward one inch but are not stunned. • When a figure <i>should have</i> received 0 or more points of damage, but armor, shields, or cover protected it, the figure's Leader still accrues a morale marker. 	Armor Effects: <ul style="list-style-type: none"> • Non-metal armor reduces damage by 1 • Metal armor reduces damage by 2 • If the target is wearing the indicated shield or larger, damage is also reduced by one additional point.
	When cover protects a figure from... <ul style="list-style-type: none"> • ... missile fire, the figure is stunned. • ... melee weapons, the figure is NOT stunned.

Stats		
	Unit	Ldr
G	G	G
A	7	7
M	7	7
E	2	2
R	7	7
LOE	Lt	Lt

Unit Name: Party 2
 Ldr Name: Peasants 1 (L +4)

Weapon	S	M	L	RoF	Reach	Damage
Dagger (All)					1	
Staff (All)					2	

Infantry

Infantry Movement

Draw *one* card from ActionDeck, look at the movement speed indicator.
 For Level of Encumbrance (LOE): L = Light, M = Medium, H = Heavy

Movement Modifiers for Foot

Condition	In Open Order	In Close Order
Rough or woods	1/2 move	1/4 move
Over wall/hedge	2 inches	3 inches
Up slope	2 inches	2 inches
Through Door	2 inches	Proscribed
Through window	4 inches	Proscribed
Lateral or oblique	No effect	2 inches
Turn 180 degrees	Free	Full Activation
Wheel from end	No figure may exceed max	No figure may exceed max
Pivot on center	No figure may exceed max	No figure may exceed max

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Hand to Hand Combat Procedure:

- Create as many 1:1 matchups as possible.
- Resolve melee one matchup at a time.
- Figures attack in order of weapon Reach.
- Draw Action cards, apply melee modifiers, and determine hit or miss.
- If hit, draw a card for hit location and damage to enemy (look at weapon shape for damage).
- Subtract applicable armor from damage.
- Figures that took one or more points of damage to their Endurance are stunned and back two inches away from the enemy.
- Any figures who took no damage may advance up to one inch, including hopping over cover.
- Any figures still in contact (neither took a wound) move backward one inch but are not stunned.
- When a figure *should have* received 0 or more points of damage, but armor, shields, or cover protected it, the figure's Leader still accrues a morale marker.

Armor Effects:

- Non-metal armor reduces damage by 1
- Metal armor reduces damage by 2
- If the target is wearing the indicated shield or larger, damage is also reduced by one additional point.

When cover protects a figure from...

- ... missile fire, the figure is stunned.
- ... melee weapons, the figure is NOT stunned.

Stats		
	Unit	Ldr
G	G	G
A	7	7
M	7	7
E	2	2
R	7	7
LOE	Lt	Lt

Unit Name: Party 2
 Ldr Name: Peasants 2 (L +3)

Weapon	S	M	L	RoF	Reach	Damage
Dagger (All)					1	
Staff (All)					2	

Infantry

Infantry Movement

Draw *one* card from ActionDeck, look at the movement speed indicator.
 For Level of Encumbrance (LOE): L = Light, M = Medium, H = Heavy

Movement Modifiers for Foot

Condition	In Open Order	In Close Order
Rough or woods	1/2 move	1/4 move
Over wall/hedge	2 inches	3 inches
Up slope	2 inches	2 inches
Through Door	2 inches	Proscribed
Through window	4 inches	Proscribed
Lateral or oblique	No effect	2 inches
Turn 180 degrees	Free	Full Activation
Wheel from end	No figure may exceed max	No figure may exceed max
Pivot on center	No figure may exceed max	No figure may exceed max

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Hand to Hand Combat Procedure: <ul style="list-style-type: none"> Create as many 1:1 matchups as possible. Resolve melee one matchup at a time. Figures attack in order of weapon Reach. Draw Action cards, apply melee modifiers, and determine hit or miss. If hit, draw a card for hit location and damage to enemy (look at weapon shape for damage). Subtract applicable armor from damage. Figures that took one or more points of damage to their Endurance are stunned and back two inches away from the enemy. Any figures who took no damage may advance up to one inch, including hopping over cover. Any figures still in contact (neither took a wound) move backward one inch but are not stunned. When a figure <i>should have</i> received 0 or more points of damage, but armor, shields, or cover protected it, the figure's Leader still accrues a morale marker. 	Armor Effects: <ul style="list-style-type: none"> Non-metal armor reduces damage by 1 Metal armor reduces damage by 2 If the target is wearing the indicated shield or larger, damage is also reduced by one additional point. When cover protects a figure from... <ul style="list-style-type: none"> ... missile fire, the figure is stunned. ... melee weapons, the figure is NOT stunned.
---	---

Stats		
	Unit	Ldr
G	R	R
A	6	6
M	6	6
E	3	3
R	6	6
LOE	Lt	Lt

Unit Name: Party 2
 Ldr Name: Spear 1 (L +3)

Weapon	S	M	L	RoF	Reach	Damage
Dagger (All)					1	
Spear (All)	2	4	8	1*	5	

☐ 1
 ☐ 2

Infantry

Infantry Movement

Draw *one* card from ActionDeck, look at the movement speed indicator.
 For Level of Encumbrance (LOE): L = Light, M = Medium, H = Heavy

Movement Modifiers for Foot

Condition	In Open Order	In Close Order
Rough or woods	1/2 move	1/4 move
Over wall/hedge	2 inches	3 inches
Up slope	2 inches	2 inches
Through Door	2 inches	Proscribed
Through window	4 inches	Proscribed
Lateral or oblique	No effect	2 inches
Turn 180 degrees	Free	Full Activation
Wheel from end	No figure may exceed max	No figure may exceed max
Pivot on center	No figure may exceed max	No figure may exceed max

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--	--

Stats		
	Unit	Ldr
G	R	R
A	6	6
M	6	6
E	3	3
R	6	6
LOE	Lt	Lt

Unit Name: Party 2
 Ldr Name: Spear 2 (L +3)

Weapon	S	M	L	RoF	Reach	Damage
Dagger (All)					1	
Spear (All)	2	4	8	1*	5	

Infantry

Infantry Movement

Draw *one* card from ActionDeck, look at the movement speed indicator.
 For Level of Encumbrance (LOE): L = Light, M = Medium, H = Heavy

Movement Modifiers for Foot

Condition	In Open Order	In Close Order
Rough or woods	1/2 move	1/4 move
Over wall/hedge	2 inches	3 inches
Up slope	2 inches	2 inches
Through Door	2 inches	Proscribed
Through window	4 inches	Proscribed
Lateral or oblique	No effect	2 inches
Turn 180 degrees	Free	Full Activation
Wheel from end	No figure may exceed max	No figure may exceed max
Pivot on center	No figure may exceed max	No figure may exceed max

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Hand to Hand Combat Procedure: <ul style="list-style-type: none"> • Create as many 1:1 matchups as possible. • Resolve melee one matchup at a time. • Figures attack in order of weapon Reach. • Draw Action cards, apply melee modifiers, and determine hit or miss. • If hit, draw a card for hit location and damage to enemy (look at weapon shape for damage). • Subtract applicable armor from damage. • Figures that took one or more points of damage to their Endurance are stunned and back two inches away from the enemy. • Any figures who took no damage may advance up to one inch, including hopping over cover. • Any figures still in contact (neither took a wound) move backward one inch but are not stunned. • When a figure <i>should have</i> received 0 or more points of damage, but armor, shields, or cover protected it, the figure's Leader still accrues a morale marker. 	<div style="background-color: yellow; padding: 5px;"> Armor Effects: <ul style="list-style-type: none"> • Non-metal armor reduces damage by 1 • Metal armor reduces damage by 2 • If the target is wearing the indicated shield or larger, damage is also reduced by one additional point. </div> <div style="background-color: yellow; padding: 5px; margin-top: 10px;"> When cover protects a figure from... <ul style="list-style-type: none"> • ... missile fire, the figure is stunned. • ... melee weapons, the figure is NOT stunned. </div>
---	--

Stats			Unit Name: <u>Party 3</u>	
	Unit	Ldr	Ldr Name: <u>Bill 1 (L +3)</u>	
G	R	R		
A	6	6		
M	6	6		
E	3	3		
R	6	6		
LOE	Med	Med		

Weapon	S	M	L	RoF	Reach	Damage
Dagger (All)					1	
Halberd (L)					5	
Bill (Unit)					5	

Infantry

Infantry Movement

Draw *one* card from ActionDeck, look at the movement speed indicator.
For Level of Encumbrance (LOE): L = Light, M = Medium, H = Heavy

Movement Modifiers for Foot

Condition	In Open Order	In Close Order
Rough or woods	1/2 move	1/4 move
Over wall/hedge	2 inches	3 inches
Up slope	2 inches	2 inches
Through Door	2 inches	Proscribed
Through window	4 inches	Proscribed
Lateral or oblique	No effect	2 inches
Turn 180 degrees	Free	Full Activation
Wheel from end	No figure may exceed max	No figure may exceed max
Pivot on center	No figure may exceed max	No figure may exceed max

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Hand to Hand Combat Procedure: <ul style="list-style-type: none"> Create as many 1:1 matchups as possible. Resolve melee one matchup at a time. Figures attack in order of weapon Reach. Draw Action cards, apply melee modifiers, and determine hit or miss. If hit, draw a card for hit location and damage to enemy (look at weapon shape for damage). Subtract applicable armor from damage. Figures that took one or more points of damage to their Endurance are stunned and back two inches away from the enemy. Any figures who took no damage may advance up to one inch, including hopping over cover. Any figures still in contact (neither took a wound) move backward one inch but are not stunned. When a figure <i>should have</i> received 0 or more points of damage, but armor, shields, or cover protected it, the figure's Leader still accrues a morale marker. 	<div style="background-color: yellow; padding: 5px;"> Armor Effects: <ul style="list-style-type: none"> Non-metal armor reduces damage by 1 Metal armor reduces damage by 2 If the target is wearing the indicated shield or larger, damage is also reduced by one additional point. </div> <div style="background-color: yellow; padding: 5px; margin-top: 10px;"> When cover protects a figure from... <ul style="list-style-type: none"> ... missile fire, the figure is stunned. ... melee weapons, the figure is NOT stunned. </div>
---	--

Stats			Unit Name: <u>Party 3</u>	
	Unit	Ldr	Ldr Name: <u>Bill 2 (L +3)</u>	
G	R	R		
A	6	6		
M	6	6		
E	3	3		
R	6	6		
LOE	Med	Med		

Weapon	S	M	L	RoF	Reach	Damage
Dagger (All)					1	
Halberd (L)					5	
Bill (Unit)					5	

☐ 1 ☐ 2 ☐ 3 ☐ 4

Infantry

Infantry Movement

Draw *one* card from ActionDeck, look at the movement speed indicator.
For Level of Encumbrance (LOE): L = Light, M = Medium, H = Heavy

Movement Modifiers for Foot

Condition	In Open Order	In Close Order
Rough or woods	1/2 move	1/4 move
Over wall/hedge	2 inches	3 inches
Up slope	2 inches	2 inches
Through Door	2 inches	Proscribed
Through window	4 inches	Proscribed
Lateral or oblique	No effect	2 inches
Turn 180 degrees	Free	Full Activation
Wheel from end	No figure may exceed max	No figure may exceed max
Pivot on center	No figure may exceed max	No figure may exceed max

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Hand to Hand Combat Procedure:

- Create as many 1:1 matchups as possible.
- Resolve melee one matchup at a time.
- Figures attack in order of weapon Reach.
- Draw Action cards, apply melee modifiers, and determine hit or miss.
- If hit, draw a card for hit location and damage to enemy (look at weapon shape for damage).
- Subtract applicable armor from damage.
- Figures that took one or more points of damage to their Endurance are stunned and back two inches away from the enemy.
- Any figures who took no damage may advance up to one inch, including hopping over cover.
- Any figures still in contact (neither took a wound) move backward one inch but are not stunned.
- When a figure *should have* received 0 or more points of damage, but armor, shields, or cover protected it, the figure's Leader still accrues a morale marker.

Armor Effects:

- Non-metal armor reduces damage by 1
- Metal armor reduces damage by 2
- If the target is wearing the indicated shield or larger, damage is also reduced by one additional point.

When cover protects a figure from...

- ... missile fire, the figure is stunned.
- ... melee weapons, the figure is NOT stunned.

7 Battle of Little Wootton for Feudal Patrol™ (*Cry Havoc!* Scenario Book One – Scenario 6)

7.1 Part 1 Forces:

Note: All stats are on one card for these two elements

Sir Richard's Side (Player 1)

Element 1: Sir Gunter (+ any recruited peasants)

Element 2: Sgt Martin & Bowman (+ any recruited peasants)

Sir Clugney's Side (Player 2)

Element 1: Sir James (+ any recruited peasants)

Element 2: Sgt A'Wood & Crossbowman (+ any recruited peasants)

7.2 Notes

Instead of three hexes (inches), recruiters

If a peasant takes offense he is added to the element of the nearest enemy Knight or Sargent.

If the Sargent is recruiting during his activation, he cannot direct fire.

Feudal Patrol™ Rule Errata for both Part 1 & 2:

Mounted knights will lose their lance a melee, unless they had impetus in the attack.

7.3 Highlighting key rules

Read 2.13.2.2. Shooting at a Mounted Figure and If the shot inflicted one or more points of damage to the horse, the horse is wounded or incapacitated. Dead and wounded horses are removed from the table. The mounted figure should be replaced with a dismounted figure. This dismounted figure is Stunned.

7.4 Recommended Optional rules for Part 1 & 2

2.4.4. Leaders Swapping Dice - There is no overall leader. Trading of dice can only occur between the leader and assistant leader of each element.

2.4.12. Hey! My Card Never Came Up! (Optional) assign three activation tokens to each side.

7.5 Optional rules not recommended

2.4.10. Leader Death (Optional)

7.6 Part 2 Forces

Note, All stats are on one card for these two elements

Sir Richard's Side

Element	Player (if more than 2)
Infantry HQ	1
Halberd 1	1
Halberd 2	1
Knight 1	2
Knight 2	2
Recruiting Sgt	2*

*Troops from Part 1

1. If the knight survives, any peasants he recruited goes to the Recruiting Sergeant and he is part of Knight 2. If he died, Knight 2 only has three knights.
2. If the sergeant didn't survive any peasant recruited become an element under the Infantry HQ and one of the of the peasants acts as a leader and his. If the crossbowman survived, he is now part of the Infantry HQ element. Use last page of Infantry for the peasants.
3. If the Sergeant survived, he has all the peasants and the bowman if he survived. Use the part 1 card for this element and note the number of peasants.
4. If you don't want to play part 1, you can dice off to see which side gets 6 peasants and which get 5 and play with a full strength recruiting group (i.e. knight in element 2 and sergeant, crossbowman, and peasants in one element)

Sir Clugney's Side

Element	Player (if more than 2)
Infantry HQ	1
Halberd 1	1
Halberd 2	1
Knight 1	2
Knight 2	2
Recruiting Sgt	2*

***Troops from Part 1**

1. If the knight survives, any peasants he recruited goes to the Recruiting Sergeant and he is part of Knight 2. If he died, Knight 2 only has three knights.
2. If the sergeant didn't survive any peasant recruited become an element under the Infantry HQ and one of the of the peasants acts as a leader and his. If the bowman survived, he is now part of the Infantry HQ element. Use last page of Infantry for the peasants.
3. If the Sergeant survived, he has all the peasants and the bowman if he survived. Use the part 1 card for this element and note the number of peasants.
4. If you don't want to play part 1, you can dice off to see which side gets 6 peasants and which get 5 and play with a full strength recruiting group (i.e. knight in element 2 and sergeant, bowman, and peasants in one element)

7.7 Cry Havoc! Battle of Little Wootton Scenario

THE BATTLE OF LITTLE WOOTTON (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 Wootton 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.



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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

Mounted Knights	Sergeant	Crossbow
Sir James	A'Wood	Forester

Sir Clugney

Mounted Knights	Sergeant	Shortbow
Sir Gunter	Martin	Bowyer

Local Peasants

Baker	Salter
Carpenter	Smith
Cedric	Wulf
Farmer	
Gam	
Giles	
Gobin	
Radult	

Sequence of Action

1. The players set up the Local Peasants, as indicated on the map on page 16.
2. The players roll one die each. The player with the higher roll (reroll 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.
3. 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

4. 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 below).

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Special Rules

Recruiting the Peasants

1. Players may recruit the peasants to their side. All the peasants start as neutrals and may not move or attack until recruited by a player. Only knights or sergeants can recruit the peasants.

Procedure:

A knight or sergeant may attempt to recruit any peasant or peasants within 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 phase. 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 result.

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).

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

Pieces may not move through hexes occupied by neutral peasants.

Note: If a peasant has been recruited it helps to orient the piece so that it points in the same direction as the other pieces of the player's side, and to note down whose side the peasant has joined.

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);

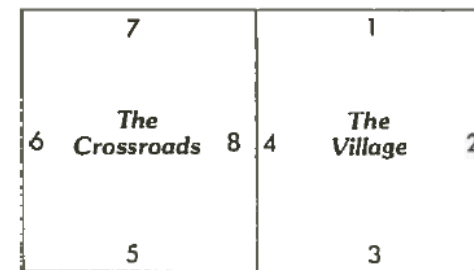
Roll one die: 1-5 means he has been recruited successfully; 6-10 means he retains his previous allegiance.

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 Wootton.

The Sides

Sir Richard

Survivors from part one, plus:

Mounted Knights	Shortbow	Spears
Sir Alain	Fletcher	Bertin
Sir Conrad		Crispin
Sir Gaston	Bills	Hal
Sir John	Guy	Mark
Sir Piers	Jean	Odo
Sir Richard	Rees	Perkin
Sir William	Robin	
	Tybolt	

Sergeant

Arnim

Sir Clugney

Survivors from part one, plus:

Mounted Knights

Sir Clugney
Sir Gilbert
Sir Jaques
Sir Peter
Sir Roger
Sir Roland
Sir Thomas

Sergeant

Tyler

Halberds

Ben
Frederick
Geoffrey
Hubert
Naymes
Otto
Tom
Watkin
Wynken

Crossbow

Arbalister

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 (see page 17, para 4), 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 (reroll 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.



7.8 Unit Cards for the Battle of Little Wootton Scenario – Part One: The Villagers Choose

Unit Name: Sir Richard's Recruiting Party

Ldr Name: Sir James (mtd) (L) & Sgt A'Wood (AL)

Weapon	S	M	L	RoF	Reach	Damage
Lance (L) moving					5	
Lance (L)					5	
Sword (L & AL)					3	
Crossbow (3)	6	12	24	1+	0	
Dagger (All)					1	
Staff (Peasants)					2	

Infantry

Infantry Movement

Draw *one* card from ActionDeck, look at the movement speed indicator.
For Level of Encumbrance (LOE): L = Light, M = Medium, H = Heavy

Movement Modifiers for Foot

Condition	In Open Order	In Close Order
Rough or woods	1/2 move	1/4 move
Over wall/hedge	2 inches	3 inches
Up slope	2 inches	2 inches
Through Door	2 inches	Proscribed
Through window	4 inches	Proscribed
Lateral or oblique	No effect	2 inches
Turn 180 degrees	Free	Full Activation
Wheel from end	No figure may exceed max	No figure may exceed max
Pivot on center	No figure may exceed max	No figure may exceed max

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Figure Stats

#	L		AL	3		P
G	E		E	R		G
A	6		6	6		7
M	4		5	7		7
E	3	 	3	3		2
R	6		6	6		7
LOE	Med		Med	Light		Light

Hand to Hand Combat Procedure:

- Create as many 1:1 matchups as possible.
- Resolve melee one matchup at a time.
- Figures attack in order of weapon Reach.
- Draw Action cards, apply melee modifiers, and determine hit or miss.
- If hit, draw a card for hit location and damage to enemy (look at weapon shape for damage).
- Subtract applicable armor from damage.
- Figures that took one or more points of damage to their Endurance are stunned and back two inches away from the enemy.
- Any figures who took no damage may advance up to one inch, including hopping over cover.
- Any figures still in contact (neither took a wound) move backward one inch but are not stunned.
- When a figure *should have* received 0 or more points of damage, but armor, shields, or cover protected it, the figure's Leader still accrues a morale marker.

Armor Effects:

- Non-metal armor reduces damage by 1
- Metal armor reduces damage by 2
- If the target is wearing the indicated shield or larger, damage is also reduced by one additional point.

When cover protects a figure from...

- ... missile fire, the figure is stunned.
- ... melee weapons, the figure is NOT stunned.

Unit Name: __Sir Clugney's Recruiting Party__

Ldr Name: __Sir Gunter (mtd) (L) & Sgt Martin (AL)__

Weapon	S	M	L	RoF	Reach	Damage
Lance (L) moving					5	
Lance (L)					5	
Sword (L & AL)					3	
Shortbow (3)	9	18	36	1	0	
Dagger (All)					1	
Staff (Peasants)					2	

Infantry

Infantry Movement

Draw *one* card from ActionDeck, look at the movement speed indicator.
For Level of Encumbrance (LOE): L = Light, M = Medium, H = Heavy

Movement Modifiers for Foot

Condition	In Open Order	In Close Order
Rough or woods	1/2 move	1/4 move
Over wall/hedge	2 inches	3 inches
Up slope	2 inches	2 inches
Through Door	2 inches	Proscribed
Through window	4 inches	Proscribed
Lateral or oblique	No effect	2 inches
Turn 180 degrees	Free	Full Activation
Wheel from end	No figure may exceed max	No figure may exceed max
Pivot on center	No figure may exceed max	No figure may exceed max

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Figure Stats

#	L		AL	3		P
G	E		E	R		G
A	6		6	6		7
M	4		5	7		7
E	3	 	3	3		2
R	6		6	6		7
LOE	Med		Med	Light		Light



Hand to Hand Combat Procedure:

- Create as many 1:1 matchups as possible.
- Resolve melee one matchup at a time.
- Figures attack in order of weapon Reach.
- Draw Action cards, apply melee modifiers, and determine hit or miss.
- If hit, draw a card for hit location and damage to enemy (look at weapon shape for damage).
- Subtract applicable armor from damage.
- Figures that took one or more points of damage to their Endurance are stunned and back two inches away from the enemy.
- Any figures who took no damage may advance up to one inch, including hopping over cover.
- Any figures still in contact (neither took a wound) move backward one inch but are not stunned.
- When a figure *should have* received 0 or more points of damage, but armor, shields, or cover protected it, the figure's Leader still accrues a morale marker.

Armor Effects:

- Non-metal armor reduces damage by 1
- Metal armor reduces damage by 2
- If the target is wearing the indicated shield or larger, damage is also reduced by one additional point.

When cover protects a figure from...

- ... missile fire, the figure is stunned.
- ... melee weapons, the figure is NOT stunned.

7.9 Unit Cards for the Battle of Little Wootton Scenario - Part Two: The Battle

Unit Name: Sir Richard-Knight Element 1
 Ldr Name: Sir Richard (L) & Overall

Weapon	S	M	L	RoF	Reach	Damage
Lance moving					5	
Lance (All)					5	
Sword (All)					3	
Dagger (All)					1	

Cavalry

Cavalry Movement

Draw *one* card from ActionDeck, look at the movement speed indicator.
 For Level of Encumbrance (LOE): L = Light, M = Medium, H = Heavy

Movement Modifiers for Mounted

Condition	In Open Order	In Close Order
Rough or woods	1/2 move + bog check	1/4 move + bog check
Over wall/hedge	bog check; random fig left behind	bog check; random fig left behind
Up slope	2 inches	2 inches
Thru Door/window	Proscribed	Proscribed
Lateral	Proscribed	Proscribed
Oblique	normal move	Normal move
Turn 180 degrees	Free	Full Activation
Wheel from end	No figure may exceed max	No figure may exceed max
Pivot on center	No figure may exceed max	Proscribed

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Figure Stats

#	L	1	2	3		
G	E	E	R	R		
A	6	6	6	6		
M	4	4	5	5		
E	3	3	3	3	1 2	
R	6	6	6	6		
LOE	Med	Med	Med	Med		

Hand to Hand Combat Procedure:

- Create as many 1:1 matchups as possible.
- Resolve melee one matchup at a time.
- Figures attack in order of weapon Reach.
- Draw Action cards, apply melee modifiers, and determine hit or miss.
- If hit, draw a card for hit location and damage to enemy (look at weapon shape for damage).
- Subtract applicable armor from damage.
- Figures that took one or more points of damage to their Endurance are stunned and back two inches away from the enemy.
- Any figures who took no damage may advance up to one inch, including hopping over cover.
- Any figures still in contact (neither took a wound) move backward one inch but are not stunned.
- When a figure *should have* received 0 or more points of damage, but armor, shields, or cover protected it, the figure's Leader still accrues a morale marker.

Armor Effects:





- Non-metal armor reduces damage by 1
- Metal armor reduces damage by 2
- If the target is wearing the indicated shield or larger, damage is also reduced by one additional point.

When cover protects a figure from...

- ... missile fire, the figure is stunned.
- ... melee weapons, the figure is NOT stunned.

Unit Name: ____Sir Richard-Knight Element 2____

Ldr Name: ____Sir Conrad (AL)____

Weapon	S	M	L	RoF	Reach	Damage
Lance moving					5	
Lance (All)					5	
Sword (All)					3	
Dagger (All)					1	

Cavalry

Cavalry Movement

Draw *one* card from ActionDeck, look at the movement speed indicator.
For Level of Encumbrance (LOE): L = Light, M = Medium, H = Heavy







Movement Modifiers for Mounted

Condition	In Open Order	In Close Order
Rough or woods	1/2 move + bog check	1/4 move + bog check
Over wall/hedge	bog check; random fig left behind	bog check; random fig left behind
Up slope	2 inches	2 inches
Thru Door/window	Proscribed	Proscribed
Lateral	Proscribed	Proscribed
Oblique	normal move	Normal move
Turn 180 degrees	Free	Full Activation
Wheel from end	No figure may exceed max	No figure may exceed max
Pivot on center	No figure may exceed max	Proscribed

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Figure Stats

#	L	1	2	3		
G	E	E	R	R		
A	6	6	6	6		
M	4	4	5	5		
E	3 	3 	3 	3 	 1  2	
R	6	6	6	6		
LOE	Med	Med	Med	Med		



Hand to Hand Combat Procedure:

- Create as many 1:1 matchups as possible.
- Resolve melee one matchup at a time.
- Figures attack in order of weapon Reach.
- Draw Action cards, apply melee modifiers, and determine hit or miss.
- If hit, draw a card for hit location and damage to enemy (look at weapon shape for damage).
- Subtract applicable armor from damage.
- Figures that took one or more points of damage to their Endurance are stunned and back two inches away from the enemy.
- Any figures who took no damage may advance up to one inch, including hopping over cover.
- Any figures still in contact (neither took a wound) move backward one inch but are not stunned.
- When a figure *should have* received 0 or more points of damage, but armor, shields, or cover protected it, the figure's Leader still accrues a morale marker.

Armor Effects:




- Non-metal armor reduces damage by 1
- Metal armor reduces damage by 2
- If the target is wearing the indicated shield or larger, damage is also reduced by one additional point.

When cover protects a figure from...

- ... missile fire, the figure is stunned.
- ... melee weapons, the figure is NOT stunned.

Unit Name: ____Sir Richard-Foot HQ Element____

Ldr Name: ____Sgt Arnim (L)____

Weapon	S	M	L	RoF	Reach	Damage
Shortbow (1)	9	18	36	1	0	
Sword (L)					3	
Dagger (All)					1	

Infantry

Infantry Movement

Draw *one* card from ActionDeck, look at the movement speed indicator.
For Level of Encumbrance (LOE): L = Light, M = Medium, H = Heavy











Movement Modifiers for Foot

Condition	In Open Order	In Close Order
Rough or woods	1/2 move	1/4 move
Over wall/hedge	2 inches	3 inches
Up slope	2 inches	2 inches
Through Door	2 inches	Proscribed
Through window	4 inches	Proscribed
Lateral or oblique	No effect	2 inches
Turn 180 degrees	Free	Full Activation
Wheel from end	No figure may exceed max	No figure may exceed max
Pivot on center	No figure may exceed max	No figure may exceed max

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Figure Stats

#	L	1	2	3	4	5
G	E	R				
A	6	6				
M	5	7				
E	3 	3 	 1  2			
R	6	6				
LOE	Med 	Light 				

Hand to Hand Combat Procedure:

- Create as many 1:1 matchups as possible.
- Resolve melee one matchup at a time.
- Figures attack in order of weapon Reach.
- Draw Action cards, apply melee modifiers, and determine hit or miss.
- If hit, draw a card for hit location and damage to enemy (look at weapon shape for damage).
- Subtract applicable armor from damage.
- Figures that took one or more points of damage to their Endurance are stunned and back two inches away from the enemy.
- Any figures who took no damage may advance up to one inch, including hopping over cover.
- Any figures still in contact (neither took a wound) move backward one inch but are not stunned.
- When a figure *should have* received 0 or more points of damage, but armor, shields, or cover protected it, the figure's Leader still accrues a morale marker.

Armor Effects:

- Non-metal armor reduces damage by 1
- Metal armor reduces damage by 2
- If the target is wearing the indicated shield or larger, damage is also reduced by one additional point.

When cover protects a figure from...

- ... missile fire, the figure is stunned.
- ... melee weapons, the figure is NOT stunned.

Stats			Unit Name: _ Sir Richard_Bill Element _	
	Unit	Ldr	Ldr Name: _ Guy (L)_+4_	
G	R	R		
A	6	6		
M	6	6		
E	3	3		
R	6	6		
LOE	Med	Med		

Weapon	S	M	L	RoF	Reach	Damage
Bill					5	🛡️🏠🏠🏠
Dagger					1	🛡️🏠🏠🏠
						🛡️🏠🏠🏠
						🛡️🏠🏠🏠
						🛡️🏠🏠🏠
						🛡️🏠🏠🏠

Infantry

Infantry Movement

Draw *one* card from ActionDeck, look at the movement speed indicator.
For Level of Encumbrance (LOE): L = Light, M = Medium, H = Heavy

Movement Modifiers for Foot

Condition	In Open Order	In Close Order
Rough or woods	1/2 move	1/4 move
Over wall/hedge	2 inches	3 inches
Up slope	2 inches	2 inches
Through Door	2 inches	Proscribed
Through window	4 inches	Proscribed
Lateral or oblique	No effect	2 inches
Turn 180 degrees	Free	Full Activation
Wheel from end	No figure may exceed max	No figure may exceed max
Pivot on center	No figure may exceed max	No figure may exceed max

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Hand to Hand Combat Procedure: <ul style="list-style-type: none"> Create as many 1:1 matchups as possible. Resolve melee one matchup at a time. Figures attack in order of weapon Reach. Draw Action cards, apply melee modifiers, and determine hit or miss. If hit, draw a card for hit location and damage to enemy (look at weapon shape for damage). Subtract applicable armor from damage. Figures that took one or more points of damage to their Endurance are stunned and back two inches away from the enemy. Any figures who took no damage may advance up to one inch, including hopping over cover. Any figures still in contact (neither took a wound) move backward one inch but are not stunned. When a figure <i>should have</i> received 0 or more points of damage, but armor, shields, or cover protected it, the figure's Leader still accrues a morale marker. 	<div style="background-color: yellow; padding: 5px;"> Armor Effects: <ul style="list-style-type: none"> Non-metal armor reduces damage by 1 Metal armor reduces damage by 2 If the target is wearing the indicated shield or larger, damage is also reduced by one additional point. </div> <div style="background-color: yellow; padding: 5px; margin-top: 10px;"> When cover protects a figure from... <ul style="list-style-type: none"> ... missile fire, the figure is stunned. ... melee weapons, the figure is NOT stunned. </div>
---	--

Stats			Unit Name: Sir Richard_Spear Element							
	Unit	Ldr	Ldr Name: __ Crispin (L)_+5__							
G	R	R								
A	6	6								
M	6	6								
E	3	3								
R	6	6								
LOE	Lt	Lt								

Weapon	S	M	L	RoF	Reach	Damage
Spear					5	🛡️🛡️🛡️
Dagger					1	🛡️🛡️🛡️
						🛡️🛡️🛡️
						🛡️🛡️🛡️
						🛡️🛡️🛡️
						🛡️🛡️🛡️

Infantry

Infantry Movement

Draw *one* card from ActionDeck, look at the movement speed indicator.
For Level of Encumbrance (LOE): L = Light, M = Medium, H = Heavy

Movement Modifiers for Foot

Condition	In Open Order	In Close Order
Rough or woods	1/2 move	1/4 move
Over wall/hedge	2 inches	3 inches
Up slope	2 inches	2 inches
Through Door	2 inches	Proscribed
Through window	4 inches	Proscribed
Lateral or oblique	No effect	2 inches
Turn 180 degrees	Free	Full Activation
Wheel from end	No figure may exceed max	No figure may exceed max
Pivot on center	No figure may exceed max	No figure may exceed max

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Hand to Hand Combat Procedure:

- Create as many 1:1 matchups as possible.
- Resolve melee one matchup at a time.
- Figures attack in order of weapon Reach.
- Draw Action cards, apply melee modifiers, and determine hit or miss.
- If hit, draw a card for hit location and damage to enemy (look at weapon shape for damage).
- Subtract applicable armor from damage.
- Figures that took one or more points of damage to their Endurance are stunned and back two inches away from the enemy.
- Any figures who took no damage may advance up to one inch, including hopping over cover.
- Any figures still in contact (neither took a wound) move backward one inch but are not stunned.
- When a figure *should have* received 0 or more points of damage, but armor, shields, or cover protected it, the figure's Leader still accrues a morale marker.

Armor Effects:

- Non-metal armor reduces damage by 1
- Metal armor reduces damage by 2
- If the target is wearing the indicated shield or larger, damage is also reduced by one additional point.

When cover protects a figure from...

- ... missile fire, the figure is stunned.
- ... melee weapons, the figure is NOT stunned.

Stats			Unit Name: Sir Richard_Peasants							
	Unit	Ldr	Ldr Name: __ Gam (L)_+?__							
G	G	G								
A	7	7								
M	7	7								
E	2	2								
R	7	7								
LOE	Lt	Lt								

Weapon	S	M	L	RoF	Reach	Damage
Staff					2	☹☹☹☹
Dagger					1	☹☹☹☹
						☹☹☹☹
						☹☹☹☹
						☹☹☹☹
						☹☹☹☹

Infantry

Infantry Movement

Draw *one* card from ActionDeck, look at the movement speed indicator.
For Level of Encumbrance (LOE): L = Light, M = Medium, H = Heavy

Movement Modifiers for Foot

Condition	In Open Order	In Close Order
Rough or woods	1/2 move	1/4 move
Over wall/hedge	2 inches	3 inches
Up slope	2 inches	2 inches
Through Door	2 inches	Proscribed
Through window	4 inches	Proscribed
Lateral or oblique	No effect	2 inches
Turn 180 degrees	Free	Full Activation
Wheel from end	No figure may exceed max	No figure may exceed max
Pivot on center	No figure may exceed max	No figure may exceed max

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Hand to Hand Combat Procedure:

- Create as many 1:1 matchups as possible.
- Resolve melee one matchup at a time.
- Figures attack in order of weapon Reach.
- Draw Action cards, apply melee modifiers, and determine hit or miss.
- If hit, draw a card for hit location and damage to enemy (look at weapon shape for damage).
- Subtract applicable armor from damage.
- Figures that took one or more points of damage to their Endurance are stunned and back two inches away from the enemy.
- Any figures who took no damage may advance up to one inch, including hopping over cover.
- Any figures still in contact (neither took a wound) move backward one inch but are not stunned.
- When a figure *should have* received 0 or more points of damage, but armor, shields, or cover protected it, the figure's Leader still accrues a morale marker.

Armor Effects:





- Non-metal armor reduces damage by 1
- Metal armor reduces damage by 2
- If the target is wearing the indicated shield or larger, damage is also reduced by one additional point.

When cover protects a figure from...

- ... missile fire, the figure is stunned.
- ... melee weapons, the figure is NOT stunned.

Unit Name: ____ Sir Clugney-Knight Element 1 ____

Ldr Name: ____ Sir Clugney (L) & Overall ____

Weapon	S	M	L	RoF	Reach	Damage
Lance moving					5	
Lance (All)					5	
Sword (All)					3	
Dagger (All)					1	

Cavalry

Cavalry Movement

Draw *one* card from Action Deck, look at the movement speed indicator.

For Level of Encumbrance (LOE): L = Light, M = Medium, H = Heavy







Movement Modifiers for Mounted

Condition	In Open Order	In Close Order
Rough or woods	1/2 move + bog check	1/4 move + bog check
Over wall/hedge	bog check; random fig left behind	bog check; random fig left behind
Up slope	2 inches	2 inches
Thru Door/window	Proscribed	Proscribed
Lateral	Proscribed	Proscribed
Oblique	normal move	Normal move
Turn 180 degrees	Free	Full Activation
Wheel from end	No figure may exceed max	No figure may exceed max
Pivot on center	No figure may exceed max	Proscribed

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Figure Stats

#	L	1	2	3		
G	E	E	R	R		
A	6	6	6	6		
M	4	4	5	5		
E	3 	3 	3 	3 	 1  2	
R	6	6	6	6		
LOE	Med	Med	Med	Med		



Hand to Hand Combat Procedure:

- Create as many 1:1 matchups as possible.
- Resolve melee one matchup at a time.
- Figures attack in order of weapon Reach.
- Draw Action cards, apply melee modifiers, and determine hit or miss.
- If hit, draw a card for hit location and damage to enemy (look at weapon shape for damage).
- Subtract applicable armor from damage.
- Figures that took one or more points of damage to their Endurance are stunned and back two inches away from the enemy.
- Any figures who took no damage may advance up to one inch, including hopping over cover.
- Any figures still in contact (neither took a wound) move backward one inch but are not stunned.
- When a figure *should have* received 0 or more points of damage, but armor, shields, or cover protected it, the figure's Leader still accrues a morale marker.

Armor Effects:





- Non-metal armor reduces damage by 1
- Metal armor reduces damage by 2
- If the target is wearing the indicated shield or larger, damage is also reduced by one additional point.

When cover protects a figure from...

- ... missile fire, the figure is stunned.
- ... melee weapons, the figure is NOT stunned.

Unit Name: ___Sir Clugney-Knight Element 2___

Ldr Name: ___Sir Gilbert (AL)___

Weapon	S	M	L	RoF	Reach	Damage
Lance moving					5	
Lance (All)					5	
Sword (All)					3	
Dagger (All)					1	

Cavalry

Cavalry Movement

Draw *one* card from Action Deck, look at the movement speed indicator.

For Level of Encumbrance (LOE): L = Light, M = Medium, H = Heavy







Movement Modifiers for Mounted

Condition	In Open Order	In Close Order
Rough or woods	1/2 move + bog check	1/4 move + bog check
Over wall/hedge	bog check; random fig left behind	bog check; random fig left behind
Up slope	2 inches	2 inches
Thru Door/window	Proscribed	Proscribed
Lateral	Proscribed	Proscribed
Oblique	normal move	Normal move
Turn 180 degrees	Free	Full Activation
Wheel from end	No figure may exceed max	No figure may exceed max
Pivot on center	No figure may exceed max	Proscribed

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Figure Stats

#	L	1	2	3		
G	E	E	R	R		
A	6	6	6	6		
M	4	4	5	5		
E	3 	3 	3 	3 	 1  2	
R	6	6	6	6		
LOE	Med	Med	Med	Med		



Hand to Hand Combat Procedure:

- Create as many 1:1 matchups as possible.
- Resolve melee one matchup at a time.
- Figures attack in order of weapon Reach.
- Draw Action cards, apply melee modifiers, and determine hit or miss.
- If hit, draw a card for hit location and damage to enemy (look at weapon shape for damage).
- Subtract applicable armor from damage.
- Figures that took one or more points of damage to their Endurance are stunned and back two inches away from the enemy.
- Any figures who took no damage may advance up to one inch, including hopping over cover.
- Any figures still in contact (neither took a wound) move backward one inch but are not stunned.
- When a figure *should have* received 0 or more points of damage, but armor, shields, or cover protected it, the figure's Leader still accrues a morale marker.

Armor Effects:




- Non-metal armor reduces damage by 1
- Metal armor reduces damage by 2
- If the target is wearing the indicated shield or larger, damage is also reduced by one additional point.

When cover protects a figure from...

- ... missile fire, the figure is stunned.
- ... melee weapons, the figure is NOT stunned.

Unit Name: ___Sir Clugney-Foot HQ Element___

Ldr Name: _____Sgt Tyler (L)___

Weapon	S	M	L	RoF	Reach	Damage
Crossbow (1)	6	12	24	1+	0	
Sword (L)					3	
Dagger (All)					1	

Infantry

Infantry Movement

Draw *one* card from ActionDeck, look at the movement speed indicator.
For Level of Encumbrance (LOE): L = Light, M = Medium, H = Heavy







Movement Modifiers for Foot

Condition	In Open Order	In Close Order
Rough or woods	1/2 move	1/4 move
Over wall/hedge	2 inches	3 inches
Up slope	2 inches	2 inches
Through Door	2 inches	Proscribed
Through window	4 inches	Proscribed
Lateral or oblique	No effect	2 inches
Turn 180 degrees	Free	Full Activation
Wheel from end	No figure may exceed max	No figure may exceed max
Pivot on center	No figure may exceed max	No figure may exceed max

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Figure Stats

#	L	1	2	3	4	5
G	E	R				
A	6	6				
M	5	7				
E	3 	3 	 1  2			
R	6	6				
LOE	Med 	Light 				

Hand to Hand Combat Procedure:

- Create as many 1:1 matchups as possible.
- Resolve melee one matchup at a time.
- Figures attack in order of weapon Reach.
- Draw Action cards, apply melee modifiers, and determine hit or miss.
- If hit, draw a card for hit location and damage to enemy (look at weapon shape for damage).
- Subtract applicable armor from damage.
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- Any figures who took no damage may advance up to one inch, including hopping over cover.
- Any figures still in contact (neither took a wound) move backward one inch but are not stunned.
- When a figure *should have* received 0 or more points of damage, but armor, shields, or cover protected it, the figure's Leader still accrues a morale marker.

Armor Effects:

- Non-metal armor reduces damage by 1
- Metal armor reduces damage by 2
- If the target is wearing the indicated shield or larger, damage is also reduced by one additional point.

When cover protects a figure from...

- ... missile fire, the figure is stunned.
- ... melee weapons, the figure is NOT stunned.

Stats			Unit Name: Sir Clugney_Halberd_1							
	Unit	Ldr	Ldr Name: __ Ben (L)_+4__							
G	R	R								
A	6	6								
M	6	6								
E	3	3								
R	6	6								
LOE	Med	Med								

Weapon	S	M	L	RoF	Reach	Damage
Halberd					5	🛡️🏠🏠🏠
Dagger					1	🛡️🏠🏠🏠
						🛡️🏠🏠🏠
						🛡️🏠🏠🏠
						🛡️🏠🏠🏠
						🛡️🏠🏠🏠

Infantry

Infantry Movement

Draw *one* card from ActionDeck, look at the movement speed indicator.
For Level of Encumbrance (LOE): L = Light, M = Medium, H = Heavy

Movement Modifiers for Foot

Condition	In Open Order	In Close Order
Rough or woods	1/2 move	1/4 move
Over wall/hedge	2 inches	3 inches
Up slope	2 inches	2 inches
Through Door	2 inches	Proscribed
Through window	4 inches	Proscribed
Lateral or oblique	No effect	2 inches
Turn 180 degrees	Free	Full Activation
Wheel from end	No figure may exceed max	No figure may exceed max
Pivot on center	No figure may exceed max	No figure may exceed max

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Hand to Hand Combat Procedure:

- Create as many 1:1 matchups as possible.
- Resolve melee one matchup at a time.
- Figures attack in order of weapon Reach.
- Draw Action cards, apply melee modifiers, and determine hit or miss.
- If hit, draw a card for hit location and damage to enemy (look at weapon shape for damage).
- Subtract applicable armor from damage.
- Figures that took one or more points of damage to their Endurance are stunned and back two inches away from the enemy.
- Any figures who took no damage may advance up to one inch, including hopping over cover.
- Any figures still in contact (neither took a wound) move backward one inch but are not stunned.
- When a figure *should have* received 0 or more points of damage, but armor, shields, or cover protected it, the figure's Leader still accrues a morale marker.

Armor Effects:

- Non-metal armor reduces damage by 1
- Metal armor reduces damage by 2
- If the target is wearing the indicated shield or larger, damage is also reduced by one additional point.

When cover protects a figure from...

- ... missile fire, the figure is stunned.
- ... melee weapons, the figure is NOT stunned.

Stats			Unit Name: Sir Clugney_Halberd_2							
	Unit	Ldr	Ldr Name: __ Otto (L)_+3__							
G	R	R								
A	6	6								
M	6	6								
E	3	3								
R	6	6								
LOE	Med	Med								

Weapon	S	M	L	RoF	Reach	Damage
Halberd					5	🛡️🏠🔱
Dagger					1	🛡️🏠🔱
						🛡️🏠🔱
						🛡️🏠🔱
						🛡️🏠🔱
						🛡️🏠🔱

Infantry

Infantry Movement

Draw *one* card from ActionDeck, look at the movement speed indicator.
For Level of Encumbrance (LOE): L = Light, M = Medium, H = Heavy

Movement Modifiers for Foot

Condition	In Open Order	In Close Order
Rough or woods	1/2 move	1/4 move
Over wall/hedge	2 inches	3 inches
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Through Door	2 inches	Proscribed
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Turn 180 degrees	Free	Full Activation
Wheel from end	No figure may exceed max	No figure may exceed max
Pivot on center	No figure may exceed max	No figure may exceed max

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<h4>Hand to Hand Combat Procedure:</h4> <ul style="list-style-type: none"> Create as many 1:1 matchups as possible. Resolve melee one matchup at a time. Figures attack in order of weapon Reach. Draw Action cards, apply melee modifiers, and determine hit or miss. If hit, draw a card for hit location and damage to enemy (look at weapon shape for damage). Subtract applicable armor from damage. Figures that took one or more points of damage to their Endurance are stunned and back two inches away from the enemy. Any figures who took no damage may advance up to one inch, including hopping over cover. Any figures still in contact (neither took a wound) move backward one inch but are not stunned. When a figure <i>should have</i> received 0 or more points of damage, but armor, shields, or cover protected it, the figure's Leader still accrues a morale marker. 	<h4>Armor Effects:</h4> <ul style="list-style-type: none"> Non-metal armor reduces damage by 1 Metal armor reduces damage by 2 If the target is wearing the indicated shield or larger, damage is also reduced by one additional point. <h4>When cover protects a figure from...</h4> <ul style="list-style-type: none"> ... missile fire, the figure is stunned. ... melee weapons, the figure is NOT stunned.
---	---

Stats			Unit Name: Sir Clugney_Peasants							
	Unit	Ldr	Ldr Name: __ Gobin (L)_+?__							
G	G	G								
A	7	7								
M	7	7								
E	2	2								
R	7	7								
LOE	Lt	Lt								

Weapon	S	M	L	RoF	Reach	Damage
Staff					2	☹☹☹☹
Dagger					1	☹☹☹☹
						☹☹☹☹
						☹☹☹☹
						☹☹☹☹
						☹☹☹☹

Infantry

Infantry Movement

Draw *one* card from ActionDeck, look at the movement speed indicator.
For Level of Encumbrance (LOE): L = Light, M = Medium, H = Heavy

Movement Modifiers for Foot

Condition	In Open Order	In Close Order
Rough or woods	1/2 move	1/4 move
Over wall/hedge	2 inches	3 inches
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Through Door	2 inches	Proscribed
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Wheel from end	No figure may exceed max	No figure may exceed max
Pivot on center	No figure may exceed max	No figure may exceed max

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Hand to Hand Combat Procedure: <ul style="list-style-type: none"> Create as many 1:1 matchups as possible. Resolve melee one matchup at a time. Figures attack in order of weapon Reach. Draw Action cards, apply melee modifiers, and determine hit or miss. If hit, draw a card for hit location and damage to enemy (look at weapon shape for damage). Subtract applicable armor from damage. Figures that took one or more points of damage to their Endurance are stunned and back two inches away from the enemy. Any figures who took no damage may advance up to one inch, including hopping over cover. Any figures still in contact (neither took a wound) move backward one inch but are not stunned. When a figure <i>should have</i> received 0 or more points of damage, but armor, shields, or cover protected it, the figure's Leader still accrues a morale marker. 	<div style="background-color: yellow; padding: 5px;"> Armor Effects: <ul style="list-style-type: none"> Non-metal armor reduces damage by 1 Metal armor reduces damage by 2 If the target is wearing the indicated shield or larger, damage is also reduced by one additional point. </div> <div style="background-color: yellow; padding: 5px; margin-top: 10px;"> When cover protects a figure from... <ul style="list-style-type: none"> ... missile fire, the figure is stunned. ... melee weapons, the figure is NOT stunned. </div>
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