

A Player's Aid for Chivalry & Sorcery

DESTRIER

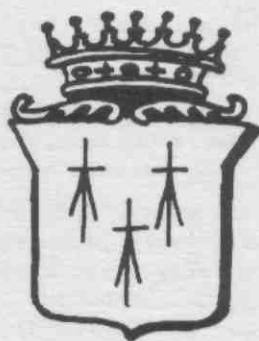


A card system for individual combat

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DESTRIER

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editorial introduction

Chivalry & Sorcery utilizes a fairly complex system of individual combat in the interests of realism and player input. Such a system is far harder to master than the type systems employed in earlier, first generation, role playing games. It requires work, practice and patience to master the C & S system and some reference to the charts while conducting an individual level combat or melee with small numbers of characters.

Some players have objected to this degree of complexity, while others have joyfully taken the plunge and revelled in the realism. Yet, even those who are willing to go to the work needed to achieve this degree of realism in a combat system have hoped for some form of streamlining. One answer to this problem came from a C & S campaign in North Carolina, across the continent from the original campaign. After a series of letters and rules modifications, this new system has been adopted in the original campaign as well. It offers a system to streamline out many of the references to tables, paperwork, and complexity of the combat system without changing the basic system or reducing the realism of C & S combat.

Destrier offers a card system to demonstrate the tactical decisions made in C & S combat and end the need for paperwork. The cards have the additional advantage of making the entire system easier for novice players which will speed up the events within any ongoing campaign. The basic combat system is unchanged, only the mechanics are somewhat simplified and easier for the novice to understand quickly. Player options remain the same and combat rounds are run more smoothly.

Note that Destrier is not a supplement to C & S and is not needed or required for the play of a Chivalry & Sorcery campaign. It is a player's aid, hopefully the first of several. Destrier is intended to ease the effort necessary to play a game as complex as C & S and to make it possible to allow new characters to enter campaigns with the greatest possible ease.

We are most proud that Destrier proves a maxim of Fantasy Games Unlimited. No game system is perfect and no game system should be played exactly as written. Every group should modify any set of rules to meet the group's own needs. In many cases such changes will be simplifications or additions that may be of interest to other gamers. The publication of Destrier marks a case where such modifications have met with the absolute approval of the original designers of the C & S game systems and we hope it will encourage others to feel "less bound" by the printed word in any set of rules and will spur similar improvements and "streamlining" for other games and rules.

Remember that no designer can design a better set of rules for your own group than you can. All rules are written to be modified and improved. Each group in the gaming hobby has certain traditional ways of resolving the various conflicts that arise when involved in a game or adventure. Rules provide one answer to any such conflict, but rules should not be seen as the absolute and final authority. Club convention or tradition is often a better resolution for a club in question and such efforts at improvement are to be applauded and encouraged.

We at Fantasy Games Unlimited hope that you will find Destrier to be as useful in your campaigns as we do. Combat is easier to handle and this will add to your enjoyment of the realism possible with the C & S combat systems.

Scott B. Bizar
Editor

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Note that two sets of cards are provided with Destrier. This provides a complete set of cards for each combatant in a combat situation. Should a situation arise where a single figure is in melee with more than a single opponent, players may find it advantageous to "xerox" copies of the card before cutting them apart. Permission is hereby granted to make such copies of the cards and this will be taken as the permission of the publisher for such reproductions for purposes of U.S. copyright laws and regulations.

introduction

This system is intended as a mechanical aid to the C&S man-to-man melee system. Players are cautioned that these rules are an adjunct to Chivalry & Sorcery, and it is assumed that players have access to a copy of C&S, which is referred to throughout these rules. If any point is not covered adequately in these rules, the user should refer to C&S; if these rules contradict some part of the C&S combat system, then the rule as presented herein takes precedence over the corresponding C&S rule.

The combat card system has been extensively playtested and covers all aspects of the C&S melee system. The rules are flexible enough to allow for the addition of new tactics and ideas as players develop them. Players may find that melees proceed slowly at first, but as they gain familiarity with the system, play becomes rapid. Players will become involved in a battle of wits, often finding it advantageous to stalk an opponent, wearing him out by anticipating his attacks and countering them, and biding one's time until that one golden opportunity arises.

If the players find themselves needing more decks of TAC and MELEE cards than are included with this set of rules, there are several ways to solve the problem. First, and most desirable to the author, is for everyone to buy extra sets of the rules. If this course is unacceptable, then the number of decks may be effectively doubled by the simple expedient of devoting all available decks to one of the sides in the melee, while the other cardless side waits until the card side has selected all of their cards and then verbally declaring what their tactics will be (or else writing them down). Alternatively, spare decks of cards could easily be made up by using blank flashcards.

terms

A number of terms are used throughout these rules. To save space, they are defined below:

Figure: refers to any metal/plastic figurine that corresponds to a single character, animal, monster, or mount-rider combination. These will likely be 25mm figures.

Stand: the base to which a figure is attached in order to regulate attack, defense, and movement of that figure. Stands will vary in size and shape according to the figure-type.

Front/Frontal Side: that side of a figure's stand towards which the figure faces and through which attacks are made. The front of weapon-users is subdivided into "sword side" and "shield side". Movement Front is the direction towards which a figure moves.

Rear: the portion of a figure's stand that represents an area normally out of the figure's sight.

Side: the portion of a figure's stand that is neither to the figure's front nor rear. It normally indicates an area into which the figure can see but cannot effectively move or attack. The term usually applies to four-footed creatures.

XdY: a shorthand notation for "the sum of X number of dice with Y sides", as in 1d6, 2d10, or 1d100. Note that, in the case of 1d100, this actually requires the rolling of two twenty-sided dice, but the result is far different from "2d10".

Initiative: a die-roll determination which establishes which of the contending sides acts first in any given turn.

Move/Movement Allowance: Since these rules break movement into two half-moves per melee round, references to a figure's "movement" must be understood to refer to one-half of the movement allowed to that figure in C&S, p.55. Thus an unencumbered man's normal "move" would be 3" in a movement phase; and since two movement phases exist in a given combat turn a total of 3" + 3" = 6" movement allowance would be given for the whole turn.

There is also an extensive vocabulary used to conduct the melee and this is printed on the various cards. Each card is described in a paragraph under the section headed "Description of the TAC and MELEE cards".

initial preparations

Figures of men and humanoids should be mounted on 20mm x 20mm or 1" x 1" square bases, with the figure facing one corner. The two sides of the stand which meet to form this corner are the frontal sides; the other two sides are the rear sides. Of the two frontal sides, the one to the figure's left is the shield side, and the one on its right is the sword side.

Figures of horses, centaurs, etc., should be mounted on 50mm x 25mm or 2" x 1" rectangular stands, with the horse's head facing one of the short sides instead of a corner. For the horse itself, the two longer sides and the short side nearest the head are frontal sides, with the remaining short side at the back being the rear side. Most creatures so mounted would have an attack directly to the front and/or the rear short sides (biting, kicking, etc.) but some would have an attack part way along the longer sides, Centaurs, for instance.

When the horse is carrying a rider, the left 50mm/2" side is the shield side for the rider, while the right 50mm/2" side is the sword side. The 25mm/1" rear of the mount is also the rear side of the rider. The 26mm/1" front of the horse is also a shield side for the rider, but no attacks can be made through it unless the rider is armed with a lance or spear.

Monsters should be mounted according to the physical characteristics and abilities of the species and the size of the figure. Frontal sides, etc., should be designated according to the ability of the figure to attack in a given direction. Most monsters would be mounted on rectangular stands of varying dimensions to represent their size relative to men and horses. Wolves, dragons, and other quadrupeds fall readily into this category. Special cases might include snakes (which would have no rear sides when coiled) and stupid/slow/clumsy monsters, which would have less area than normal denoted as frontal sides. It is possible to have irregularly-shaped stands if they seem suitable for a special creature.

Larger-than-human humanoids would have square stands, with the figure facing a corner, but the stands would be oversized. An Ogre, for example, would have a 30mm-35mm square stand (about 1 1/4" to 1 1/2" square). A Giant might have a 40mm-50mm square stand. Orcs, Dwarves, and Hobbits would have a 15mm-20mm (about 3/4") square stand. Uruk-Hai would have man-sized stands, and so on.

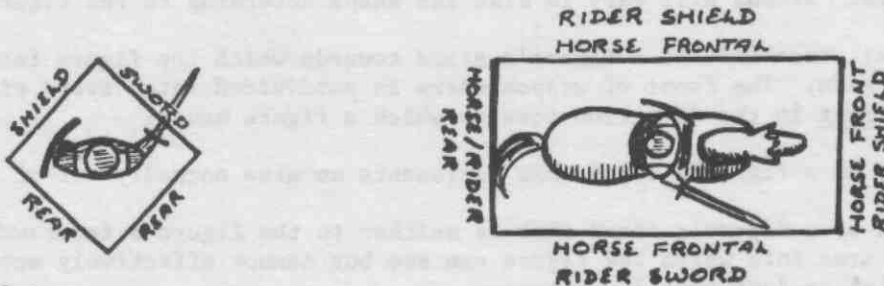


FIG. 1.

Figures are strongly recommended for use with this combat system because they provide a three-dimensional representation of the action and greatly aid in visualizing the movement and tactics of the combatants.

It is a good idea to outline the frontal sides of each stand with a colour that contrasts with the rest of the stand. A thin red stripe along each frontal edge lessens confusion and clearly delimits the frontal sides of non-standard monsters. For example, I have several Dragon figures with long tails, requiring very long stands (8" x 3"), with one of the 3" and 5" of each of the longer 8" sides representing frontal sides. It is also a good idea to have an identifying number on the base for easy reference in large melees involving a number of figures. This is especially useful when the figures are very similar and cannot be easily distinguished by weapon, pose, or painting.

equipment and rules

Combat is conducted according to the C&S man-to-man melee and missile-fire rules, so a copy of

Chivalry & Sorcery is required.

A set of percentile dice (2 x d10) and several ordinary d6 are needed for die rolls.

A ruler (in inches) is needed for measurements. Six-inch and twelve-inch rulers are useful.

The TAC and MELEE cards provided with this kit are, of course, required.

time sequence outline

The following time sequence should be used:

1. INITIATIVE: FIRST PHASE

Except when one side is "surprised", automatically giving the other side the initiative in the initial round of melee, one side or the other will gain the initiative. There are two ways of determining initiative advantages, depending on player preference:

- A. Roll D6, with the higher side gaining the advantage. In case of ties, roll again.
- B. As an optional rule, in case of mages casting spells or fighters firing missiles, the figures with the highest Dexterity have the initiative, followed by the next highest, and so on. This can also be extended to movement. Mages 2MKL above opponents always enjoy the initiative.

2. MISSILE FIRE/CASTING SPELLS/OTHER OPERATIONS

The winner of the initiative then does the following, if desired:

- A. Winner casts up to one spell from each figure capable of performing magick. One spell is defined as any spell or combination of spells (up to three Basic Magick spells in combination) that may be cast simultaneously.
- B. Loser casts spells, as in 2(A) above.
- C. Winner fires missile weapons, including throwing weapons. If a missile firer/thrower is of a higher Dexterity than a mage on the opposing side, he may lose his missile before the mage throws his spell, as given in 2(B) above. One-half of the missiles that may be fired in the round can be shot at this time.
- D. Loser fires/throws missiles, as in 2(C) above, except that all fire is after mages on the other side have cast their spells.
- E. Winner performs miscellaneous activities not covered in the previous categories, such as opening doors, standing up, turning over tables, etc. A movement penalty should be assessed which is in keeping with the nature of the activity and the time it would take to perform it.
- F. Loser performs miscellaneous activities, as in 2(E) above.

3. FIRST PHASE OF MOVEMENT

Both sides then move their figures up to 1/2 their movement allowance:

- A. Winner of the initiative moves his figures up to 1/2 their movement allowance, as desired. Remember that mages/missile fires/performers of miscellaneous activities cannot move unless they pay the full penalty required for an activity first. Some miscellaneous activities may greatly limit (or even prevent) movement - which activities and how much limitation they impose should be determined by the individual game master and the players as a "house convention".

- B. Loser of the initiative moves his figures up to 1/2 their movement allowance, first paying any movement penalties incurred for prior activities. Figures which have come into contact with the frontal side of an opponent with an equal/larger stand are considered engaged in melee and cannot move unless their weight is 50% greater than that of the opponent - in which case movement is 1/4 movement allowance to allow for evasive action.

4. INITIATIVE: SECOND PHASE

Once the initial phase of fire and movement is completed, roll for the initiative in the second phase and repeat #2 and #3. Mages who cast spells in 2(A) and 2(B) cannot cast a second spell. Missile firers/throwers can discharge the remainder of their missiles, however. Movement is then completed for all figures not engaged in melee as the result of first phase movement.

5. CONDUCT MELEE

The melee itself falls into two phases, the TAC phase and the MELEE phase:



A. THE TAC PHASE

1. Choose a TAC card and a MELEE card for each figure and place them face down on the table.
2. When all figures engaged in melee have chosen a TAC card and a MELEE card, turn all cards face up.
 - a. Conduct any movement called for by the TAC cards.
 - b. Deliver any blows called for by the MELEE cards. When referring to the Tactical Maneuver Matrix (C&S, p.56) the attacker is the figure who won the initiative in step #1 or #4 (step #1 initiative applying in those cases where contact was made in the first phase of movement).

B. THE MELEE PHASE

1. Choose a MELEE card for each figure and place them face down on the table.
2. When each figure has a card, turn them face up and resolve any blows delivered. However, do not face any DODGE cards until the opponent has made a guess as to which direction the player is dodging.
3. Conduct any movement mandated by the MELEE cards and/or results of blows: move 1/2 inch in the direction of dodges, fall down, stand up, etc.

4. Check to see if any figures not in contact with one another might possibly come into contact with a move of 2 inches or less. If so, these figures may play a TAC card in conjunction with their next MELEE card, as in the TAC phase. If the figure that such a maneuver brings the attacking figure into contact with is already involved in a melee with a third figure, then treat the meleeing figure as having already played a STAND GROUND card as his TAC card.

This procedure only results in contact if somebody plays a CLOSE, FLECHE, or CHARGE card. Others may be played, but they won't result in any movement. The attacker is determined by the initiative.

Note also that a single figure may CHARGE only once per turn. CHARGES conducted during the MELEE phase are good for only three inches of movement. Playing any TAC card under the provisions of this section carries a cost in blows.

5. Repeat steps #1 and #4 until all blows are exhausted. If a figure runs out of blows, it has no choice except to play PASSIVE SHIELD PARRY for the duration of the MELEE phase. Also, if a player or players are too stingy with their attacks, use the following rule: "As long as a figure has blows remaining, he cannot play more than six PASSIVE SHIELD PARRIES in a row.

More than one MELEE card may be played in any card round, provided a figure possesses the blows to pay for them. For example, a DELIVER BLOW (1 blow) and an ACTIVE SHIELD PARRY (1 blow) can be played simultaneously at a cost of two blows. Move 1"/turn 90°+ cards can always be played to follow an enemy's movements, even if the move was not contemplated in the card play; for a fighter would not willingly let an enemy get around behind him.

movement

The orientation of a figure's stand determines the direction of movement. As shown in the accompanying diagrams, movement is in a straight line as indicated by the solid arrow and is for the full movement allowance. All charges must be conducted in a straight line.

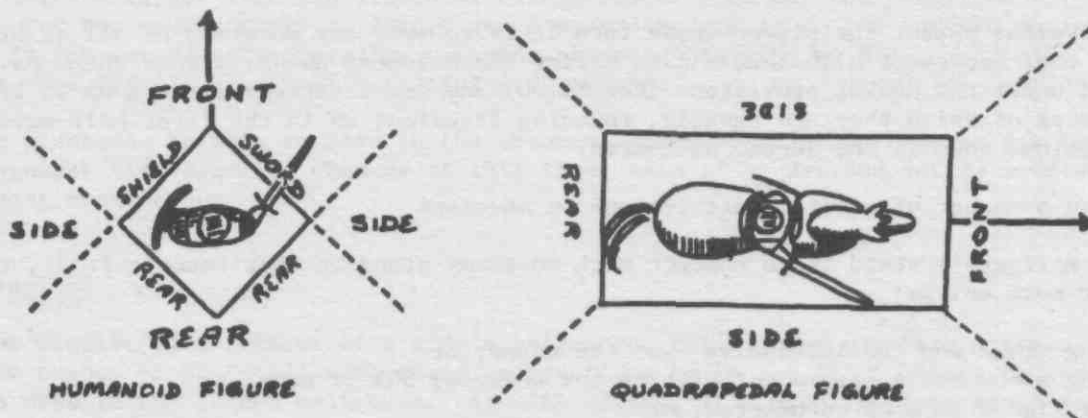


FIG. 2.

There are penalties assessed for changing the direction of movement:

1. If the direction of movement is changed so that the new direction is still to the original position's front, there is a penalty of 1/5 of the figure's movement allowance, with a minimum penalty of 1 inch.
2. If the direction of movement is changed so that the new direction is into the area covered by the side of the stand in its original position, there is a penalty of 1/4 of the figure's movement allowance.
3. If the direction of movement is changed so that the new direction is into the rear of the stand's original position, there is a penalty of 1/2 of the figure's movement allowance.

There are also penalties assessed for prior activities:

1. If missiles are fired or spells are cast prior to movement, the figure's movement is reduced by 1/2 unless mounted figures are involved. All other penalties are then assessed against the reduced movement allowance. If crossbows are used, no movement is possible while reloading.
2. Miscellaneous activities will bring various movement penalties in keeping with the kind of activity involved. Several such activities are given below to act as a general guide:

Standing Up: 1/2 move if unencumbered/partially encumbered; full move if encumbered.

Opening a Door: 1/2 move.

Unlocking a Door: Full move.

Mounting a Steed: 1/4 move if unencumbered; 1/2 move if partially encumbered; full move if encumbered.

Falling Down: No penalty in itself.

Drawing a Weapon: No penalty if the weapon is readily assessible.

Reading a Scroll, etc.: Full move.

Picking up a Fallen Comrade: 1/2 to full movement, depending upon the size of the friend, the circumstances, etc.

There are also penalties assessed for movement during Melee. These are expended in terms of blows:

1. Move 1" = expend 1 blow.
2. Turn more than 45° = expend 1 blow.

During the movement phase, the player whose turn it is to move any move may or all of his figures up to 1/2 of their movement allowance. Also during the movement phase, steeds which have not already moved under the CHARGE provisions (see below) may accelerate/decelerate up to 1/2 the speed categories of which they are capable, rounding fractions up in the first half-move and rounding fractions down in the second half-move.

There are also a number of general restrictions on movement.

Contact: If a figure's stand is in contact with an enemy stand on that enemy's front, then the figure cannot move unless:

1. the moving stand won the initiative over the enemy; or
2. the moving stand has a figure outweighing the enemy by 50% or more; or
3. the enemy figure is more encumbered; or
4. the moving figure's stand is larger than the enemy stand.

If the moving figure comes into contact with an enemy figure's front at any time during movement, the moving figure must stop immediately and may move no further unless the above conditions apply. The exception is charging steeds, which are required to move their full movement allowance and thus attempt a body bash if they encounter the front of an enemy while moving (see CHARGE provisions below).

If a figure contacts an enemy's rear, it may elect to stop or proceed.

A moving figure is allowed to reorient its stand after coming into contact with an enemy. Reorientation may involve a turn of no more than 45° and does not require the expenditure of movement. It is often used to present one's shield side to the enemy when tactics warrant it. It is also

useful to turn mounts so that the rider can strike with melee weapons. Turns over 45° cost one blow if melee results or 2" otherwise.

Obstructions: If a figure attempts to move between two obstacles and there is insufficient space for the figure to pass through, then the figure and the obstacle of its choice will bash each other with a body bash. Effects of such bashes are assessed immediately, and a figure may continue moving only if the obstacle's bash fails.

Bashes: Every body bash attempted during a figure's movement causes the expenditure of 1/4 of that figure's movement allowance, regardless of the outcome of the bash. Note that the bash penalty applies only to figures on foot; charging cavalry is covered below under the CHARGE.

SPECIAL MOVEMENT COMMENTS

Remember that in a half-turn, a figure may use only 1/2 of its total movement allowance. Whenever "movement" or "movement allowance" is mentioned in discussions of half-moves and movement Charges, this should be taken to mean "1/2 of the total movement allowed for that figure under the C&S rules".

Thus a figure with a movement of 12 inches in a full turn would have a move of 6 inches per half-turn; and where a rule states that a figure expends some fraction of his movement performing an activity, the number of inches lost from the figure's movement is that fraction of 6 inches, not 12. So a figure with 12 inches of movement and a half-turn move of 6 inches would lose $1/4 \times 6" = 1\ 1/2"$ for performing a body bash in that half-turn.

CASTING SPELLS

Each spell-caster may throw one spell during the Casting portion of the half-move. "One spell" in this context includes clerical miracles, combination spells, and spells from devices and scrolls, as well as single remembered spells.

Spells may only be cast at targets toward the front of the casting Mage. The Mage may turn in place to bring a target into his "field of fire", but he must pay the penalties for movement. Penalties for the movement of the target are assessed according to the target's motion (or lack thereof) in the immediately preceding movement phase. (See C&S, p. 87). Note also that movement by a Mage affects his spell targeting percentages.

If a Mage wishes to be able to move in the upcoming movement segment, he must pay the movement penalty against his targeting chances at this time, even if he decides not to move when the movement segment comes around.

FIRING MISSILES

During the Missile Fire segment of a side's half-move, all figures may fire missile weapons up to 1/2 the number of shots allowed, rounding fractions up in the first half-turn and rounding fractions down in the second half-turn. As with magick, if a missile firer wants to be able to move during his upcoming movement segment, he must pay the movement penalty to his targeting chances at this time. Also, missile firers must turn (and pay the movement penalty) to fire at any target not to their front. Hand-hurled weapons are cast at this time as well.

conduct of melee

The following general rules apply to combat, hand-to-hand:

1. A figure may attack another figure if it is in physical, stand-to-stand contact with the target stand. Furthermore, attack must be made from either the shield side or the sword side in contact with the target stand if the attacker is humanoid. Attacking beasts tend to deliver an attack through the frontal side only (horses, mules, and the like also kick to the rear), but some, like Dragons, may have an all-around attack when tail-weapons are

used. In general, however, attack is possible only when one is facing the enemy.



2. Attacks by pole-armed figures can be made when at 1/2-inch range (about 5 to 8 feet) of an enemy stand. Pike and lance-armed figures may deliver an attack at 1-inch range (about 10-15 feet). Flails may be considered as pole-arms when determining range.
3. Defense against Melee attacks depends upon which side of the defender's stand the attack is coming from. Active shield parries may be played against any frontal side. Passive shield parries protect only against attacks against the defender's shield side. A dodge may be used to defend against attacks through any side, but counter-blows may only be delivered through frontal sides. Dodge defenses against a rear attack are at 1/2 the normal dodge bonus.
4. When engaging in mounted combat, remember that the horse's head tends to get in the way of efficient fighting, so a rider attacks -20% through the 1-inch frontal side of the horse's stand (directly forward) unless armed with a spear employed overhand or else a lance. In short, over 50% of the target stand should be to the right or left of the frontal side of the mounted stand for maximum fighting efficiency.

The TAC Sequence: At the beginning of every Melee Combat segment, each figure selects a TAC card and a MELEE card and places both cards face down on the table. (Cards are chosen even if a figure is not in contact with an opponent.) After all figures have chosen cards, the actions on the cards are carried out.

The side with the initiative is called the attacker and the other side the defender, for convenience.

When all cards are chosen, the attacker faces his TAC cards and makes any moves called for on those cards. Note that the attacker does not know at this time what cards the defender has chosen. If an attacker comes into contact with an enemy stand, no other movement results from any TAC card except RETREAT or RUN AWAY. After the attacker has made all the moves to which he is entitled, the defender faces his TAC cards and performs any allowed movement. As with the attacker, the defender may not move while in contact with an enemy except as a result of playing a RETREAT or RUN AWAY. Figures coming into contact may reorient their stands as outlined in MOVEMENT, above.

After all TAC cards have been played, all MELEE cards are faced. However, DODGE cards are left face down until the opponent has made a guess as to the direction of the dodge. Any blows to be struck are resolved according to the TACTICAL MANEUVER MATRIX and COMBAT MATRICES in C&S.

Choice of TAC Cards for Mounted Figures: A horse or other steed is limited in the TAC cards that it may play, according to its movement. TAC card choices are:

<u>Mount's Speed</u>	<u>TAC Cards Playable</u>
Stand, Walk, Trot	STAND GROUND, CLOSE, RETREAT
Canter	FLECHE, RETREAT
Gallop, Charge	CHARGE, RUN AWAY

The movement resulting from the play of one of these TAC cards is the move called for on the TAC card plus the movement allowance for that type of horse as given on the MELEE MOVE card. The "Charge Bonus" for a horse is defined as the amount of movement allowed for that category of horse on the MELEE MOVE card plus 3".

A steed which was cantering, galloping, or charging during the movement segment may play only MOVE cards during the MELEE phase. A canter adds 1/2" to the movement given for that class of horse on the MOVE card; gallop adds 1 1/2"; and charge adds 2". The horse does not play another TAC card for the duration of the MELEE segment unless its movement drops to a trot as a result of contact with enemy stands. It is considered to maintain the initial TAC card for all combat resolution and references to the TACTICAL MANEUVER MATRIX during the MELEE segment.

Horses that are not required to play MOVE cards are allowed to do so if they wish. Horses that are required to play MOVE cards must do so at every opportunity until they run out of blows. Horses at a canter, gallop, or charge are not required to play a MELEE card with their initial TAC card.

Attacks and counterattacks involving cantering, galloping, or charging steeds are resolved as outlined in the CHARGE section below. However, target figures now select a TAC card to play as the horse closes (unless the target is already in contact with an enemy figure, in which case he automatically STANDS GROUND) and a MELEE card for his tactic. The rider of the steed also chooses a MELEE card for his exchange with the target figure. (Great Blows are not allowed with the Lance!) A figure not armed with a pike or a polearm must survive a charge with lance in order to counterattack as the horse moves past. (See the CHARGE section, below.)

A charging horse slows one speed category for every contact made with a target figure. If contacts slow a horse down to a trot, then the horse may play any MELEE cards desired for the remainder of his blows and also may play the allowed TAC cards normally. It should be stressed that the MELEE cards played by the horse and rider are completely separate. A rider may, for instance, play DELIVER BLOW while his horse plays MOVE.

The Melee Sequence: After resolving all attacks resulting from the initial TAC sequence, play proceeds to the MELEE.

First, check to see if any figure not now in contact with an enemy might possibly come into contact as the result of a move of 3" or less. Any figure meeting this requirement may, but is not obligated to, play a TAC card in conjunction with his next MELEE card. If the playing of the TAC card results in contact with an enemy, then the modifications resulting from the TACTICAL MANEUVER MATRIX are applied to any blows delivered as a result of MELEE cards. If one figure was already in melee contact with another, then that figure is the defender. Otherwise, roll

initiative to determine which is the attacker and which is the defender in the TACTICAL MANEUVER MATRIX. If the target figure was already in melee and thus could not play a TAC card, treat it as having played a STAND GROUND when the new opponent arrived.

Playing a TAC card during the MELEE sequence costs two blows if movement results; and it costs one blow otherwise. A figure which is in melee and receives a predetermined STAND GROUND, as outlined immediately above, has not played a TAC card and thus expends no blows. Note that only CLOSE, FLECHE, CHARGE, RETREAT, and RUN AWAY result in movement. A figure will intentionally come into contact with another only by playing CLOSE, FLECHE or CHARGE. A figure may play one of the other TAC cards to avoid movement or may choose not to play any TAC card whatsoever in MELEE, playing a MOVE card instead and delivering his next blow as though STANDING GROUND.

Also, a figure may play a TAC CHARGE card once per turn. Charges conducted during the MELEE segment are only good for three inches of movement for foot (more for steeds). A RETREAT is also good only for three inches of movement for foot, while a RUN AWAY allows a figure to move a distance equal to the figure's Charge bonus plus 2"/back to enemy.

After all figures have chosen a TAC card, if eligible and desirous of doing so in the MELEE segment, every figure will choose a MELEE card. For every figure has to be doing something, even if only standing quietly. When all figures have chosen a MELEE card, all cards are faced simultaneously, with the exception of DODGE cards. (In the last instance, opponents must guess the direction DODGED before the card is revealed.) Any TAC card movement or MELEE MOVE card movement is conducted, followed by delivery of blows and bashes. MELEE MOVE card movement may be withheld until the resolution of combat, if desired.

When all activities have been completed, one CARD ROUND is finished. If any figures have blows remaining, another CARD ROUND is played, and so on until all figures have exhausted all of their blows. Figures exhausting all of their blows before the CARD ROUNDS are all completed must choose MELEE cards with no cost in blows for the remainder of the MELEE segment.

charge movement: cavalry maneuvers

The procedure for cavalry charges is different from the procedure for regular movement because of the power and inertia of a charging warhorse, and also because combat will occur as a steed and rider pass by their targets. Although this section addresses charges made by horses during the movement segment, it can be used to conduct charges by any manner of highly trained steeds of war - Griffins, Hippogrifs, etc. It is presupposed, however, that the steeds are trained to destrier level.

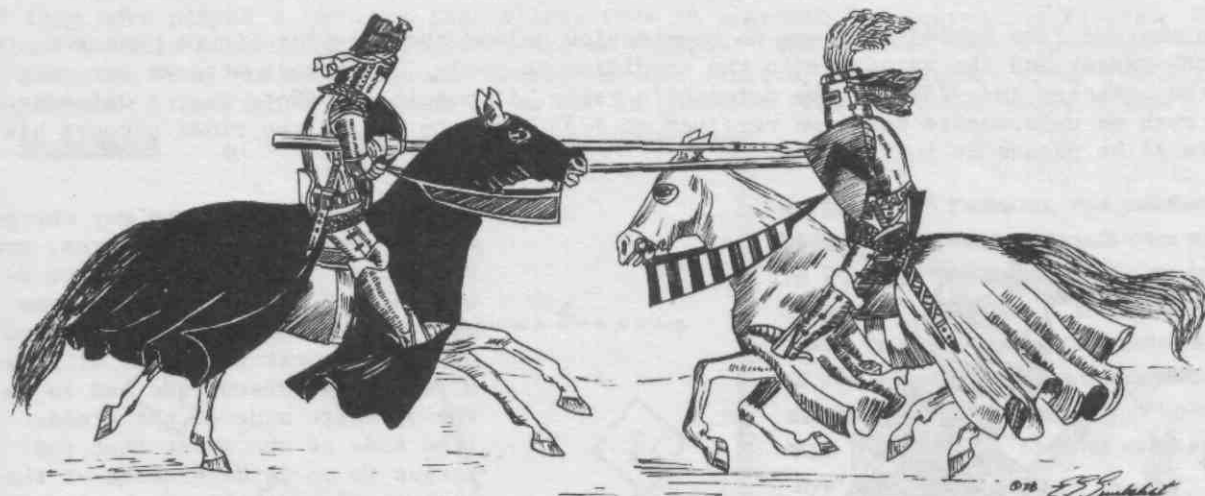
Essentially, a cavalry charge is marked by a one-blow melee exchange conducted during the movement of the charger. The CHARGE MOVEMENT is different from the Charge conducted through the use of TAC cards in that a CHARGE MOVEMENT does not require the expenditure of blows for any attacks or defensive maneuvers.

After the initiative has been determined, but before any other activity, all cavalry must note down whether they are charging and, if so, at what figure(s) the charge will be directed. A single cavalry figure may charge more than one figure, but it must designate all enemies to be charged and the order in which the charges will be made. A cavalry figure is not obligated to charge in the movement segment but it is a good idea to "bluff" one's opponents by writing "none" on a slip of paper and pretending that a charge may be in the offing. Any figure taking part in a MOVEMENT CHARGE sequence may accelerate according to C&S, p.59, usually 2 speed levels but 3 for light horses.

When all cavalry figures have denoted their charges and targets, all simultaneously reveal their targets. If no figures have denoted a charge, play proceeds to the half-move of the Winner of the initiative. If charges are declared, they are resolved by using the following rules.

Mutual charges are resolved first. A mutual charge occurs when two figures have designated each other as targets. It is "gentlemanly" to arrange such matters openly during the writing of targets - two knights formally challenging each other. Such encounters tend to be one-on-one,

and both opponents resent "help" from friends. Figures engaged in a mutual charge are moved simultaneously until they achieve contact. The "pas des armes" is then resolved, after which the two figures complete their movement, the winner of the initiative first, then the loser.



All other charges are then resolved. This includes all charges against figures on foot, since only cavalry takes part in the Movement Charge sequence.

Whenever two mutually charging figures come within 1" of each other and one/both are armed with lance, movement is temporarily stopped while the figure(s) armed with lance attack. If both are so armed, the attacks are simultaneous. A figure mounted on a Great Horse always strikes first, followed by one on a Griffin, a Hippogrif, and then any other steed. It is possible, then, for a rider on a definitely superior mount to strike and unhorse an opponent without being touched himself, an exception to the simultaneous attack rule.

The attacker's chance to hit is computed as per C&S, p.59. The jousting rules on p. 25 may be used in lieu of the usual hit probability calculations, with ∇ and ∇ results indicating injury. Check for the lance breaking: any critical hit against an opponent in armour class 4+ is assumed to have left the lance shattered; otherwise, there is a 10% chance of the lance breaking, whether a hit is scored or not.

The winner of the initiative then continues his move to the next designated target. If the moving horse crosses any portion of the previous target's stand, however, check for stumbling of both horses. If either or both of the riders were armed with weapons other than lance, the attacks by these figures now take place. Assess attacks as though a DELIVER BLOW card had been played in MELEE. A figure not armed with a lance must survive both the enemy rider's lance attack and the collision between horses (if one occurs) before he is able to strike his blow.

After the winner of the initiative moves past, the loser finishes his move. Play proceeds to the next mutual charge or to the winner's non-mutual charges if no mutual charges remain.

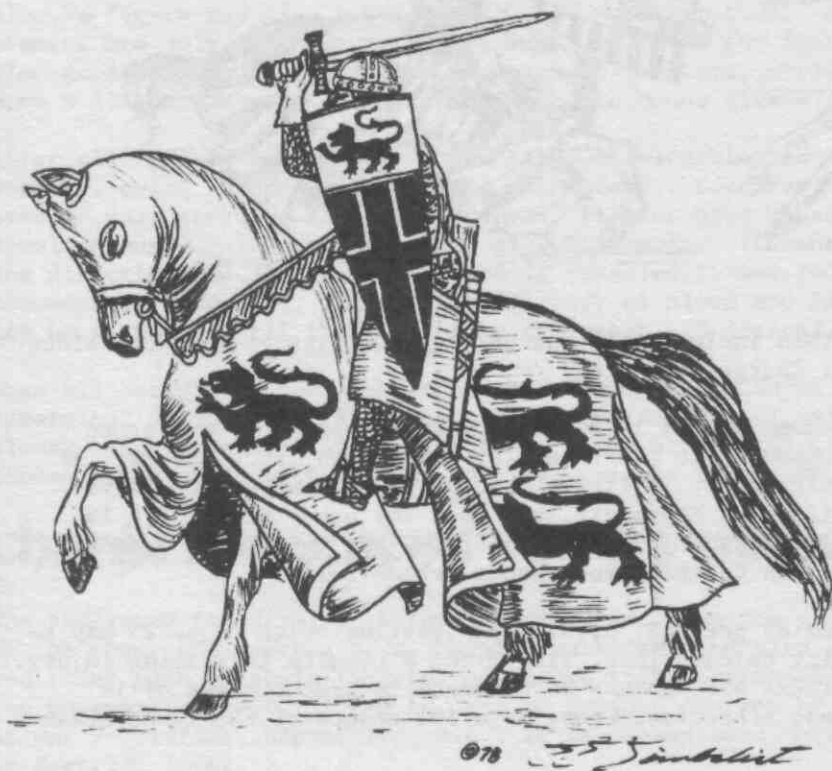
The occurrence and/or outcome of a mutual charge may make it impossible to make several designated charges in the order specified. In such a case, a figure is released from the requirement that charges be executed in the order specified. For example, other figures may completely block the way to the next target.

In the case of non-mutual charges, when the charging figure is armed with a lance and 1" from the target, or 1/2" from the target and armed with a spear or flail, or almost in contact if armed with any other weapon, the charging figure(s) stop moving and a melee exchange takes place. The charging figure strikes first if armed with a lance (simultaneous if both have weapons of equal length, subject to the superiority of mounts) or if the target is so oriented as not to be able to respond in counterattack.

If the target is armed with a lance or pike, it may attack at 1" range, if armed with a pole

arm or flail, at 1/2" range and at point of closest passage otherwise. At the point of closest passage, a DELIVER BLOW, GRAPPLE RIDER, or HAMSTRING HORSE could be attempted, if desired. Any figure more than 10' tall is assumed to attack with any weapon as though armed with a pole arm, accounting for such a figure's great reach.

Any figure charged from behind receives no counterblow unless the charging figure passes to the front of the target and the target is in the condition to reply. Such rear attacks are made +25% for the attacker and -25% for the defender's reply, if possible. (Note that a defender caught in such an unfortunate position receives no +25% bonus to hit if the rider exposes his back to him as he passes by in front.)



A single cavalry figure may charge as many targets as it desires, provided that (1) the next target is at least 3" from the present one and on the same side of the steed or (2) the next target is at least 6" from the present one and is on the opposite side of the steed. (The side of the mount that the target is on is determined at the instant of contact; if the larger portion of the target is to the left of the steed's front center, then the target is to the left; if the larger portion of the target's stand is to the right, the target is to the right. If the target stand is centered, the charging figure may specify which side the target is on. C&S, p.57, allocates bonuses for the side the target is on. Also, a charging figure must move at least 2" in a straight line before contacting a target in a charge and must move at least 1" in a straight line after contact if any movement remains.

All figures contacted during a charge (even if not designated as targets) are bashed by the mount and may deliver a counterblow as the mount passes, provided they remain on their feet. The mount is slowed by 2" of movement for every target contacted and bashed.

There are also penalties assessed against a rider's hit probabilities if he is using any weapon other than a lance or flail to strike from a charging steed. These penalties are:

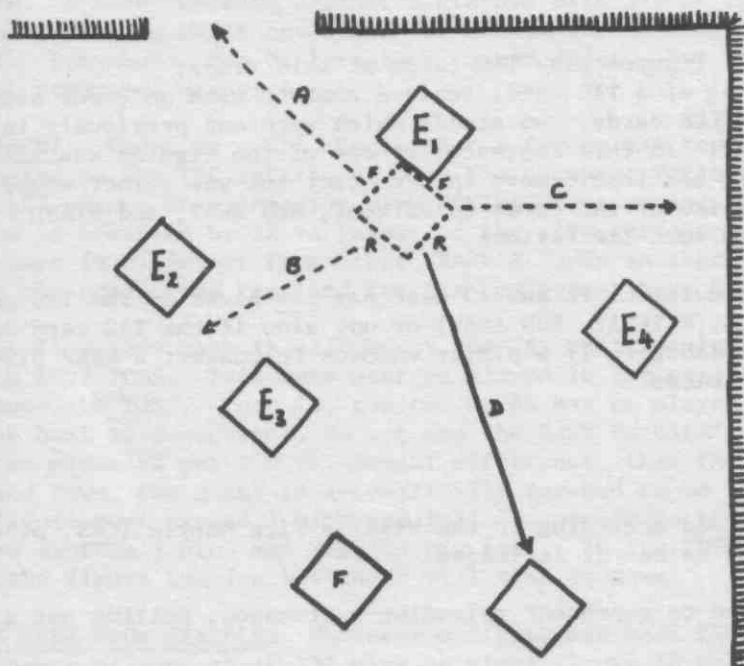
<u>Speed of Mount:</u>	<u>Reduction of Hit %:</u>	<u>Speed of Mount:</u>	<u>Reduction of Hit %:</u>
Trotting	no modification	Gallop	-20%
Cantering	-10%	Full Charge	-35%

"Charges" cannot be properly conducted at a walk. There are no penalties for using a lance or flail from a charging steed because that's what the weapons were designed for. A lance is no better than a thrusting spear if the horse is stationary or walking, and often is useless because the target can step inside the point. Flails are nasty at all times.

the tac cards

This section gives a full explanation of each TAC card. The information on the cards is intended to serve only as a guide during play.

RETREAT: The playing of this card requires the player to move 1/2 normal move away from all enemies. "All enemies" in this context shall mean all enemies that the figure knows about; it does not include hidden, invisible, or otherwise unsuspected enemies. If a figure is surrounded, so that a retreating figure must approach and bypass enemies, then a special exception is granted. Note, however, that the enemies might easily intercept the retreating figure if they have played a TAC card that allows them to approach the retreating figure. When retreating while surrounded, priorities are as follows: the retreat must always end up as far as possible from the enemy who was nearest at the start of the retreat; after fulfilling this requirement, the figure must also be as far as possible from all other enemy stands:



RETREAT "A" THROUGH THE DOORWAY IS REJECTED BECAUSE IT PASSES TOO CLOSE TO E₁. "B" IS ACTUALLY AN ADVANCE TOWARD E₂ AND E₃. "C" IS NOTHING MORE THAN A TRAP IN A CORNER. "D" IS THEREFORE THE ONLY PERMISSIBLE ESCAPE ROUTE. FURTHER, IT CARRIES THE RETREATING FIGURE CLOSE TO HIS FRIEND F.

FIG. 3.

Retreats are conducted in good order, and the figure may end the move with any facing desired. A retreating figure may not turn unless the turn is mandated by terrain (such as a curving corridor or a path through woods) and/or the turns will result in the figure getting further away from the enemy stands than would be accomplished by not turning. Only unencumbered and partially encumbered humanoids, animals, and intelligent monsters may retreat.

RUN AWAY: Conducted with the same priorities as a RETREAT, RUNNING AWAY involves a longer move and is not conducted in particularly good order. A figure that runs away ends his move with his back towards his line of movement. Movement is at maximum, and encumbered figures pay only 1/2 of the normal movement penalties. All figures can run away.

CLOSE: In order to CLOSE with the enemy, the figure moves up to 1 inch in a straight line towards a designated enemy. If the player who turns up a CLOSE card has not predesignated a target, then the target is automatically assumed to be the nearest enemy to the front or side of the closing figure. To designate a target, one will have to write down the target figure's name or identification number; there simply isn't an easier way to do it! Also, "straight line" movement is assumed to be within the limitations of the terrain. The tactic is normally limited to unencumbered and partially encumbered intelligent types, but animals may also employ a CLOSE if they have already CHARGED previously in this particular combat sequence. Dogs, wolves, and large cats may employ a CLOSE at any time.

KEEP DISTANCE: No movement results from playing a KEEP DISTANCE unless an enemy figure approaches, whereupon the figure keeping distance will RETREAT before the advancing enemy in good order or else STAND its ground. All figures except unintelligent monsters may use KEEP DISTANCE.

STAND GROUND: No movement results from playing a STAND GROUND. Only intelligent types may play it, as may trained animals or animals guarding the entrance to a lair, their young, etc.

FLECHE: A movement up to 2 inches is made to contact a designated opponent. A figure that

fleches may realign its stand after movement, but the movement must itself be conducted in a straight line. Only unencumbered, intelligent figures may fleche.

CHARGE: A movement up to a full charge bonus is made towards a designated enemy or 3" once MELEE is joined. A CHARGE must be in a straight line, no allowances being made for terrain, and the moving figure's stand may not be realigned after movement. Unencumbered intelligent types, animals, and all monsters may make a charge, but only one charge card is allowed in any one melee half-turn.

TAC cards are played when:

1. The Melee round is just beginning (all figures play TAC cards at this time);
2. Whenever a figure could, by the playing of a TAC card, achieve contact with an enemy stand;
3. When, by the playing of MOVE 1 inch MELEE cards, two stands which were not previously in contact are brought into melee contact. In this instance, if one of the figures was already involved in a melee and thus did not itself move into contact but was rather moved against, then it is limited in its choice of TAC cards to RETREAT, RUN AWAY, and STAND GROUND. The figure which moves has no such limitations.

Any figure which plays a TAC card under provisions #2 and #3 must pay two blows if the TAC card results in movement (CHARGE, FLECHE, CLOSE, RETREAT, RUN AWAY) or one blow if the TAC card does not allow movement (STAND GROUND, KEEP DISTANCE). If a player chooses to convert a KEEP DISTANCE TAC card into movement, he pays two blows.

the melee cards

FIRE/THROW MISSILE: Missile fire is resolved according to the Missile Fire Matrix (C&S, p.56). Note that a missile weapon cannot be fired unless it is loaded.

RELOAD MISSILE WEAPON: This card is played to represent reloading a crossbow, pulling out a new throwing dagger, etc.

It should be noted that neither of these two cards has a blow expenditure value attached to it because the number of times that a missile weapon can be fired is limited by the type of weapon. If a figure plays either of these cards during a melee turn and then decides to DRAW WEAPON, he loses 1 blow plus all of his bonus blows for that turn. Note the provisions under DRAW WEAPON.

DRAW WEAPON: This card allows the figure to take one weapon to hand. If everything else held in that hand is dropped, the figure expends two blows to draw his weapon. However, if a player wished to draw weapon and assume his shield, he would be forced to expend four blows. A figure with less than two blows left after drawing his weapon would be unable to play the card again to bring his shield into place. Finally, if a figure wishes to sheath or replace whatever he is holding instead of dropping it in order to draw weapon, he loses two blows in addition to any other penalties.

PREPARE SPELL: Although it requires no expenditure of blows, this card must be played before any Mage can play a CAST SPELL card (excepting Enchanters, Skalds and Bards). If players wish to further limit the melee capabilities of Mages, they have several options: one is to rule that the PREPARE SPELL card must be played a number of times equal to the level of the spell to be cast; another is to rule that if the Mage is injured or disturbed during his preparations, his preparation counts for naught and he must prepare his spell all over again the following turn. A third option is to reduce the number of blows available to a Mage who was caught preparing a spell to 1/2 the number normally possessed.

CAST SPELL: This card permits a Mage to cast a spell, and spell-casting always occurs first in an exchange. The number of spells that can be cast is limited, in that a Mage cannot cast more spells than the number of blows he possesses, and the combined casting levels of the spells cannot exceed his MKL. Of course, a minimum of 1 spell can always be cast in a turn of melee. Each spell cast over the first one costs double the first: 2 spells cost 1 + 2 blows; 3 spells cost 1 + 2 + 2 blows; etc.

GRAPPLES: All GRAPPLES may be played only in conjunction with a TAC card. The following GRAPPLES

are possible:

FULL RIDER FROM SADDLE: The grappling figure must be alongside the horse. Such grapples are not possible from the front and rear unless the figure attempting the grapple has a height in excess of 10 feet or else is a charging cat leaping onto the horse. The basic chance of success is 20% + Heavy Weapon to-hit bonus (+10% for cats). This chance is modified by the speed at which the horse was moving during the movement segment immediately preceding or, in the case of WHEEL, by the MELEE card played by the horse. See the card and/or C&S, p.59. If the grapple is unsuccessful, there is a chance of a BODY BASH between the Horse & Rider and the Grappling Figure. A Rider defends against a grapple with 1/2 of any defensive measures the Rider has taken by playing MELEE cards such as ACTIVE SHIELD PARRY, PASSIVE SHIELD PARRY, and WEAPON PARRY. Remember: Men on horseback cannot dodge - but the horse can if it sees the enemy and is not otherwise occupied.

RESTRAINT: There is a 25% chance that a figure can restrain another whenever a BODY BASH is indicated on the TAC matrix, or when the opponent fails to connect with a SHIELD BASH. There is a 50% chance of succeeding with RESTRAINT, assuming the opportunity presents itself, which chance is modified by 3% in favour of the stronger opponent per Strength point of difference. This card is different from other GRAPPLE cards in that it may be played on the card round after the conditions required for its employment have been met.

TOSS: If a body bash is allowed by the TAC matrix outcome, then the player may attempt to make a BODY TOSS. This card must be played in the same card round that the TAC card is played to cause the TOSS. That is, the two cards may be played together, unlike RESTRAINT above. If the bash is successful, do not use the Bash Results table. Instead, there is a 50% chance plus or minus 5% per 100 Dr. weight difference, that the enemy will be knocked flat. If not knocked down, the enemy is automatically assumed to be knocked to his knees. If knocked down, the figure must expend 1 blow and roll 1-4 on 1D6 to stand up. If knocked to his knees, the figure expends 1 blow and regains his feet. If the TOSS is successful, there is a 20% chance that the figure tossing his enemy will also go down.

BREAK FREE FROM GRAPPLE: Whenever a figure has been RESTRAINED, he may try to break free. The chance of success is 25% plus or minus 1% per 10 Dr. weight difference in the playing figure's favour/disfavour. Also, Superhuman Strength reduces/increases one's chances of breaking a grapple by 2% per Strength point of difference between the opponents. If a figure is restrained by several opponents at once, a check is made against each opponent separately.

HAND-TO-HAND COMBAT: Refer to C&S, p.57 for details. Whenever Hand-to-Hand combat is being used in conjunction with melee weapons, add the number of blows possible with the weapon to the number of possible hand-to-hand combat blows and divide by 2 to find the number of blows that can be expended in the melee turn.

PUNCH: As given in C&S, p.57.

KICK: See C&S, p. 57. A man on foot cannot KICK a man on horse, nor may a man deliver a KICK against a target on foot to any part of the anatomy above his waist height. A man on horseback may Kick a man on foot, but there is a 10% chance minus 1% per 2 Dexterity points that he possesses of falling from the saddle if the KICK misses. A monster may not KICK a man on horseback unless the monster is more than 10 feet tall. Whenever a man delivering a KICK is struck during the same round as he kicks, there is a 20% chance minus his Dexterity score if 10 or more that he will suffer a BASH. The KICK card is also played by Horses, Mules, etc., when they wish to kick an opponent. A hooved animal specializing in kicking may deliver a KICK to any frontal side that its rider is not delivering a blow through on that card round. A mule can kick all around.

WEAPON PLAY: See page 57 of C&S for special matrices as well as the standard combat matrices.

DELIVER BLOW: The basic weapon card is used whenever a normal blow is struck.

FEROCITY: Only trained fighters may use the FEROCITY card, and Nordic Berserks always use it when in a battle frenzy. Whenever this card is played, the ferocious figure has a 25% chance of becoming Berserk (75% chance for Nordic Berserks). Being Berserk results in the figure

obtaining +25% to hit, +10% to cause critical damage, and +10% for weapon bashes, with two extra ferocious blows for the duration of the melee. Foreswearing defense, he is also +10% easier to hit. A Beserk figure may not play any TAC cards other than CHARGE or FLECHE, and all regular movement must be toward the enemy. A figure that has become Beserk does not lose effectiveness due to Critical Hits or loss of Body Points but fights on, seemingly oblivious to personal injury. A Beserker will never accept an enemy's surrender, nor will he aid friends if there are other enemies closer by, nor will he carry anything that he does not need in order to fight (loot, injured friends, etc.) unless the group is surrounded and is cutting its way through a wall of enemies. Furthermore, anyone who attempts to calm down a Beserker places himself in grave danger: if a Beserker's friend attempts to prevent or halt his rampage, there is a 50% chance minus the Beserker's combined IQ and Wisdom that he will turn on his erstwhile friend and treat him exactly as he would any other enemy. If, however, the figure attempting to calm the Beserker is his Lady (or her Man), the chance of the Beserker turning on the calming figure is reduced by 20%. When all enemies have fled beyond the Beserker's sight, or have been felled, the Beserker, still in a blood rage, will roam about the battleground from enemy body to enemy body, making absolutely sure that each is dead. This procedure often involves hacking corpses to bits! Roll percentile dice each turn until a number equal to or less than 20% plus the Beserker's combined IQ and Wisdom is obtained, at which time he calms down and returns to normal. If the now calmed Beserker has been reduced to less than 50% of his body points, he immediately collapses into a sort of stupor and will have only 25% of his normal capabilities (normal while injured, that is) until all of his fatigue levels have been restored. He will not suffer from shock, however.

GREAT BLOW: Only Chivalry and Nordics may use this card. A figure using a GREAT BLOW has +10% to hit, +10% to cause a critical hit, and +10% to produce a weapon bash. It may be played in conjunction with a FEROCITY card with an extra blow expended (3 blows for the two cards), with all bonuses being cumulative. Also, extra damage is caused: +1D6 with Light weapons; +2D6 with LH weapons; and +3D6 with Heavy weapons. However, a figure who attacks another who is about to use a GREAT BLOW always strikes first, unless both are using GREAT BLOWS, in which case normal ordering applies. GREAT BLOWS aimed at a figure's back always strike first.

MOVEMENT: There is only one MELEE movement card:

MOVE 1": With the expenditure of one blow, a figure may move 1 inch, subject to all applicable rules regarding movement. Also, when a figure needs to perform some unusual activity, such as opening a door, putting out a fire, standing up, etc., he uses this card. The cost for such activities varies, and should be at least 1 blow. All cats, dogs, wolves, and other highly agile creatures may use this card free for a number of times equal to the number of blows they possess.

The movement card may not be used to disengage from Melee. If a figure wishes to break Melee contact, he must either force his opponent to fall back (by a "Staggered and Retreats 5 Feet" result on the Bash table, for instance), be forced back himself (by a Bash result), or successfully DODGE away from his enemy so that when the MOVE 1" card is played the figure is not in contact with any frontal sides. However, all of the above does not apply in the case of significantly heavier or more Dexterious adversaries who are able to disengage at will.

DEFENSIVE ACTIONS: A number of cards provide for defensive measures:

WEAPON PARRY: Deducts the figure's Parry bonus from any attacks made against the Front of the figure, except for Missiles. If a blow is delivered and is deflected by the parry (that is, if the attack misses) then there is a 1-50% chance that the Parrying figure will be able to launch a counterblow. The procedure for this is as follows: AFTER a weapon parry has been seen to be successful, the Parrying figure removes the DELIVER BLOW card from his deck and places it face-down on the table. The figure who was Parried now selects any card in his deck which is both DEFENSIVE and requires ONE or fewer blows to execute. Then this card is faced, and the Parrying figure rolls percentile dice. If he rolls 1-50%, then the actions indicated on the cards are carried out as usual; if he rolls 51+, all cards are returned to their respective decks and play continues to the next card phase. NOTE that this exchange is in the form of a bonus, a "flurry of blows", and is conducted outside of the normal card phase activities.

If a WEAPON PARRY fails, the cause may have been that the weapon that attempted the parry was broken. If the attack was with an H weapon and the Parry was with a L weapon, there is a 10%

chance that the L weapon was broken. At any rate, if any attacker hits past any Weapon Parry, there is a 10% chance that the Parrying defender has been disarmed, in lieu of any damage/inquiry.

DESPERATE DEFENSE: The play of this melee card makes all attacks through the FRONT of the figure's stand -25% to hit. This is in addition to the bonus for ACTIVE SHIELD PARRY (if the figure can use ASP) bonus, or the PARRY bonus if the figure is not permitted an ASP. However, there is no counterblow or shield bash as a result of successful employment of this tactic.

ACTIVE SHIELD PARRY: TRAINED FIGHTERS ONLY. Any figure which can use Active Shield Parry also has one use of an ASP at an expenditure of NO blows, once per turn. If the Parry is successful - if the attack directed against it misses - then the user (of a large shield) may attempt a SHIELD BASH, conducted immediately at the expenditure of NO blows. However, if an attack penetrates past as ASP, then there is a chance that the reason is that the shield was shattered by the attack, IF the attacking weapon was H or LH. The chance of a shield breaking is 15% for small shields, 5% for large shields. An ACTIVE SHIELD PARRY may be used to protect any FRONTAL side of the figure.

PASSIVE SHIELD PARRY: The Passive Shield Parry protects ONLY the SHIELD SIDE of the figure. However, Passive Shield Parry does not require a blow in order to be played. Thus, if a figure does not wish (or is unable) to expend any blows in a particular Card Phase, he should play a Passive Shield Parry. There is a basic 10% defense ability for all shields when used for Passive Shield Parry. See p.52, C&S for the defensive bonuses of other, more mundane items.

DODGE: LEFT, RIGHT, and BACK: The DODGE card is the only melee card that may result in a figure moving out of melee contact with an opponent. The figure wishing to DODGE must have at least 1/2" of free space in the direction he wishes to DODGE. (Note that it will be rare indeed for the figure to have all three directions unobstructed if he is in melee, since he is, by definition, adjacent to an opponent on one frontal side or the other.) A figure in AC 1 or 0 has a 10% penalty; partial encumbrment = -10%; full encumbrment = -25%. If a figure has enough open space to attempt a dodge, he may play one of the DODGE cards; then, when it comes time to face melee cards, the player playing a dodge card asks any opponents in melee contact with him to guess which way he is dodging. THE DIRECTION OF THE DODGE IS DETERMINED BY THE ORIENTATION OF THE DODGING FIGURE. Towards that figure's SHIELD SIDE is "left", and towards its SWORD SIDE is "right". When the opponents have all guessed, the dodger faces his card. The results of any blows are then determined. After all effects of blows have been decided, the DODGING figure is moved 1/2" in the direction of the dodge. Any opponents which were in melee contact with the DODGING figure, and which did not play defensive cards, also move after the DODGING figure in order to maintain contact. Also, if the DODGE did not result in melee contact being broken, and the attacker did not guess the direction of the dodge correctly, the DODGING figure has a 25% chance to launch a counterblow with the expenditure of no blows (see WEAPON PARRY for procedure for free counterblows). If the attacker guesses the direction of the dodge, but has not played an attack card of some sort, then he may congratulate himself on his prescience, but he cannot affect the DODGING figure, nor may he move to accompany the figure when it moves in accordance with the DODGE. If the attacker both guessed the direction of the dodge and played an attack card, then he (1) accompanies the figure when it moves according to the DODGE card played; (2) is penalized only one-half of the defender's dodge bonus against his attack; and (3) if he hits, is +35% to administer a weapon bash.

Dogs, wolves, and cats automatically dodge when not charging, without expending blows.

HORSE MELEE CARDS: A number of cards provide for situations typical of Horse Melees:

HORSE (GENERAL): When playing TAC cards, the TAC card that a Horse plays is determined by the speed that the horse is moving at during the MOVEMENT phase. If a horse is WALKING, or STANDING, the corresponding TAC card is STAND GUARD. If the Horse is TROTting, the corresponding TAC card is CLOSE; if the Horse is CANTERING, the corresponding TAC card is FLECHE; and if the horse is GALLOPING, the corresponding TAC card is CHARGE.

If a horse is CHARGING, the corresponding TAC card is also CHARGE. The movement resulting from the play of one of these TAC cards is the movement called for on the TAC card plus the allowance for that type of horse on a MOVE melee card. (The CHARGE BONUS for a horse is defined as three times the movement allowed for that class of horse on the horse MOVE card.)

A man trying to use a short melee weapon (as opposed to a lance) from the back of a CANTERING horse suffers a -10% in his hit probability: GALLOPING causes a -20%, and CHARGING results in a -35% in the riders hit probability. These deductions do not apply to the lance, or to weapons of length 6 or longer.

If a horse was CANTERING, GALLOPING, OR CHARGING during the movement immediately preceding a melee phase, that horse is limited in the MELEE cards it may play. The hit modifiers for the rider obtain throughout the MELEE phase, and the horse may ONLY play MOVE cards. CANTER adds 1/2" to the movement on the MOVE card; GALLOPING adds 1 1/2", and CHARGING adds 2" to the movement allowed by the MOVE card. During the course of the card segment, a horse under these constraints may not turn a total of more than allowed by the chart on page 59, C&S, when the degree of all turns taken during the MELEE phase is totalled together.

Horses never play TAC cards more than once per turn; this play is a direct result of their speed, and remains the same throughout the turn. Note that horses that are not required to play MOVE cards may still do so if they wish, to the limit of their blows.

For purposes of striking an enemy with lance, the horse must move in such a manner that the target passes within 1/2" of one of the horse's 2-inch sides during the move, or ends the card phase within 1" of the 1-inch frontal side of the horse. Penalties apply for attempting to strike any target that is not to the LEFT of the horse; see page 59, C&S.

To strike a target with a non-polearm, the horse must come into contact with the target stand, either on the RIDER's shield side or the RIDER's sword side. The horse may continue moving past the target stand (and may be required to do so), without affecting the rider's hit probabilities beyond normal modifications due to the speed of the horse: however if a horse is REQUIRED due to its speed, to continue moving, yet is unable to break contact due to the size of the opposing figure, then the horse and opposing figure immediately attempt body bashes against one another. If the horse does not stumble, it continues to move.

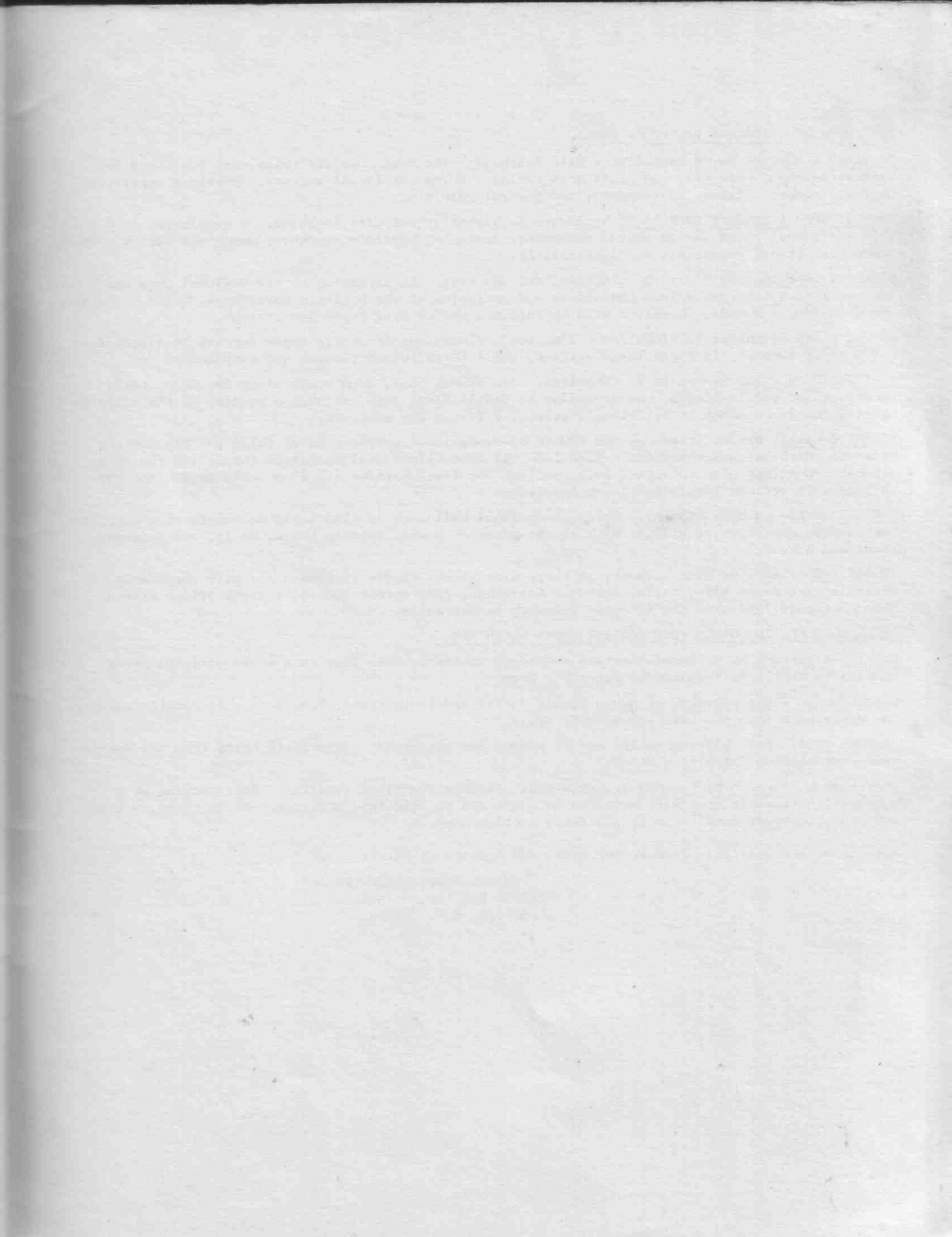
MOVE: Horses, like men, may move with the expenditure of a blow. Great Horses add 1" to the movement rates listed.

WHEEL: A WHEEL is a whirling turn of any amount up to 360 degrees, in place. Any man-sized figure in melee contact with a horse has a 1-50% chance of being knocked down and stunned. A horse or other animal or monster within 1 1/2 times the horse's weight may also be bumped and forced to stumble - if the horse is equal, or some other creature is within 1 - 1 1/2 times the horse's weight, then there is a 1-30% chance of forcing the other creature to stumble: if the opposing creature is lighter, there is a 1-50% chance that the lighter creature will stumble. See p. 59, C&S.

TRAMPLE PRONE FIGURE: With the expenditure of two blows, the horse may move into the same area as occupied by a prone figure (though this movement may total no more than 1") and TRAMPLE a prone figure. With the expenditure of an additional blow, the horse may also KICK the prone figure. See p.59, C&S.

KICK: Use the Hand-to-Hand KICK card to indicate a KICK from a horse. See p.57, C&S.

HAMSTRING HORSE: Only one attempt per turn per figure. See p.59, C&S. The figure must start in melee contact with the horse; after the maneuver, the figure is still prone and, if not pinned, is located on the opposite side of the horse from the side he began his move on.



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