



Book of Battle

2nd Edition



→ Greg Stafford ←



BOOK OF BATTLE

Second Edition

GREG STAFFORD



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MMXII



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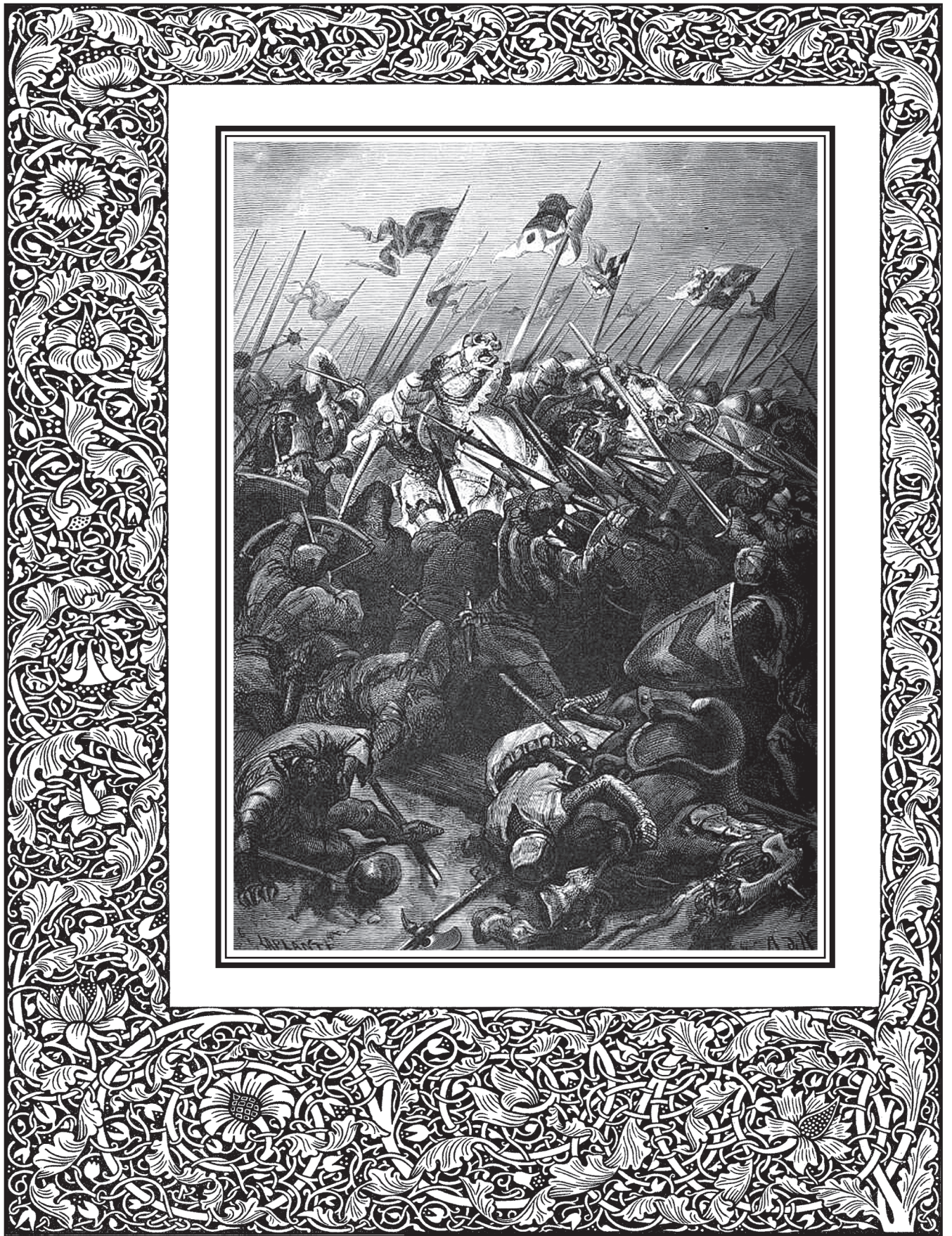
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YOU AND THE FEUDAL ARMY

Then the battles approached and shove and shouted on both sides, and great strokes were smitten on both sides, many men overthrown, hurt, and slain; and great valiances, prowess and appertices of war were that day showed.

— MALORY, *LE MORTE D'ARTHUR*: V, 7 —



HIS BOOK IS about your knight's part in mass combat. He is a fighting man, and combat is his reason to be. Some combats are man to man or man to monster. Others involve thousands of men. Those conflicts — great wars and epic battles — are the setting here, where knights prove courage and gain Glory amidst murderous mayhem.

Battles are not the same as one-on-one combat. In individual combat a knight relies only on himself. But being caught alone in a battle means death, as enemies will gang up on one man. In battle he's part of a unit and has friends nearby. The individual is subsumed within a unit, and that unit within a formation. Individuals are only part of a sum of thousands of other participants.

*Battle from
the knight's
point of view*

This system isn't about an army commander's perspective over the field of battle. It's about the perspective of the player knights, fighting together on a confused, disorganized and deadly battlefield. Overall, a unit of knights is simply one little piece of the battle. For the player knights, this is the battle.

This system is a tool, not a weapon or shackle. Each Gamemaster must decide how to apply (and possibly adapt) the rules to his own campaign. The purpose is to create an enjoyable story and have fun. Feel free to change and alter whatever you see fit for your own enjoyment.

SYNOPSIS OF PLAY

A battle is a series of rounds. Each round represents about an hour of battle and proceeds through five steps. Some of the steps are likewise divided into phases. The steps are as follows:

- STEP 1** Determine player knight status. *The five steps of a battle round*
- STEP 2** The Gamemaster and Unit Leader calculate Army and Unit Intensities.
- STEP 3** Unit maneuver. The Unit Commander rolls against the Unit Intensity. The result determines the unit's available options.
- STEP 4** Melee combat. All knights in the unit fight against one or more individuals for one round of combat.
- STEP 5** End of the round. Results are tallied (Wounds, Deaths, Glory, Loot, Squires and Followers) and the round ends.

A new round begins.

WHAT IS INTENSITY?

Intensity indicates how tough the fighting is. It's a single abstract number that represents the size, quality and commitment of the enemy army, its possible fanaticism or inspiration and the lay of the land. It crunches many factors together into one thrashing number. Intensity is the innate savagery of killing, as well as professional, murderous intent and execution. It measures the tactical advantages or penalties possessed by the opposing army in general and the unit the player knights face in particular. It's the crush of battle and the finesse of tactics — the confusion of dust, fear, passion, loyalty and obedience. It is purpose, effort and confusion. It's the forge of heroism, and the fount of misery. One number represents all of these.

Two kinds of Intensity are at play during a battle: Army Intensity and Unit Intensity.

Army Intensity

Army Intensity measures the total battle, most of which is elsewhere than the player unit. Imagine that dozens of other Units to the right and left have gone through each round as well, some with wins and some with losses. The net result is the Army Intensity

This value is a measure of total success and failure, where a high Intensity (21+) means the fight is going against you — your men are being killed faster, and the whole army is being pushed slowly backward. Low Intensity (less than 20) indicates your army is doing well.

Army Commanders (or their advisors) are experienced enough to know when they can still escape a battlefield with their army intact. If they don't order it the army knows too, and will try to act as units and Pull Back, instead of as an army and Withdraw. They will probably just Run. The thresholds of action are automatic, and are measured by the Army Intensity.

Examples

- ♦ When Army Intensity is 0 or less at the start of a second turn, the entire enemy army routs. You have attained a Decisive Victory.
- ♦ When Army Intensity is 10 at the start of two consecutive turns, the enemy Army Commander signals a general Retreat.

You have up to three rounds to drive it to 0, or you will attain an Indecisive Victory.

- ♦ Army Intensity from 11 to 29 has no automatic events
- ♦ When Army Intensity is 30 at the start of a second consecutive turn your Army Commander orders a Retreat. If your army escapes Intensity 40 for three rounds, you will have suffered an Indecisive Defeat.
- ♦ When Army Intensity is 40 at the start of a second consecutive turn your army hesitates, then Routs. You have suffered a Decisive Defeat.

Decisive Victory, Retreat, and Decisive Defeat are called Automatic Actions. See *Step 2: Calculate Intensity*, p. 27, for more.

*Automatic
Actions*

YOUR OBJECTIVE

**REDUCE ARMY INTENSITY
HIGH INTENSITY IS BAD FOR YOU
GRIND IT DOWN TO ZERO!**

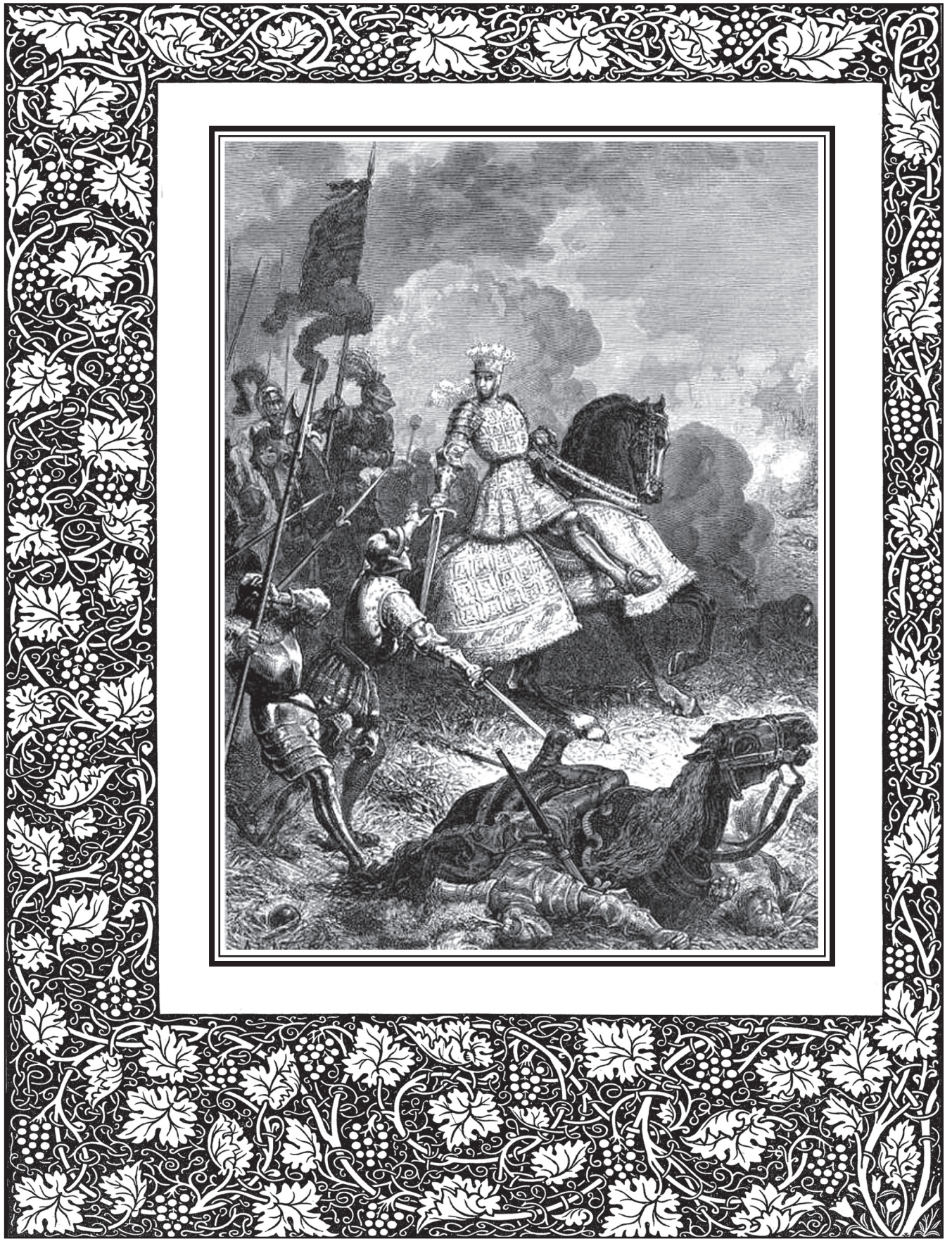
Unit Intensity is the value that your unit struggles against. All units in the army are pitted against the same Army Intensity, but their individual circumstances modify it according to the unit's specific position within the larger action and their overall cohesiveness as a fighting force.

Unit Intensity

For example, some units within the army may be closer to the fighting than others, or are bogged down by some battlefield obstacle or terrain feature (rocks, woods, etc.), and thus have higher Unit Intensities. The cohesiveness of your unit (how well its knights and soldiers fight together) also affects Unit Intensity, driving it higher if they're scattered and confused.

Your Unit Commander pits his Battle skill against the Unit Intensity during Step 3 (p. 32) to gain advantages during melee rounds. You need to win melee rounds so your Unit can Triumph and drive the Army Intensity down. 🏰

[illegible]





CHAPTER I

THE ORDER OF BATTLE

Arthur decided to draw up his troops in battle-formation. He ordered one legion to stay in reserve, so that, if need arose, he would know where he could withdraw, re-fit his companies, and plan new attacks on the enemy. He drew up the remainder of his troops in seven divisions. One part of each division which he drew up consisted of cavalry and the second part of foot soldiers.

— GEOFFREY OF MONMOUTH, *HISTORY OF THE KINGS OF BRITAIN*: X, 6 —

THIS SYSTEM PORTRAYS traditional methods of medieval battle. Knights were never noted for their military flexibility, but followed such rigorous conservatism that dire enemies regularly met on a mutually acceptable battlefield chosen beforehand. To fight, regional troops assemble in increasingly large contingents. When ready, the knights in the first ranks charge, and lances and valor take the day.

Feudal levies and mercenaries

There are two kinds of armies in *King Arthur Pendragon*: the feudal or “vassal” levy, and the professionals. From the Uther to the end of the Boy King periods the feudal levy dominates, with a few additional paid missile units gathered together, largely from urban populations. From the Roman War and afterwards professional mercenaries dominate, working for pay and plunder rather than duty or loyalty. Only a few traditional fighting vassals participate in external wars, and the comparatively ill-equipped feudal levy is still summoned but only by the king for defense of the realm.

Service time provides the main difference between vassals and professionals. Vassal armies must always muster to defend Logres, and fight for as long as is required. Knights must also serve an annual 40-day period at their own expense, even if they go outside their homeland; and longer if the lord agrees to pay for upkeep. Once that time is up, vassals go home with no marks of cowardice, dishonor or disloyalty. That’s the feudal agreement.

Professional armies are contracted by the month, three month season, or even year. They work loyally when fed, and largely rely upon loot for personal wealth. Furthermore, while vassal armies tend to be irregularly organized and armed, professional units have consistent organization, and members are armed alike. Finally, professional armies have far, far fewer knights among them. Many mounted troops are cavalymen consisting of poor knights, esquires, men-at-arms that got a horse, etc.

ARMY ORGANIZATION

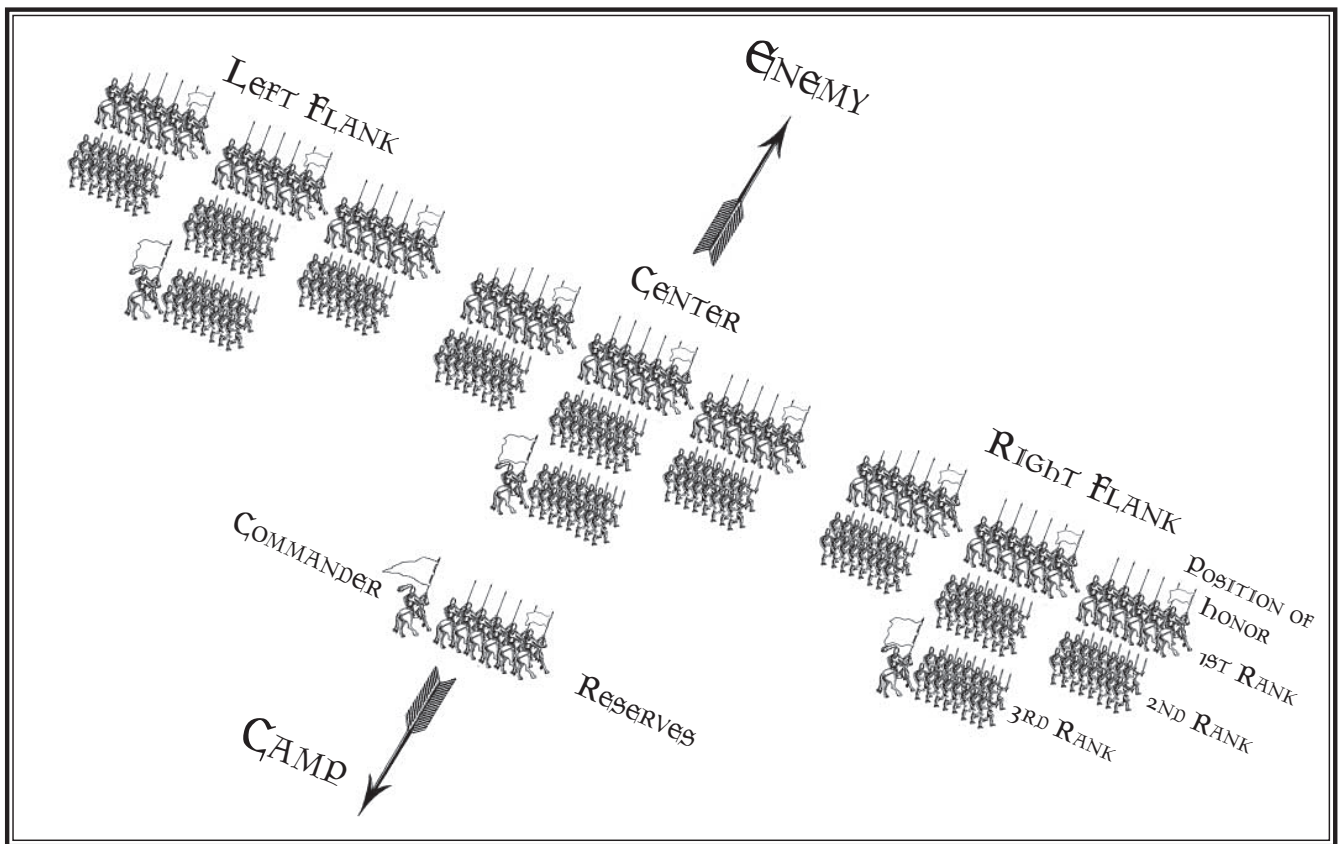
The Battle skill includes knowing what is happening on the battlefield. When hundreds of men are pushing about, forward and back, mixed amid each other hacking and falling, it’s hard to tell where your friends are. When the dust of the battlefield rises to the height of mounted men’s heads, they look for the flags flying above the haze. Subcommanders must know what their commander wants done. Commanders use drums, horns, flutes or bagpipes but especially their command flag to convey orders. It’s simple: Flags are tilted forward to signal advance, back to signal withdrawal, and stand upright as rally points. They are kept close to their officers, and if the flag falls, it’s assumed by all that the officer has fallen too.

Battle skill and commanders

How flags are used in battle

“Flag” is a generic term here. The size and shape of flags are determined by noble rank.





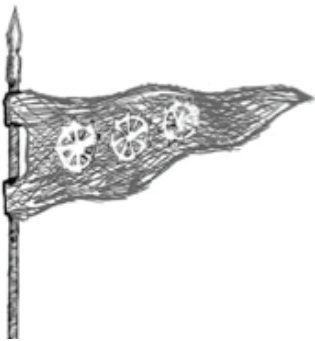
Lance Your character, a mounted and armored knight, is the most powerful weapon on the battlefield. On his lance flies a *pennon*, a pointed flag that's long (3-5 feet) and narrow (less than 1 foot at its widest).

It displays his household badge. When the knight is leading his own small group of men (who are wearing his badge), his upraised lance is their rallying point. When he lines up with other knights for a charge, all their pennons fall at the same angle, then flap, flutter and fly along the lances as the chargers trot, canter and then gallop headlong to their destiny.

The knight so dominates the field that lesser soldiers receive little notice in historical or heroic literature. If a knight's vassalage contract requires it, he brings additional troops to the fight. Collectively, they're called a *lance*, after their most important component.

A vassal knight is normally accompanied by his *mesnie*, the martial part of his household (compared to the *famuli*). This includes his squire, any archers or mercenaries and so on.

Professional lances are not based on old fiefs with odd numbers of knights required, but on simple contracts. The earliest contracts, in the Conquest Period, state that a "combat lance" is composed of a knight, his squire and horses, two spear men, one bowman, one varlet and a pack horse. Later the "livery lance" includes a knight, three mounted sergeants, two bowmen, a spearman and horses to transport them (the bow and spearmen only fight on foot). When the army musters several lances are grouped into a larger body, called an *eschille* (below). The foot soldiers from each lance are combined into their own unit or units (typically spear men and archers). Thus the lance is an organizational unit, but not a maneuver unit.



Eschille (Squadron)

The smallest unit of multiple knights is an *eschille*, usually ten men. These knights train together to perfect their timing, maneuvers, and teamwork. This is the common player knights' "Unit" as used in this book. The knights' squires are considered to be part of the formation.

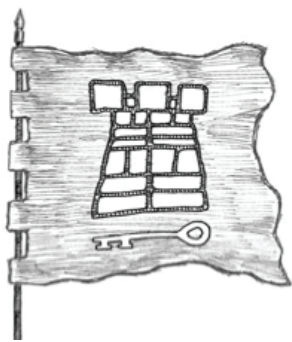


The *eschille* commander bears a *pennocel* (if a banneret) on his lance to signal what maneuver to execute. It's long and rectangular — in fact, it's his ordinary knightly pennon that was cut short to show his battlefield promotion to banneret. (Subsequently, he will have a nice new one made).

Due to the erratic nature of feudal organization, the number of knights in a vassal levy *eschille* varies greatly, ranging from 5 to 20 but averaging 10. The initial royal squadron of ten combat lances has ten knights, with squires, plus 30 foot men, totaling 50 combatants. The later livery squadron has 10 knights, 30 cavalymen, 20 archers and 10 spearmen.

Conroi (Company)

Eschilles are collected into a *conroi*. In vassalage armies the *conroi* is a baron's muster of one to three *eschilles* (20-30 knights). The baron himself commonly leads one of his *eschilles*. In the muster of an earl or the king, each *conroi* is led by a court officer, usually one of the marshals or constables, but perhaps by the butler, steward or other known and trusted veteran.



A company flag is the banner, six feet by six feet square, and borne on a flag pole longer than a lance, so it's visible over the pennons of the knights. It's held with two hands by a knight who won't fight, but always bear the banner aloft next to or just behind his lord. A banner shows the coat of arms of the owner, exactly as it appears on his shield. Royal companies begin when King Arthur contracts several noblemen to each raise units to fight against the Romans. He sets the number of fifty lances, as

well as a prearranged rate of pay and the division of loot and time (in this original case for "one full year.") The leader of the company is titled Captain, and is gifted the right to show his arms on the company banner. At the end of that year, in Paris, Arthur rehires all his original companies, and several more to replace the vassals who prefer to go home. The custom of hiring troops continues after the war.

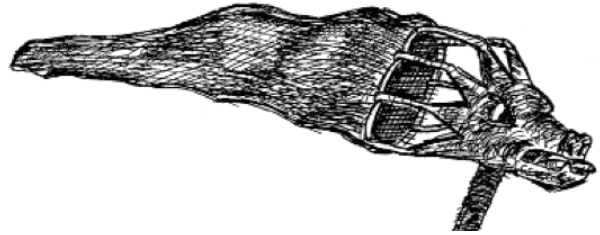
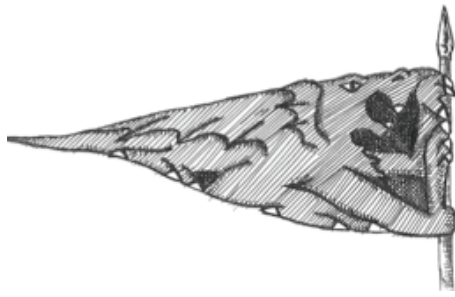
During the Romance and Tournament Periods several families grow strong and rich, and they create their own family companies. When the royal court becomes divided into factions the custom of *livery and maintenance* begins, wherein wealthy nobles give money to followers (they *maintain* them) and the followers pledge loyalty, and wear the noble's colors and badge (the leader's *livery*.) The family companies form the core of these private armies for the factional lords. In these eras, changes in warfare have changed troop requirements. Thus the livery company has two to six *eschilles*.

Several *conroi* under one command is the exclusive privilege of earls, high-ranking barons and royal officers during the time that vassals provide the bulk of the army troops. The average division has six (four to eight) *conroi*, divided into the usual three battalions for battle. A battalion command is a temporary position, given to whichever officer of the *conroi* is senior. Lords with a large contingent, like counts and dukes, lead their own divisions.

Division



In battle, the divisional commander's position is marked by his standard, a large flag which might hang like a flag from the pole, or from a cross pole. They vary widely in size and shape. A lord's standard usually bears some traditional sign, commonly the coat of arms of the baron, but sometimes an old Roman standard, religious symbol or odd artifact from ancient times. The *division* as an organizational unit comes later. It's a collection of mercenary companies. It might be a special force sent on a mission (to pillage Anjou, for instance) or a subgroup of an even larger army. The division flag is a standard, and is ten feet long and four feet high at the pole, narrowing to about two feet, ending with a rounded or swallow tail. The field is divided



Bataille
(Battalion)

into the two most prominent colors of the holder's livery, and the rest of the standard with the badges of his faction. Later, factional armies are the size of divisions, and march under a factional standard.

Battle, or *bataille*, is a medieval military term that is not used in *King Arthur Pendragon*, in favor of the more modern "battalion." A battalion comprises one-third of the troops — one of the traditional three parts of an army (Vanguard, Center and Rearguard). Sometimes the armies are so large that more batailles are needed for organizational purposes, or to suit the honor of commanders. The opening quote of this chapter shows Arthur had eight battalions in his full army!

These units are divided into the usual three divisions when marching, but the actual chain of command goes from the Army Commander to the many Battalion Commanders. Battalions carry the standard of their commanders. Battalion Commander is a temporary position held by a man of high rank, like an earl or minor king, who has his own banner to display.

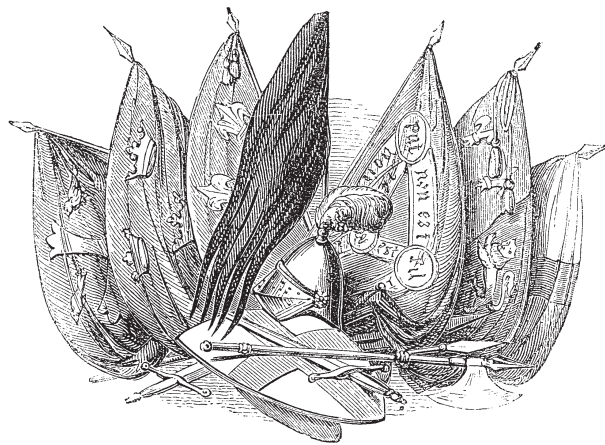
An army is any collection of troops. Table 3.7: *Army Commanders of the Field* (p. 23) shows the likely rank of the leader for battles of different size. When the entire army of a king musters, it's called the Royal Army.

Kings have their own battlefield banners. This always appears when the king is present. Occasionally the banner may be there representing the king's person, when a campaign is in his name. On such occasion the commander (generally Sir Griflet the Warlord for King Arthur) speaks in the king's name, and can perform many otherwise strictly royal prerogatives, especially that of battlefield promotion to banneret for men of great prowess.

The Pendragon banner is a unique design — a *draco* banner. It's a gold dragon's head, its mouth open; and behind a silk wind sock that fills with wind and snakes back and forth over the king. Merlin caused the dragon to breathe fire at least once. From this symbol comes the family name. *Pendragon* literally means "head dragon" in Cymric, popularly interpreted to mean "chief warlord."

Army

The
Pendragon
Banner

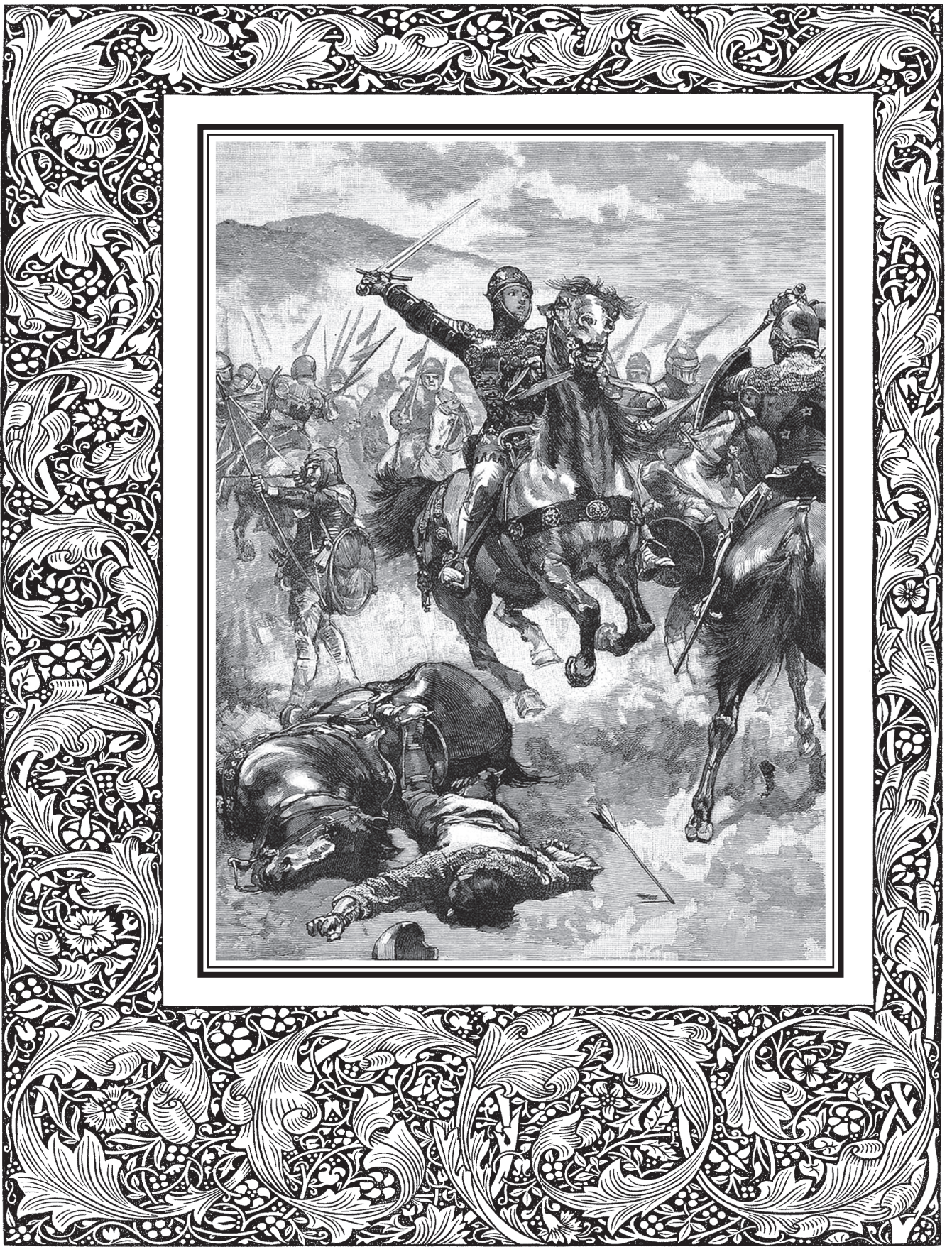


COMMONERS IN WAR

Vassals do not have any rights to summon the peasant levy. Only the king can do that, and only to defend his kingdom of Logres from invasion. A general levy of commoners includes “all able bodied men of every class.” Nonetheless, when a lord’s land is attacked the commoners will seek

refuge in his fortifications, along with their livestock and valuable chattel goods; and they will all join into the defense of that fortification to the best of their abilities. Even the women join in if they can, carrying stones and arrows to the men on the walls and fighting fires. ♣







CHAPTER II

THE PLAYER'S BATTLE

Arthur donned thigh pieces of steel, wrought strong and fairly by some cunning smith. His hauberk was so stout and richly chased, even such a vesture as became so puissant a king. He girt him with his sword, Excalibur. Mighty was the glaive, and long in the blade. It was forged in the Isle of Avalon, and he who brandished it naked in his hand deemed himself a happy man. His helmet gleamed upon his head. The nasal was of gold; circlets of gold adorned the headpiece, with many a clear stone; and a dragon was fashioned for its crest. This helm had once been worn by Uther, his sire. The king was mounted on a destrier, passing fair, strong, and speedy, loving well the battle. He had set his shield about his neck, and, certes, showed a stout champion, and a right crafty captain.

— WACE, ROMAN DE BRUT —



EVERY BATTLE is a scenario — a glorious and deadly adventure. Outwardly similar, each battle is different for the man risking his life. Every man in a vast army faces Death alone, and like every adventure *actions* determine the answer to life's great question: What *kind* of knight are you?

Everything that you need to know as a warring knight is in this chapter. However, you won't learn much about *why* it's so, or details about what else is going on around you. If you want to know more, you'll have to venture past this chapter.

YOUR UNIT

Most of the time all the player knights will be in the same army, and in the same unit, which is called an *eschille*. You have a Unit Commander, whose orders you are duty-bound to follow.

*Player's
Battle
Record*

Use the *Player's Battle Record* to record the events of each round. A full-sized version is provided in the back of this book. You may also download a PDF version from Greg Stafford's *King Arthur Pendragon* site at gspendragon.com.

The Battle Record is to keep track of what is

happening to ensure you receive the proper Glory awards. Afterwards it serves as a record of what went on, in case memory fails when proof is needed.

At the top is space for your knight's name and coat of arms. Nearby is a blank banner to sketch the design borne on your lance.

Record the name and date of the battle, the Enemy, and (after the end of the battle) the outcome.

Next is a section to record your knight's notable Passions, which will come into effect.

Record the age(s) of your squire(s). Squire ages are important, as they're the basic target number for Squire rolls. Horses should be listed in case your knight needs to remount. A maximum of three squires can follow a knight around the field. Their fates are determined at the end of each round (Step 5). If a squire is lost, just cross him out and search for him after the battle.

Each round the Gamemaster will calculate the current Unit Intensity. This indicates how hard the overall fighting is all around you. A high number is bad for you. You want to reduce it by winning your fight each round. This is how you win battles — *by destroying your foe!*

How to win



[illegible]

Record the maneuver your Unit Commander has chosen for the round under *Commander's Orders*. Each order is decided by your commander's ability, success and overall assessment of the situation. You have been trained to execute each of these maneuvers with the eschille, which makes you and your friends the killing machines of the battlefield. The Gamemaster determines your enemy each round and, after the combat is over, the Glory award for fighting him. Your foe changes every round, and you may have to fight more than one at a time!

Record your personal Win, Tie or Loss under *Melee Results*. These modify the Glory of the foe in the previous column to give the results for the

next column. A Melee success or tie means you receive full Glory; a loss awards ½ Glory.

You'll enter either a Triumph, Win, Loss or Crush under *Unit Result*.

Squire is where you record whether your squire succeeded at his Squire rolls (thus successfully re-arming you, capturing a horse and so on).

Your knight is usually Attached to a small unit of men who take their orders from the Unit Commander.

Attached

If your knight has any knight Followers, (other than his squires) then he's also a Leader. There are three levels of command:

Leading

Army and unit commanders

Army Commander: Leads the entire army. He's the commander-in-chief, the ultimate head of this body of troops. His decisions affect everyone. There are other possible layers of command, but they serve no game function in Book of Battle system except as targets on the Opportunity Table (p. 56).

Unit Commander: Leads a unit. The army is made up of many small tactical units that range in size from 5 to 30 knights. Every army is made up of these small units, whether it's the 200 Knights of Hertford or the entire army of France. Player characters operate within one of these units, called an *eschille*, and might command one.

Subcommander: A player character with his own following of knights (typically subenfeoffed vassals) and who is also Attached to a Unit Commander. His men are part of his leader's unit. A Subcommander may have no more than four additional Followers (half the common *eschille*). Five or more Followers automatically promote the Subcommander to a Unit Commander.

Followers are the non-player knights (or others) who follow player knights during a battle.

Followers

Followers in your unit act as a single entity for the battle, and their collective fate is determined at the end of the battle round (Step 5) by the Unit Commander.

A player knight's Followers accompany him to battle. Record them at the top of the *Player's Battle Record*. A player figures his own Followers' fates, and his men are not included in any of the Unit Commander's results. In addition, if a knight has any Followers (i.e. his own vassals) he receives the Bodyguard Bonus (see p. 66).

All notable Passions (16 or more) should be recorded, as well as any that are less than notable but directed against a specific foe. Other high Passions may be recorded if the player feels they will likely be used. Even if one isn't recorded here, it can still be used in a battle if it's on the character sheet. ♣

Passions



PLAYER'S 1-PAGE BATTLE REFERENCE

Step 1: Determine Player Knight Status

Note if your knight is:

- ♦ Alone (his own unit and Leader; +10 Unit Intensity), Leading (if he has Followers) or Attached (following a Unit Commander)
- ♦ Mounted or afoot
- ♦ Armed with Lance, or other weapon
- ♦ Guiding (another horse), Encumbered (by another rider) or Burdened (with unconscious person)
- ♦ Subject to Melancholy, Hate or Fear

Step 2: Calculate Intensity (see p. 27)

Step 3: Unit Maneuver

Your leader rolls his Battle skill opposing the current Unit Intensity. He then chooses a Maneuver based on the result and you'll fight an enemy determined by the Gamemaster.

Step 4: Melee Combat

4a: Fight one melee round. Melee skill = Your Weapon skill ± Immediate Conditions modifiers ± State of Unit modifiers:

Immediate Conditions (one or more may apply)

- ♦ Mounted vs Unmounted, Bonus for Lance Charge, misc. Maneuver Bonus: +5
- ♦ Guiding, Encumbered, Burdened, Melancholic: -5
- ♦ Inspired: +10 (possibly +20)

State of Unit

- ♦ **Alone:** +10 to Unit Intensity, no modifier to skills
- ♦ **Disordered:** -10 to skills
- ♦ **On a flank:** +5 to skills

UNIT RESULTS

- ♦ **Triumph:** Everyone wins or ties; -2 Army Intensity next round (usually)
- ♦ **Win:** Half or more knights win or tie
- ♦ **Loss:** More than half knights lose
- ♦ **Crush:** Everyone loses; +2 Army Intensity next round (usually)

4b: Roll on Table 4.17: Bodyguard Loss (p. 67)

- ♦ **Win:** Lord is saved; lose 1d6 men
- ♦ **Tie:** Lord is saved; lose 1d6+3 men
- ♦ **Loss:** Lord is saved; lose 1d6+6 men
- ♦ **Insufficient Followers:** Battle skill next round is penalized by -2 per man that ought to have been lost.

Step 5: End of the Round

5a: Make a Squire roll.

1D20	RESULT
Critical	The squire is unharmed, still with his knight, and he's found an extra horse! Furthermore, he can do any <i>one</i> of the success actions listed below.
Success	The squire is unharmed and still with his knight. He can do <i>one</i> action: <ul style="list-style-type: none">♦ Give the knight a new spear /lance or sword/preferred weapon (the squire carries <i>one spare</i> of each).♦ Get off his horse and give it to his knight, who can also mount up immediately. The squire is now on foot. (Next round, he will Run.)♦ Give his horse to his knight, and climb up behind him. The rider is now Encumbered.♦ Dismount, retrieve his unconscious or dead knight's body and load it on the horse, so he can attempt to Run Away <i>next round</i>, Guiding the horse to safety (Burdened, -5 to all rolls)♦ Similar action, as deemed appropriate by the Gamemaster.
Failure	The squire was separated from his knight. He's found his way out of battle, perhaps back to camp, and isn't available again until the knight goes there too.
Fumble	The squire was separated from his knight and wounded in combat. He takes normal damage from the unit fought that round. He is out of the story for now.

5b: Roll on Table 4.22: Captured Horse Table

1d6	MOUNTED ENEMY	UNMOUNTED ENEMY
1	Sumpter	Cart Horse
2	Enemy's steed	Cart Horse
3	Enemy's steed	Donkey
4	Enemy's steed	Rouncy
5	Charger	Sumpter
6	Rouncy	Mule

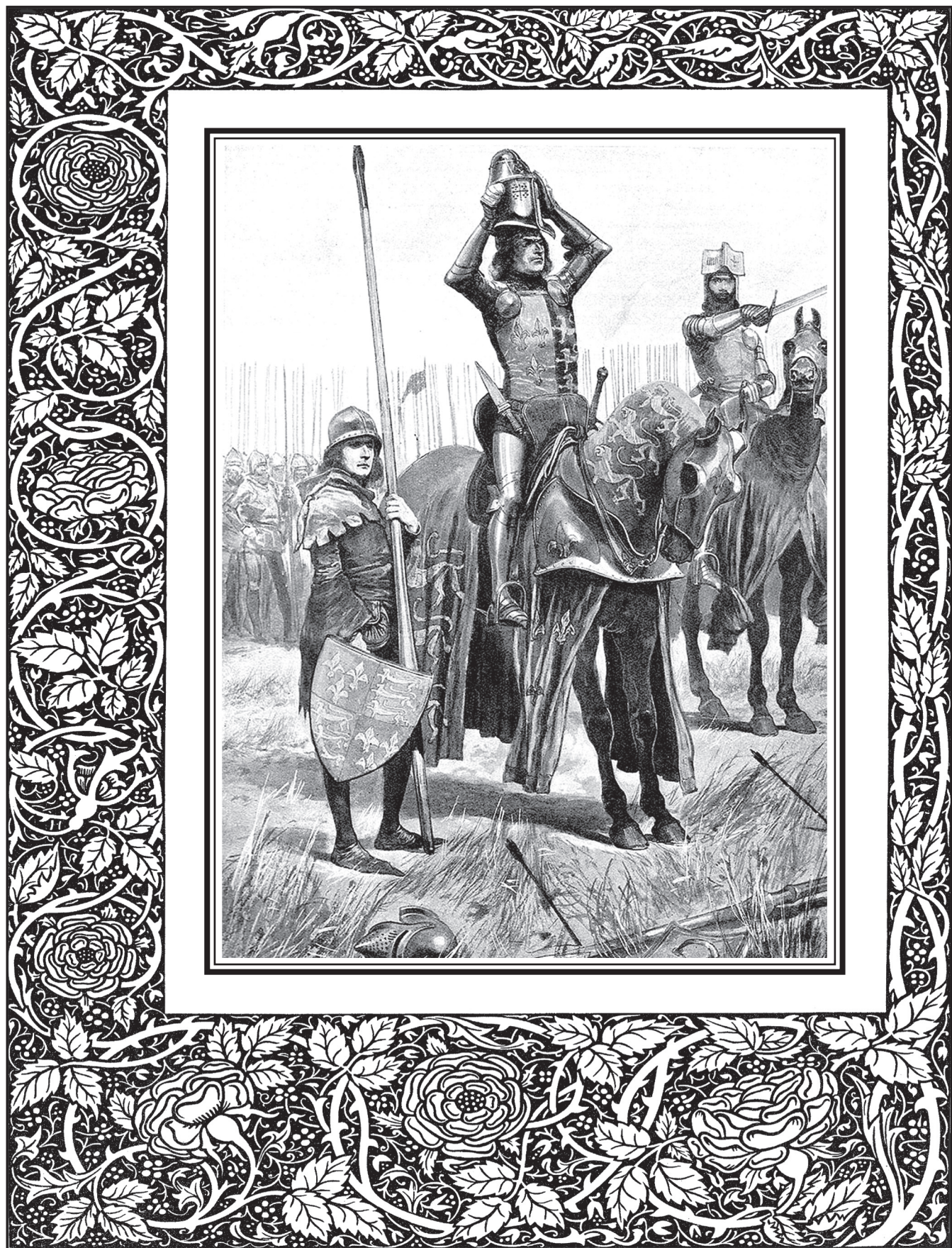


BATTLE ZONES

WITH UNIT INTENSITY MODIFIERS



9	 Enemy Camp 	0
8	Behind Enemy Lines	0
7	Enemy 3 rd Rank	+5
6	Enemy 2 nd Rank	+10
5	 Killing Zone 	+10
4	Your 2 nd Rank	+5
3	Your 3 rd Rank	0
2	Behind Your Lines	-10
1	 Your Camp 	-20





CHAPTER III

BEFORE THE BATTLE

The moment he came into sight of the enemy, he drew up his troops. He ordered three thousand men from among the Armoricans to take up position with their horses. Those Armoricans who were left he disposed in line of battle here and there among the islanders. He stationed the Demetians on the hills and the Venedotians in the encircling woods.

— GEOFFREY OF MONMOUTH, *HISTORY OF THE KINGS OF BRITAIN*: VIII, 4 —



HIS CHAPTER SHOWS how to establish and monitor the relative strength of opposing armies by providing quick and simple rules to account for such things as numbers, quality, fitness, morale and cruel Fate. Thus is the intensity of the first charge — and, perhaps, the course of the entire battle — determined.

NOTE BATTLE SIZE

Battle size is used to calculate Glory.

First, use Table 3.1 (p. 18) to determine the size of the battle. Size does not affect the outcome, but is used in determining Glory afterwards.

GIVE PLAYERS THEIR HANDOUTS

Next, give each player a *Player's 1-page Battle Reference* and a *Player's Battle Record*.

Unit Leader receives *Leader's Battle Record*, and *Maneuver Choices Table*. Players may also want one of the latter for reference but it is not necessary for them to consult it. Many players don't want to.

The Gamemaster will need a *Gamemaster's Battle Record* and the *Battle Zones Map* (p. 15).

RECORD KEEPING

The Gamemaster's Battle Record lists critical facts first, and has a blank space to put any special notes for the battle. It duplicates the *Leader's Battle Record* for the rest of its content. The two sheets are provided so the Gamemaster can calculate the Intensity with the players' designated "leader".

Similar to the Gamemaster's Battle Record, the *Leader's Battle Record* is used by the Unit Leader to help the Gamemaster calculate Army and Unit Intensity.

OPENING ARMY INTENSITY

All battles start at Army Intensity 20, modified by Starting Conditions and a random Battle Event. The rise and fall of Army Intensity is viewed from their army's point of view.

If player knights fight in opposing armies then the Army Intensity is *reflexive*, with the total equaling 40 points. For example, if one army's Intensity is 12, the enemy's *must be* 28 (12+28=40). For more, see p. 19.

Start with Army Intensity 20





TABLE 3.1: BATTLE SIZE

STANDARD SCALE	APPROXIMATIONS	NO. OF KNIGHTS	TOTAL COMBATANTS	FOR COMPARISON	SAMPLE GPC BATTLES	HISTORICAL ANALOGS
Fight	Some knights and their men	Fewer than 25	100 or so	A small raiding force	Fights, and most Clashes are too small to use <i>Book of Battle</i> , and are not addressed here	
Clash	A couple hundred knights	25 – 250	1,000	A large raiding force but fewer than all the troops of an earl		
Engagement	Several hundred knights	250 – 750	2,000	All the knights of two earls	Clarence v. Gloucester	
Small	A thousand to a couple thousand knights	750 – 2,500	7,500	A very serious local war	Caledonian Forest	Hastings
Medium	A few thousand knights	2,500 – 5,000	12,500	All troops from ten or more barons	Conisborough, Levcomagus	Stamford Bridge
Large	Legendary army, entire kingdom	5,000 +	25,000	All Logres: 9,000 knights	Netley Marsh, St. Albans	Agincourt, Bannockburn
Huge	Epic army, every knight in Britain	15,000+	50,000	All Britain has 20,000 knights	Badon, Camlann	Crécy, Châlons, Tours

STARTING CONDITIONS

Starting conditions modify the Opening Intensity. These are large, rather permanent factors that affect the overall combat and skew the conditions towards one side or another. Use all that apply on Table 3.2, below. Negative numbers are good for your army!

TABLE 3.2: STARTING CONDITIONS

STARTING CONDITION	MODIFIER
Flat field, equal armies	None
Outnumber/ed 2 to 1	-5/+5
Outnumber/ed 3 to 1	-7/+7
Outnumber/ed 5 to 1	-10/+10
Army commander's/enemy's homeland	-5/+5
Own/enemy's desperate last stand	-5/+5
Superior armor on you/them	-5/+5
Their/your army is very Fatigued	-5/+5
Their/your army is Unhealthy (Ill, hungry, tired)	-5/+5
Their/your army is very Unhealthy	-10/+10
Multiple Commanders for them/you*	-5/+5 each
*The Multiple Commanders modifier applies when an army does not have a unified command. Quarrels of rank, honor, or Glory may cause such a division of the top command.	

These modifiers are cumulative.

TABLE 3.3 MERCENARIES (OPTIONAL)

Unpaid	+5 /month
Fatigued	0
Hungry	+3
Ill	+2
Starved	They desert

If mercenaries, paid troops, attached foreigners or volunteers comprise half your army or more, use these modifiers as well.

BATTLE EVENTS

Battle is chaotic. The flow of events changes according to the whims of cruel gods whose efforts complicate both killing and survival. These changes are due to the collective results of many units' fights. Battle Events modify the Army Intensity every round (for good or ill) and so affect all units in combat for every round.

BATTLE EVENTS MODIFIER

3D6-10

OPENING ARMY INTENSITY

Round One is the First Charge

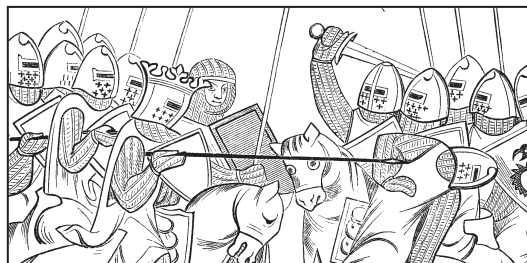
The sum of these numbers is the Opening Army Intensity for Round One, the First Charge.

Army Intensity is carried forward through the battle, possibly modified during the First Charge, and changes from round to round because of many factors, including random events, Triumphs and Crushes, the plundering of camps, successful assaults on key positions, the needs of the plot and so on.

If the Army Intensity ever begins at 0 for two full consecutive rounds, you win decisively. If it begins at 40 for two full rounds, you lose decisively.

OPENING ARMY INTENSITY

20 + STARTING CONDITIONS
+ BATTLE EVENTS (3D6-10)



BATTLE ZONES

The battlefield is divided into nine zones for game purposes, which designate relative, not absolute, distances. They're named from the player's perspective. They start in your friendly camp, move forward to, and then through, the raging battlefield. Each zone has its own Unit Intensity modifier granted to units that start the round there.

TABLE 3.4: BATTLE ZONES

ZONE	UNIT MODIFIER	ZONE NAME
9	0	Enemy Camp
8	0	Behind Enemy Lines
7	+5	Enemy 3rd Rank
6	+10	Enemy 2nd Rank
5	+10	Killing Zone
4	+5	Your 2nd Rank
3	0	Your 3rd Rank
2	-10	Behind Your Lines
1	-20	Your Camp

A full-page version is included on p. 15. Use it as a battle mat, if you like. Figures, dice, or other markers can be placed on the mat to help players and the Gamemaster visualize the positions of units within the battle.

Zone 4 is the front line.

Your army assembles for battle in Zones 4, 3, and 2. Your unit of knights is almost always set in the front line (Zone 4). It's possible to be placed in the back-up line in Zone 3 (usually consisting of sergeants and infantry), or the Reserves (see below), in Zone 2.

Both armies charge or march forward one zone

to engage. This leaves the last two ranks unoccupied, and the zones as labeled. Later, if one of the armies is pushed back or retreats, *ignore the labels* but use the modifiers.

Zones 1-2 and 8-9: These start out as Non-combat Zones, which allow freer movement for friendly troops, who belong on that side.

Non-combat (rear) Zones

However, whenever fighting units enter these zones, they're no longer Non-combat Zones. Thus a retreat into these zones does not mean you are automatically Disengaged. Unless the Unit Results specify Disengaged, you have just turned them into Combat Zones. Likewise, when your knights get to the enemy's rear, there may be retreating enemy troops running before them, fresh reserve units, or even newly arrived reinforcements. These are then regarded as Combat Zones because your unit and enemy units are present.

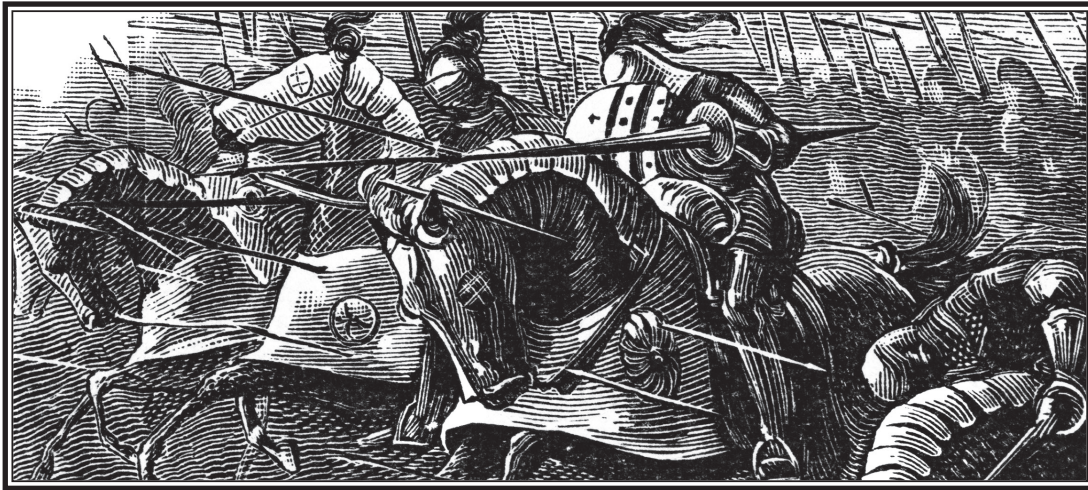
Zones 3 to 7: These are the ordinary Combat Zones in which most troops are normally found. Zones 3 and 7 may also have fresh reserves (see *Reserves*, p. 59). If your unit is pushed back into Zone 3, then on the following round a designated reserve unit *may* assist the player unit with its Reserve Unit Bonus on the following round. When your unit pushes forward into Zone 7, the designated reserve unit may attack on the following round. The Reserve Unit Modifier applies to the enemy and thus against your unit, as a penalty.

Combat (central) Zones

"May assist" means "it's up to the Gamemaster." There are plenty of reasons why a reserve unit might not show up. Perhaps it's already been committed elsewhere. It may have Run Away. The Army Commander might be holding it back for some reason or maybe the order never got through. The Gamemaster doesn't have to give a reason in the heat of battle.

The Gamemaster announces the designated reserve unit's presence in Step 2 and its bonus or penalty is applied.





THE FIRST CHARGE!

Now at last they stood face to face, with javelins raised, the Britons on this side and the Romans on that. As soon as they heard the sound of the battle-trumpets, the legion commanded by the King of Spain and Lucius Catellus charged boldly at the division led by the King of Scotland and the Duke of Cornwall...

— GEOFFREY OF MONMOUTH, *HISTORY OF THE KINGS OF BRITAIN*: X, 9 —

Calculating First Charge Intensity

The Gamemaster determines the First Charge Intensity, based on the sizes of the armies engaged, their conditions at the start of the battle (relative troop count, health, and degrees of desperation), a random number for luck, and modifiers based on the position of individual units on the field. Also, the Army Commander will attempt to get a Charge Bonus for his troops by pitting his Battle skill against the enemy leader's, or against the First Charge Intensity itself, *whichever is greater*.

Two more factors affect the First Charge Intensity: Unit Cohesion and Battle Zone. Both are used to calculate Unit Intensity in later rounds (other optional terrain modifiers may also be available), but everything is included in the First Charge Intensity.

The Unit Cohesion and Battle Zone always start at the same values for all units in the front line, which is where knights belong. Gamemasters are of course free to place players wherever they want, but must recalculate the Starting Unit Intensity accordingly.

Fight-sized battles are pretty common, but *Fights and Clashes* outside the scope of this system. Gamemasters may choose whether a Clash warrants a full battle, or is only a large Fight.

Use it when the player knights are part of a raiding force, scouting for the army, it is a local fracas, or whatever causes there to be few troops.

FIRST CHARGE INTENSITY

OPENING ARMY INTENSITY (20) +
STARTING CONDITIONS + BATTLE EVENTS
(3D6-10) + STARTING UNIT INTENSITY
(BATTLE ZONE + UNIT COHESION)

The result is that the players can fight normally, with the usual extended, hand-to-hand combat; and then use the Followers Losses rules to figure out the fate of their Followers. The main difference is the scale, since each round of melee combat does not last as long as an hour-long round of battle.

Example:

Let's calculate a typical First Charge. We'll assume there are no special conditions, the Battle Events 3d6-10 roll gives 0, and it's a Small battle (+0):

Opening Intensity = 20

+ Starting Conditions: for this example, +0 (modify as needed)

+ 3d6-10 for Battle Events: for this example, assume +0 (modify as needed)

+ Battle Zone: Unit is in Zone 4, so +5

+ Unit Cohesion: Unit is Disengaged, so -20

Thus total First Charge Intensity is 20 + 0 + 0 + 0 - 20 + 5 = 5.

BATTLE LENGTH

Battles normally last six to ten rounds. A summer day in England has 16 hours of daylight. Several hours are spent as the armies, generally rising before dawn, arm and assemble, then ride or march to the anticipated battlefield. While they assemble, skirmishers may already be fighting, seeking to get close enough to report on enemy positions and, perhaps, lay traps.

Gamemasters should not tell the players how many rounds the battle is going to last.

TABLE 3.5: BATTLE LENGTH

DURATION	EFFECT
0-3 Rounds	No battle. An army withdrew before any engagement.
4-6 Rounds	Short battle
7-9 Rounds	Normal battle
10-12 Rounds	Long battle
13+ Rounds	Prolonged battle — extraordinary!

FIRST CHARGE UNIT COHESION

For the First Charge, all units are Disengaged, imposing a -20 Unit Cohesion modifier.

BATTLE ZONE

Knights form a line in Zone 4, your Second Rank, for the First Charge. A unit's location on the field affects its local Intensity. The battle is more intense where the enemy is thickest. Elsewhere may be a lull. Thus the Unit Intensity is increased by +5 for all units assembled there in the first round.

THE FIRST CHARGE BONUS

The First Charge Bonus of +5 to Lance applies to all units following the successful Army Commander roll. No unit in the failing Commander's army gets the bonus.

Infantry units facing cavalry use their bonus instead to deny the enemy cavalry from getting its normal charge bonus. They can of course charge against other infantry, and gain +5 to their combat skill. Archer units in the losing army take a -5 penalty to their skill (they're rattled), and those on winning are granted a +5 bonus (packed targets!)

FIRST CHARGE OPPONENTS

The First Charge does not choose opponents from the entire 1d20 table. Simply stated, only the best troops are put in the front ranks, and those are the enemy that the knights should attack. When determining an opponent for the First Charge, instead of a 1d20, roll 1d6+14. The rest of the First Charge round follows the normal procedure for a battle round.

Tough guys to the front: Roll 1d6+14 to determine opponents for the First Charge

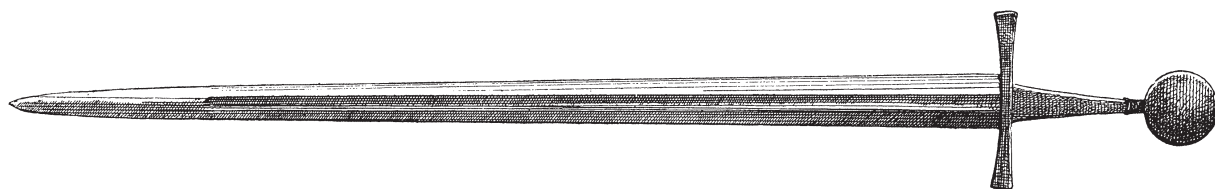
REVIEW OF THE CHARGE

Horsemen armed with a lance get a +5 to Lance skill when charging. If the lance charge is successful, use the horse's Damage. Knights with other melee weapons can participate in the charge, and they do get the Charge bonus to their weapon skill (granted by the hurtling ton of horse and man), but do not use their horse's Damage, or benefit from the other advantages of the lance. Charge does *not* grant a bonus to the rider's Damage.

If Defenders bear great spears, halberds or similarly long-reaching weapon the Charge Bonus still applies, and so does the normal combat bonus of +5 for mounted versus foot troops. However, the spearmen do *not* suffer the normal -5 disadvantage of foot versus mounted.

See *King Arthur Pendragon* 5.1, p. 120-121 for more.

All units are Disengaged in Zone 4 for the First Charge



THE ARMY COMMANDER'S BATTLE ROLL

The first maneuver of any battle is always Charge

Army Commanders position their troops, give the order to close and, finally, to charge. A normal battle round (explained below) requires a Unit Commander to make his Battle roll and choose a maneuver. But the First Charge maneuver is predetermined: the Army Commander makes a Battle roll and orders a Charge. Think of the entire army as being one unit under the Army Commander.

The Army Commander's Battle skill is opposed by the *greater* of either:

- ♦ First Charge Intensity, or
- ♦ Enemy Army Commander's Battle skill

**TABLE 3.6: ARMY COMMANDER'S
BATTLE ROLL**

RESULT	EFFECT
Win or critical success	Your army gets the First Charge Bonus
Partial success, failure or fumble	The enemy army gets the First Charge Bonus
Tie	No one gets the First Charge Bonus.

HOW ABOUT THE BATTALION COMMANDERS?

Battalion Commanders (and all intermediate officers in the chain of command) are the short men out in this system. They have no game function except to be targets on Table 4.9: Opportunity (p. 56). Gamemasters may choose to interject them, and in Large and Huge-sized battles they might take the place of the Army Commander for the Battle roll. However, in general, their active presence in this system just slows everything down so they're ignored.

All officers besides Army and Unit Commanders have no game function beyond being targets of Opportunity.

WHAT'S NEXT?

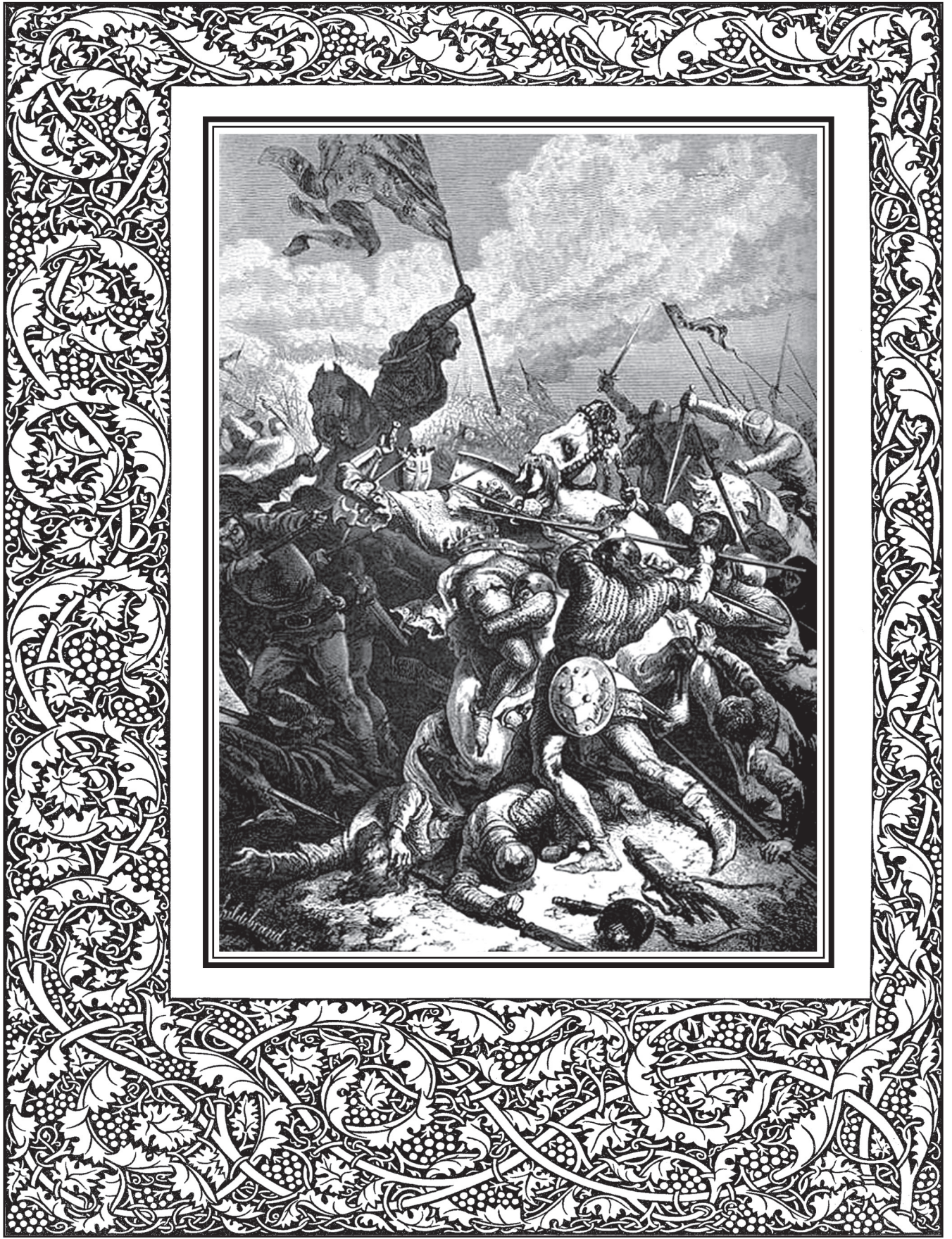
After the First Charge jump to Step 4: Melee Combat. However, be sure to familiarize yourself with Steps 1-3, as they will be used in all subsequent battle rounds.

FIELD COMMANDERS

Kings don't lead Clashes, but Arthur was certainly at the fore of the Huge battles of Badon and Camlann! Below is a table of the most common noble ranks that lead the army and battalions. In all cases, a knight of lower rank may act as an advisor for the nominal commander, or even a replacement as when a Marshal takes over on a campaign. 🏰

TABLE 3.7: COMMANDERS OF THE FIELD

SIZE	ARMY COMMANDERS	BATTALION COMMANDERS	DESCRIPTION
Fight	Banneret	None	"fewer than a hundred knights"
Clash	Comptal Officer, Captain	Banneret	"a hundred knights each"
Engagement	Earl	Comptal Officer	"our entire county army"
Small	Duke, Earl	Earl	"an army"
Medium	Duke, Earl	Earl	"a major army"
Large	King, Royal Marshal	Duke, Earl	"the entire military of Logres"
Huge	High King	Duke	"an epic force on both sides"





CHAPTER IV

THE KILLING GROUND

Then waxed the battle passing hard on both parties, but Arthur was glad that his knights were horsed again, and then they fought together, that the noise and sound rang by the water and the wood. Wherefore King Ban and King Bors made them ready, and dressed their shields and harness, and they were so courageous that many knights shook and bevered for eagerness.

— MALORY, *LE MORTE D'ARTHUR*: I, 15 —



BATTLEFIELD IS CAPRICIOUS as it is deadly. Anything can and does happen and a knight must be respond quickly and decisively to threats from every corner if he is to survive. Fortunately he is not alone; his faithful squire and followers are there to offer aid and succor when all else seems lost.

The process for running a battle is detailed in this chapter. It describes how to assess the knight's status every round, determine the ongoing intensity, and run unit maneuvers for every situation. Rules for personal combat are included, as are methods for determining the fate of your knight's retinue and calculating Glory.

STEP 1: DETERMINE PLAYER KNIGHT STATUS

Then they amended their harness, and righted their shields, and took new spears and set them on their thighs, and stood still as it had been a plump of wood.

— MALORY, *LE MORTE D'ARTHUR*: I, 15

Each player checks whether their knight:

- ◆ Is Alone, Leading, or Attached:
 - If Alone, then the knight is considered a one-man unit and a Leader as well. His Unit Intensity gets a +10 for being Alone.
 - If other knights or soldiers follow him, the knight is Leading.
 - If following a Unit Commander, the knight is Attached.
- ◆ Is mounted or afoot:
 - Knights unhorsed in the last melee round begin this round afoot.
- ◆ Is armed with lance/spear, or other weapon
- ◆ Is Guiding (another's horse), Encumbered (by another rider) or Burdened (with an unconscious person):
 - Each of these grants a cumulative –5 penalty to a melee weapon skill.
- ◆ Still has squires and followers. Count them!



YOUR FOLLOWERS

Your particular Followers in a battle depend mainly upon the scale and location of the battle. First of all, of course, you must *have* Followers. Each type has requirements and a distance from home within which it operates, as described below.

Vassals If a knight has vassals, they're obligated to muster with him. Troops that are required by the terms of enfeoffment must go when called, for whatever the terms of vassalage agree to. Normally, this is 40 days of service at the knight's own expense, and whatever other troops are specified. After that, the lord is obliged to pay the upkeep, or else the knight may go home without dishonoring their mutual agreement.

Private troops Troops hired or maintained by a knight at his own expense are entirely under his command. They do not have to be brought to the general muster. So if an enemy has invaded the knight's county, these guys can be left at home to protect the manor.

Family If you're the head of your family, your kinsmen can be your personal NPC forces. You might have summoned them or they may have volunteered to fight. Remember, they too have obligations — household knights often live elsewhere with loyalties of their own. Some might be stewards for neigh-

bors while others may have married into other families.

The family's collective Honor and/or collective income is usually at stake before kinsmen will take up arms together. Doing so risks offending other lords in order to do what is right by the family. They won't take the risk lightly — some must be asked, some may need convincing, and others may show up with their own followers. It's all a matter of how important it is to the family. The Gamemaster determines their numbers and values when necessary.

When a manor is attacked a manorial lord takes his commoners into his fortification, if he has one. However, he may not muster his own commoners to fight. That is reserved for the king. Commoners are useless against real troops and they know it; they run when confronted by professional warriors. But they're useful against other peasants, and necessary to bring any booty home.

A knight's complete retinue has two parts: the *famuli*, or courtly part, and the *mesnie*, or fighting part, which joins in battle. The *famuli* awaits the results in camp, protected by a few guards, but their fate is dire if enemy troops breach the camp.

DETAILING FOLLOWERS (OPTIONAL)

Players may personalize their followers, rather than just treat them as faceless ciphers. Losing them sometimes allows or requires certain Passions in the Revenge Crisis Option (see p. 86).

Generally, the categories listed below are the most useful. If an individual fulfils more than one role (e.g. a relative who's also a vassal) then use the higher Passion.

Relatives: These are family relations. List them individually, as "my son," "my uncle," "my brother-in-law" and so on. If one of them is killed, a player knight may attempt to inspire his Love (Family) Passion for the next round.

Vassal or Household Knights: These are knights holding feudal loyalty to a player leader. They can be personalized simply by naming them after their officer title ("Steward") or after the name of the manor they hold for you ("Woodford"). If one of them is killed, a player knight may attempt to inspire his Loyalty (Vassals) Passion for the next round.

Friends: These knights are neither kin nor vassals. They're

usually individuals, such as "Friend to Sir Victor", though membership in a common group, like the Round Table Knights or the Tri Lambs, also qualifies. If one of them is killed, a player knight may attempt to inspire his Loyalty (Person, Group) Passion for the next round. These Passions are explained in detail on pp. 77-78 of the *King Arthur Pendragon*, 5.1 rulebook.

Mercenaries: These knights are hired to fill a requirement. They have no Passion for their employer.

Retinue: These are mostly non-combatant servants who wait at the camp. They could include any of the Retinue listed in *Book of the Entourage*. If the enemy breaks into your camp all these people are lost, with obvious consequences to your campaign.

Passions: Record all notable Passions here and cross them out as they're used. Remember that Passion bonuses only last one full battle round, but you can use different Passions in the same battle.



STEP 2: CALCULATE INTENSITY

The next morning Arthur, with his army, went up the mountain, but lost many of his men in the ascent, by the advantage which the Saxons had in their station on the top, from whence they could pour down upon him with much greater speed, than he was able to advance against them. Notwithstanding, after a very hard struggle, the Britons gained the summit of the hill, and quickly came to a close engagement with the enemy, who again gave them a warm reception, and made a vigorous defence.

— GEOFFREY OF MONMOUTH, *HISTORY OF THE KINGS OF BRITAIN*: IX, 6 —

Calculate the Army and the Unit Intensities for the round in Step 2.

The Final Army Intensity of the last round is the Starting Army Intensity for the new round.

ARMY INTENSITY

LAST ROUND'S FINAL ARMY
INTENSITY + BATTLE EVENTS (3D6-10)

BATTLE EVENTS AND DESCRIBING THE ACTION

Other units fight this battle too, and Battle Events summarize all of their net results in a single modifier. Roll 3d6-10 and consult Table 4.1. This grants a permanent modifier to the Army Intensity. *Roll 3d6-10 for Battle Events*

Since dice rolls are so dry, sample descriptions are provided to use instead of just numbers. Remember the ongoing story and use people from it, crediting events to those individuals.

TABLE 4.1: BATTLE EVENTS

RESULT	DESCRIPTION
-7	The whole army is pushing forward; Round Table Knights nearby; “we are fighting like one man.”
-6	Enemy units are faltering; they’re all afraid; “trumpets blare and enemy units start maneuvering.”
-5	Friendly troops surging all around; “you are cutting a bloody swath through them”; your leader is re-horsed!
-4	The enemy is pulling away; they’re pulling back; they’re trying to reorganize; “they look scared.”
-3	More friends than enemies all around; they’re stalled; “killing that guy stopped ‘em.”
-2	The enemy is hesitant; “they can’t seem to get going again.”
-1, 0, or +1	The enemy is at a standstill; could go either way; hard to tell; back and forth; pretty uncertain; like a momentary lull; it’s equal all around; “careful, they’re trying something!”
+2	More enemies than friends around; a leader is rallying them there; “don’t be fooled by this lull!”
+3	Confusion in the ranks; a concerted attack drives you back; a strange trumpet blast confuses everyone; “what the hell was that?”
+4	Enemy surges forward; brave defenders; enemy reinforcements are coming; “they’re trying to flank us!”
+5	Major enemy reinforcements push forward; a concerted effort against you; “these guys must be veterans”; your leader is unhorsed!
+6	More enemies than friends; a hero is raging against us; “a Round Table Knight went down!”
+7	They’re everywhere! A fresh contingent has arrived; “who are those guys?”
+8	Seems like everyone’s retreating! ; “where did they come from?”; our [hero] disappeared!

AUTOMATIC EVENTS

Certain *Army* Intensity levels trigger Events:

- ♦ When Army Intensity is 0 or less at the start of a second consecutive round, the entire enemy army routs. You have attained a Decisive Victory. The enemy unit maneuver is Run Away, and player units may Chase.
- ♦ When Army Intensity is 0 or less at the start of a round, the entire enemy army hesitates. Heroes among them may attempt to Rally the Battalion (entirely at Gamemaster’s discretion). The enemy unit maneuver is Withdraw; player units may Follow.
- ♦ When Army Intensity is 10 or less at the start of two consecutive rounds, the enemy army signals a general retreat at the start of the second round. Heroes among them might attempt the maneuver of Encourage Battalion (entirely at the Gamemaster’s discretion). Enemy unit maneuver is Withdraw; player units may Follow.
- ♦ Army Intensity from 11-29 has no automatic events
- ♦ When Army Intensity is 30 at the start of a round, your army has been pushed back and suffered significant losses. Player units may attempt to Rally the Battalion at this time.
- ♦ When Army Intensity is 30 at the start of two consecutive rounds, your Army Commander signals a general Retreat at the start of the second round. *By command, all of your army’s units are supposed to attempt to execute a Withdraw maneuver.* See “Not Retreating,” next page, for consequences.
- ♦ When Army Intensity is 40 at the start of a round, your army panics. The infantry in the rear ranks are already moving away. The Rally the Battalion maneuver (p. 58) may be attempted this round.
- ♦ When Army Intensity is 40 at the start of a second consecutive round, your army routs. You have suffered a Decisive Defeat. *You ought to use the Run Away maneuver.* See “Not Retreating,” next page, for consequences.

NOT RETREATING

When a player knight's army retreats, he or his unit may perform any normal command that is allowed. However, remember that the rest of the army is retreating, and a retreat of any type is required to avoid the mass of enemy troops surging forward.

Each round not Withdrawing with an Intensity of 30-39 adds one additional enemy unit to the Opponents. Thus if the results are to fight $\times 2$, the unit must fight 3. If they do not retreat in the next round, they would have 2 more than normally called for.

Each round not Running Away with an Intensity of 40 or more adds two additional enemy units to the Opponents. Thus if the results are to fight $\times 2$, the unit must fight 4.

In all cases, the First Charge Army Intensity counts towards the "two rounds in a row" to trigger an Automatic Event.

RETREATS

A retreat requires three full rounds

Retreat means *any* movement backwards by a unit or an army, whether voluntary (Withdraw, Pull Back, Remove) or not (Recoil). A unit (or army) requires three full rounds to retreat completely from the field, including the turn they begin to do so. On the first round the signal is given, and it must halt progress and move maneuver backward; then two rounds are needed to reach the army's former rear in the Out of Battle zone. In a deliberate and successful retreat the retainers have enough time to pack up and get hastily away.

Automatic retreat starts at the second round of an Automatic Event threshold. The Army Commander gives the signal, and each unit in the army attempts to Withdraw, getting its +5 bonus, or Pull Back at -5. Then two more rounds of retreat are required to depart the field, during which it may be Followed or Pursued. Overall Battle Results depend upon the Army Intensity at the end of that second round of retreat.

If the Army Intensity changes during those rounds, to cross back over the threshold for the Automatic Action, then the affected army *may* reassert itself, depending upon the Gamemaster's whim. Without such storied intervention, the army continues to Withdraw — they know they were beaten, and want to fight again another day. (See also *The Last Stand*, p. 74). In general, any following of the foe is curtailed then — they're tough enough to be allowed to escape.

When the Army Intensity shifts radically, especially in any effort to Rally the Battalion, the entire army changes of its own accord to match the new Intensity, without need of orders or commands; whether that's to reform ranks and stand, or to turn and run.

Thus the shortest battle is four rounds: first a Charge, a second to signal a retreat, then two more rounds of retreat (Withdraw or Run Away). Alternatively, your army may make a Charge, then suffer the equivalent of a Recoil in the second round, Recoil in the third and Run Away in the fourth.

Battles take at least four rounds

UNIT INTENSITY

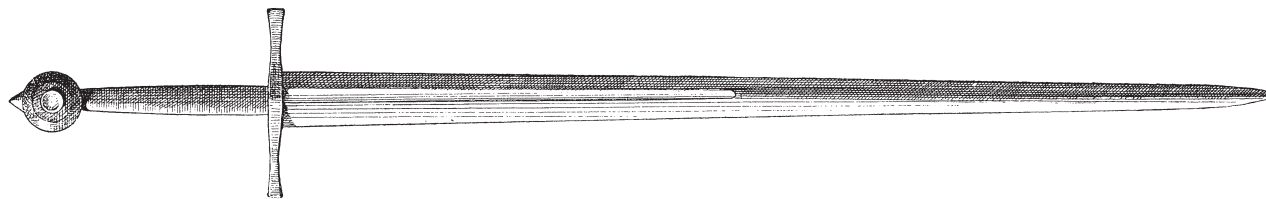
ARMY INTENSITY + TERRAIN
MODIFIERS + BATTLE ZONE
+ UNIT COHESION

UNIT INTENSITY FOR THE ROUND

Calculate the Unit Intensity for this round. Start with the Army Intensity of this round and add modifiers for Battlefield Obstacles (p. 126), Battle Zone (p. 20), and Unit Cohesion (p. 30).

BATTLE ZONE

Where is your unit at the beginning of this round? Refer to the Battle Zones chart (p. 20) and apply any modifiers.



UNIT COHESION MODIFIERS

Unit Cohesion modifies both Unit Intensity and the knight's Weapon Skill.

Unit Cohesion isn't about individuals, but rather how those individuals work together as a unit. Unit Cohesion grants temporary modifiers to the Unit Intensity, as shown on Table 4.2. They *don't* modify Army Intensity. They include voluntary and involuntary maneuvers, and the results of maneuvers.

Unit Cohesion sometimes also grants melee combat modifiers, which are discussed in *Step 4: Melee Combat* (p. 60).

TREAT UNIT INTENSITY 0 AS 1

Treat Unit Intensity of 0 or less as 1

If the Unit Intensity is ever zero or less, the Game-master uses an Intensity of 1 to make his rolls. It doesn't matter how far below zero it is. Thus the only chance of a success is also a critical for this hapless enemy.

TABLE 4.2: UNIT COHESION

COHESION	INTENSITY MODIFIER
Ambushed*	Varies
Broken	n/a, Alone in Battle
Disengaged	-20
Disordered	+5
Normal	None
Pulling Back	-5
On Enemy Flank	-5
Position of Honor	+5
*See <i>The Ambush</i> , next page, for more details of this unfortunate event.	



TERRAIN MODIFIERS (OPTIONAL)

These are the most commonly used modifiers. See *Appendix D, Complete Terrain Modifiers*, p. 126) for more. *Tip: Ignore terrain for the first couple of battles*

TABLE 4.3: COMMON TERRAIN TYPES

TERRAIN	UNIT INTENSITY MODIFIER	OTHER EFFECT
Pre-selected, equal battlefield	None	None
Bushes and Brush	+5 to mounted	None
Up/down hill	+5/-5	None
In a woods	+15 to mounted	No charge possible
Steep ridge line, down a cliff	+10	No melee possible
Across water (1-3 ft. deep)	+5	-10 to infantry melee, 0 to mounted
Position of honor for army	+5	None



THE AMBUSH

If an invading army can be ambushed it will be.

Real battles are fought face to face. Savage peoples who live in rough lands fight by ambush. They know every yard of their homelands, and exactly what local conditions will help them. If an invading enemy army can be ambushed it will be, and the landscape will play a prominent part.

For convenience the modifiers for those prime ambushes are collected here. Other factors may apply too and surely there are less suitable spots, but in *the prime spot* (which likely can't be avoided by invaders) these would normally all apply. These are calculated for a *King Arthur Pendragon* army entering each type of land.

Avoid ambushes. Good knights die from rocks thrown by peasants. Avoid ambushing as well, if you and your foe are chivalrous.

These figures are not really intended to be used. They are provided to illustrate why the rugged, mountainous lands of Britain have remained native, and why King Arthur does not send armies into them.

FORESTED LAND AMBUSH BONUS

Any non-magical forest. Battlefield obstacles include rises, thick brush, thin trees or a combination of these.

- ♦ **Army Intensity modifier:** +5 (Army Commander's homeland +5)
- ♦ **Unit Intensity modifier:** +15 or +25 (narrow way +5, uphill +5, in the woods +15 to knights, or dense bushes +5 (for mounted troops))

MOUNTAINS AMBUSH BONUS

Cambrian mountains, uplands of Gorre, mountains of Listeneisse. Battlefield obstacles include rocky

ground, cliffs, and rises.

- ♦ **Army Intensity modifier:** +10 (Army Commander's homeland +5, invading army is fatigued +5)
- ♦ **Unit Intensity modifier:** +20 (narrow way +5, rocky ground +5, steep ridge line, down a cliff +10)

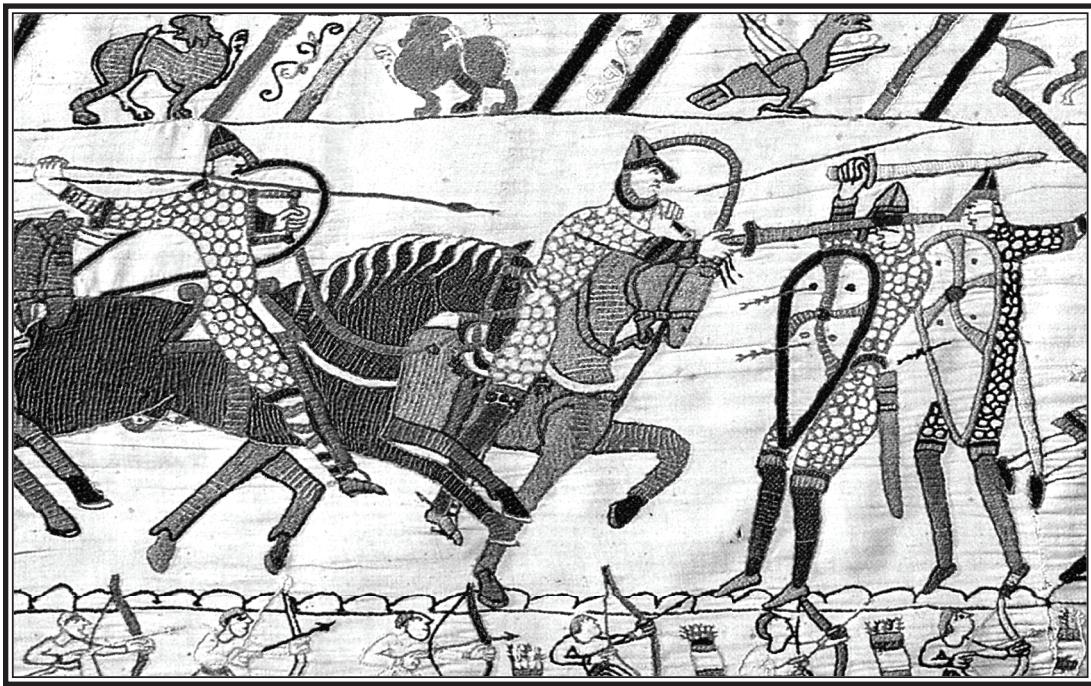
Pictish mountains. Obstacles include rocky ground, cliffs, drop-offs or rises.

- ♦ **Army Intensity modifier:** +15 or +35 (Army Commander's homeland +5 invading army is fatigued +5, mountainous territory +5, Possible: impregnable places, additional +20)
- ♦ **Unit Intensity modifier:** +30 (narrow way +5, down in a ravine +20, rocky ground +5)
- ♦ **Army Intensity modifier:** +15 or +35 (Army Commander's homeland +5 invading army is fatigued +5, mountainous territory +5, Possible: impregnable places, additional +20)
- ♦ **Unit Intensity modifier:** +30 (narrow way +5, down in a ravine +20, rocky ground +5)
- ♦ **Unit Intensity modifier:** +30 (narrow way +5, down in a ravine +20, rocky ground +5)

MOORS AMBUSH BONUS

Pennines, Yorkshire moors, Cornish moors:

- ♦ **Army Intensity modifier:** +10 (Army Commander's homeland +5, invading army is fatigued +5)
- ♦ **Unit Intensity modifier:** +20 (narrow way +5, marshy ground +5, steep ridge line, down a cliff +10)



STEP 3: UNIT MANEUVER

And then said King Lot, Lords, ye must other ways than ye do, or else the great loss is behind; ye may see what people we have lost, and what good men we lose, because we wait always on these footmen, and ever in saving of one of the footmen we lose ten horsemen for him; therefore this is mine advice...

— MALORY, *LE MORTE D'ARTHUR*: V, 8 —

DURING STEP 3, the Unit Commander maneuvers his entire unit. He orders his troops to attack or defend, to go after a retreating enemy or retreat away from the enemy, to take advantage of an opportunity or surprise the enemy, and — in times of great desperation — to rally the entire battalion to press on.

UNIT COMMANDER'S BATTLE ROLL

Here is where a leader's Battle skill serves him and his men well — or poorly. Roll the Unit Commander's Battle against the Unit Intensity. The level

of success or failure determines which maneuvers are available to the Unit Commander. Success means more options.

Some choices have prerequisites. Charge, for instance, requires a unit to be Disengaged. Also note that critical success and fumble results have additional impact, such as creating an Opportunity or causing the unit to be Charged. Complete explanations for each maneuver are provided on the following pages. The Unit Commander pits his Battle skill vs. Unit Intensity in an opposed resolution and then chooses a maneuver.

*Don't forget
about maneuver
prerequisites*

MANEUVER CHOICES TABLE

Choices depend entirely on the Unit Commander's Battle roll results, and whether any prerequisites have been met. All the Maneuvers with prerequisites are shaded, and have requirements noted. Always read the full Unit Maneuver descriptions for more clarity.

WIN

Critical success:
Your unit gains an Opportunity! (p. 56)

Unit Intensity fumble:
Enemy is Disordered (p. 35) by friendly archers.

Assault vs. Position (p. 37) Enemy must be in a position
Attack (p. 37)
Attack vs. Two (p. 38)
Attack w/Another (p. 38)
Attack Enemy Rear (p. 39) Unit must be in Zone 8
Charge (p. 39) Unit must be Disengaged
Chase (p. 48) Enemy Unit must be Running Away
Follow (p. 47) Enemy army must be Withdrawing, and Intensity = 15 or more
Move on Flank (p. 40)
Pursue (p. 47) Enemy army must be Withdrawing, and Intensity = 14 or less
Push Deeper (p. 40)
Remain Disengaged (p.55) Unit must be Disengaged
Remove from Battle (p. 54) Unit must be Disengaged
Stand Fast (p. 43) Unit Commander lost the Battle roll
Withdraw (p. 52)

PARTIAL SUCCESS

Unit Intensity critical success:
Your unit is Attacked by two enemy units! (p. 38)

Attack vs. Two (p. 38)
Chase (p. 48) Enemy Unit must be Running Away
Pursue (p. 47) Enemy army must be Withdrawing, and Intensity = 14 or less
Stand Fast (p. 43) Unit Commander lost the Battle roll
Stand vs. Charge (p. 43) Unit Commander Fumbled
Stand vs. Two (p. 44) Enemy Intensity Critical Success
Run Away (p. 50)
Pull Back (p. 50) Engaged

LOSS

Fumble:
Your unit is Charged! (p. 39)

Unit Intensity critical success:
Your unit is Attacked by two enemy units! (p. 38)

Stand Fast (p. 43) Unit Commander lost the Battle roll
Stand vs. Charge (p. 43) Unit Commander Fumbled
Stand vs. Two (p. 44) Enemy Intensity Critical Success
Run Away (p. 50)

TIE

Both critical:
Both are Surprised! (p. 57)

Both fail:
No voluntary Zone change.

Both fumble:
Both are Surprised! (p. 57)

Assault vs. Position (p. 37) Enemy must be in a position
Attack (p. 37)
Attack vs. Two (p. 38)
Attack w/Another (p. 38)
Charge (p. 39) Unit must be Disengaged
Chase (p. 48) Enemy Unit must be Running Away
Follow (p. 47) Enemy army must be Withdrawing, and Intensity = 15 or more
Pull Back (p. 50) Engaged
Follow (p. 47) Enemy army must be Withdrawing, and Intensity = 15 or more
Remove from Battle (p. 54) Unit must be Disengaged
Run Away (p. 50)
Stand Fast (p. 43) Unit Commander lost the Battle roll
Stand w/Another (p. 44)
Withdraw (p. 52)

MANEUVER TABLES

*Maneuver
Example*

MANEUVER	PREREQUISITE	OPPONENT	UNIT RESULTS			
			Triumph	Win	Loss	Crush
Stand Fast	Unit was Attacked	3 random foes; Gamemaster choose 1	Disengaged; -2 Intensity	Engaged	Recoil 1 Zone	+2 Intensity; Recoil 1 Zone

These Maneuver Tables contain the key information needed to fight a battle. They have four columns of information: Maneuver, Prerequisite, Opponent, and Unit Results, the last of which is also divided into four results (Triumph, Win, Loss, Crush). These show how those Unit Results affect the unit's position on the battlefield (Zone change), and the Army Intensity to start the next round.

Twenty-seven battle maneuvers are possible:

- ♦ Nine offensive maneuvers: Assault vs. Position, Attack, Attack vs. Two, Attack w/ Another, Attack Enemy Rear, Charge, Move on Flank, Push, and Run Down a Sprinter
- ♦ Five defensive maneuvers: Three are similar (Stand Fast, Stand vs. Charge, Stand vs. Two), except that they oppose specific types of attack and specify slightly different results. Two are voluntary options (Stand w/Another and Turn Around), for helping other units.
- ♦ Three ways to go after a retreating army: Chase, Follow, and Pursue
- ♦ Four ways to voluntarily retreat: Pull Back, Run Away, Sprint, and Withdraw
- ♦ Four out-of-combat maneuvers: Advance, Remove from Battle, Remain Disengaged, and Stop
- ♦ One special maneuver: Rally the Battalion
- ♦ Two unusual events: Opportunity and Surprise

One unusual maneuver, Flee Fighting, is included

here (under Retreats), even though no unit in Britain can perform it. Only some Saracens, Huns and Mongols can, and any of these may be encountered in a campaign.

These are each explained in detail after each of the six tables. Abbreviated, concise versions of all the tables are included in Appendix C (p. 124).

PREREQUISITES

Some maneuvers require special conditions, called *prerequisites*. These are different from maneuver to maneuver. Be sure to read the full text description for each maneuver, as the tables are necessarily abbreviated.

OPPONENT

Each battle round, the unit probably engages with one or more enemy units. Randomness is provided by the Battle Enemy Tables (pp. 93–99). Each Army list provides 20 enemy troops that are appropriate, colorful, entertaining, and vary according to their nationality and period. These lists give all the information necessary for the Gamemaster to use these in battle.

“3 random foes, Gamemaster choose 1” means the Gamemaster rolls on the table three times, and chooses from among those rolled.

“3 random foes, player choose 1” means the Gamemaster rolls three times, and the Unit Commander chooses from among those rolled.

Other Opponent details are provided in the individual entries.

Opponents are determined randomly each round by rolling on the Enemy Tables

KEY MANEUVER GLOSSARY

Some terms carry more weight than you might expect them to, and it's extremely important to understand their full consequences. For a more comprehensive list, see Appendix A, p. 120.

Broken: A broken unit is no longer a unit. Its integrity has disintegrated and everyone formerly in that unit is Alone on the battlefield. The best thing to do next is to Run Away.

Disengaged: To be out of combat. A large array of possible actions is possible for knights who are disengaged, listed below under the maneuver of "Remain Disengaged." A unit must be Disengaged to make a Lance charge.

Disordered: The unit is confused, out of formation, milling about, in each other's way, recovering from a bad fight, and otherwise not ready for melee. Two effects occur. First, unit cohesion

is diminished (Step 2), which gives a +5 to the Unit Intensity. Second, the Unit Combat Modifier (Step 4) gives a -10 modifier to all unit Combat skills.

Engaged: To be in combat. A unit is Engaged when it has entered melee, and remains so until it performs a successful maneuver to end Disengaged.

Move Backward/Forward: Voluntary, intentional movement.

Recoil: Involuntary move backward which always ends with being Disordered.

Retreat: A Retreat is any move back one Zone, whether voluntary (withdraw, run away maneuvers) or not (Recoil one Zone or move back one Zone result).

Rout: Unit turns its back and runs. It's Broken.

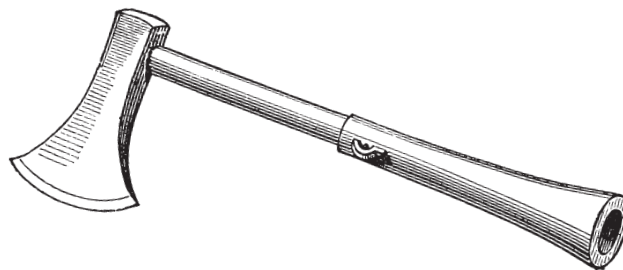


ALONE IN BATTLE?

If your knight is Alone on the battlefield then he is in big trouble. He acts as his own Unit Commander, and has a +10 to his Unit Intensity. In every other way his battle round plays exactly as if he were with his unit.

His best option is to get to the rear (get Disengaged) and see what his options are. This isn't cowardly or shameful, but sensible. If he sees his unit and it is in the same or an adjacent zone, he can join it again. Otherwise, he should go to the army banner and join (or become) an impromptu reserve unit.

Player knights caught Alone on the battlefield act as their own Unit Commander, with a +10 to Unit Intensity



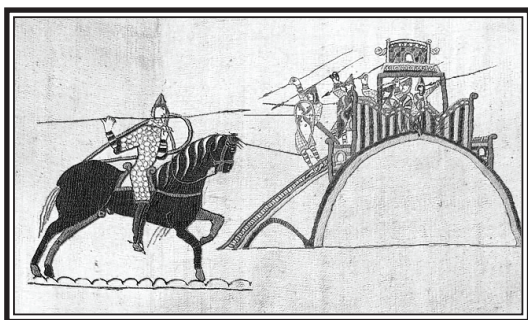
OFFENSIVE MANEUVERS

These are aggressive maneuvers to destroy the enemy and push them backward until they break and run. They are explained in detail on pp. 37-41.

TABLE 4.4: OFFENSIVE MANEUVERS

MANEUVER	PREREQUISITE	OPPONENT	UNIT RESULTS			
			Triumph	Win	Loss	Crush
Assault vs. Position	Position is nearby	Unit(s) in position	-2 Intensity; Move forward one Zone; Special! (p. 37)	Enemy holds! Normal	Enemy holds! Recoil 1 Zone	+2 Intensity; Recoil 1 Zone
Attack	None	3 random foes; player chooses 1	-2 Intensity	Normal	Normal	+2 Intensity
Attack vs. Two	None	3 random foes; player chooses 1, Gamemaster chooses 1	-3 Intensity, Move forward one Zone	-1 Intensity	Recoil 1 Zone	+2 Intensity; Recoil 1 Zone; Disordered
Attack with Another	None	3 random foes; player chooses 1; enemy $\times \frac{1}{2}$	-1 Intensity	Normal	Normal	+2 Intensity; Recoil 1 Zone; Disordered
Attack Enemy Rear	Be in Zone 8, Disengaged	3 random foes; player chooses 1	-10 Intensity; Move to Zone 7	-5 Intensity; Move to Zone 7	-2 Intensity; Disordered	+2 Intensity; Disordered
Charge (+5 Lance bonus)	Disengaged	One random foe	-2 Intensity; Move forward two Zones	-1 Intensity; Move forward 1 Zone	Move forward 1 Zone	+2 Intensity; Move Forward 1 Zone; Disordered
Move on Flank	None	1d6-2 random foes	-1 Intensity; on flank or Charge next round	Normal; on shielded flank	Normal	+2 Intensity; Disordered
Push Deeper	None	3 random foes; Gamemaster chooses 1	-2 Intensity; Move forward one Zone	Move forward 1 Zone	Normal; Disordered	+2 Intensity; Disordered
Run Down Sprinters (+5 bonus)	Enemy unit is Sprinting	The Sprinting unit	Move forward two Zones, Disordered; Check Reckless	Move forward 1 Zone	Move forward 1 Zone; Disordered	+4 Intensity, Recoil 1 Zone; Check Cowardly





ASSAULT VS. POSITION

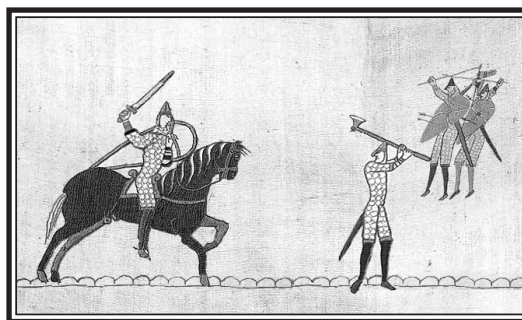
Assault is possible only against Battlefield Obstacles that grant a bonus for the defenders, a penalty for the attacker, or both. Examples include attacking a unit that's up a rise; archers behind hedges, ditches and stakes; inside a fortification or against any other non-movable site. Defenses can be tough to crack. Knights should avoid Assault except when necessary.

Zone change: Maybe (see below)

Fight against: A dug-in enemy stationed at the position, one that gets the bonus that the particular position gives. This foe is almost always infantry; if cavalry, the unit must be dismounted.

UNIT RESULT	EFFECT
Triumph	Enemy driven off position; Move forward one Zone into the position; -2 Intensity
Win	The defenders are hurt but hold the position. The attacking unit ends the round where it began.
Loss	Recoil! Attacking unit is Disordered next round.
Crush	Recoil! Attacking unit is Disordered next round; +2 Intensity.

Special: If the positions give a value in the Starting Conditions against the army in figuring the Starting Army Intensity, that penalty is also imposed. For example, if the enemy was prepared and got a +5 for a hilltop position, a triumphant assault on the hilltop would give the usual -2, but also -5 to the Army Intensity. Possession of this spot may give a bonus to the Army Intensity — the Gamemaster decides.



ATTACK

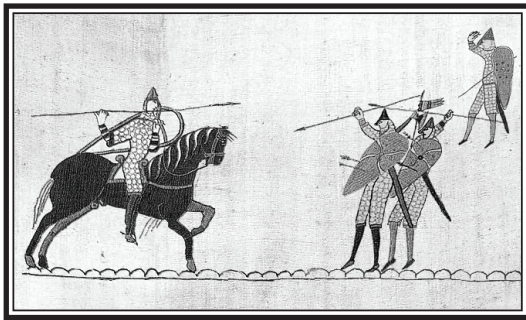
This is the most common maneuver. It's the standard way to move against an enemy unit once melee begins. Attack if you don't know what else to do.

Zone Change: No

Fight Against: The Gamemaster rolls three random foes. The Player knights' Unit Commander chooses one of these.

UNIT RESULT	EFFECT
Triumph	-2 Intensity
Win	No change
Loss	No change
Crush	+2 Intensity





ATTACK VS. TWO

Heroic or foolhardy units can go for the Glory by attacking two units at a time.

Zone Change: No

Fight Against: The Gamemaster rolls three random foes, The player and Gamemaster each choose one of these.

UNIT RESULT	EFFECT
Triumph	-3 Intensity, Move forward one Zone
Win	Hold position, -1 Intensity.
Loss	Recoil one Zone; Disordered next round
Crush	Recoil one Zone; Disordered next round; +2 Intensity



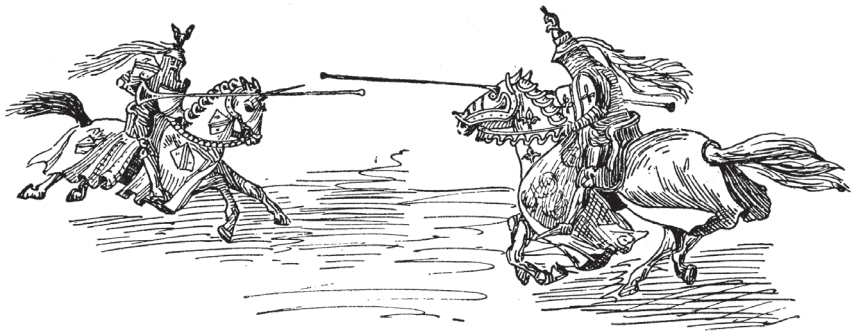
ATTACK WITH ANOTHER

It's possible to gang up with a friendly unit and attack a single enemy unit, practically ensuring success because the enemy fights at half its skill. Glory is halved. Attack with Another when most of the foes are superior. There's no other reason to sacrifice Glory.

Zone Change: No

Fight Against: The Gamemaster rolls three random foes and the player chooses one of these.

UNIT RESULT	EFFECT
Triumph	-1 Intensity
Win	No change
Loss	No change
Crush	Recoil one Zone; Disordered next round; +2 Intensity





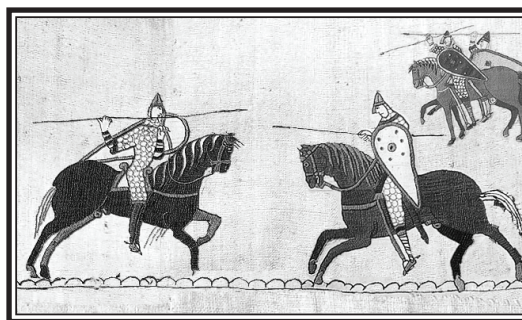
ATTACK ENEMY REAR

This is a surprise and potentially devastating attack that strikes terror into the enemy out of fear of being surrounded. The attacking Unit must be in Zone 8, must turn around away from the enemy camp, then attack whatever unit they choose.

Zone Change: One Zone

Fight Against: The Gamemaster rolls three random foes. The Player knights' Unit Commander chooses one of these.

UNIT RESULT	EFFECT
Triumph	-10 Intensity; Move to Zone 7
Win	-5 Intensity; Move to Zone 7
Loss	-2 Intensity; Disordered
Crush	+2 Intensity; Disordered



CHARGE

This is the knight's best maneuver. The unit must begin the round Disengaged, and thus able to charge one random foe. Use Charge whenever possible. Withdraw one round, to begin the next round Disengaged. Note that horsemen can charge horsemen or footmen, footmen can charge footmen, and footmen can charge Disordered horsemen.

A charging unit can't change a maneuver once committed, even to Run Down a Sprinter.

Prerequisite: The unit must be Disengaged at the start of the round. The ground must be suitable for a charge.

Zone Change: Yes, one or two.

Fight Against: The Gamemaster rolls one random foe.

UNIT RESULT	EFFECT
Triumph	Horsemen move forward two Zones. Footmen move ahead one Zone. Unit is intact; -2 Intensity
Win	-1 Intensity, move forward one Zone. Unit is intact.
Loss	Move forward one Zone. Unit is intact.
Crush	Move forward one Zone, Disordered next round; +2 Intensity.

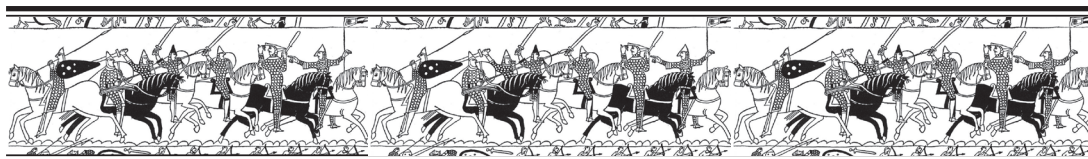
Mounted Lance Charge: +5 bonus to Lance skill; use horse damage; additional +5/-5 modifier for being mounted/afoot

Mounted w/ Other Weapon: +5/-5 modifier for being mounted/afoot

Infantry vs. Infantry: +5/-5 modifier

Infantry vs. Disordered Horsemen: +1d6 bonus to damage; +5/-5 modifier for being mounted/afoot

Infantry vs. Mounted: +5/-5 modifier for being mounted/afoot.





MOVE ON FLANK

This is a dangerous maneuver with possible long-term benefits. The unit attempts to maneuver to get on an enemy unit's flank, or position itself for a Charge. It's a risky move, and tricky. Use Move on Flank when you want to get a combat advantage.

Zone Change: No

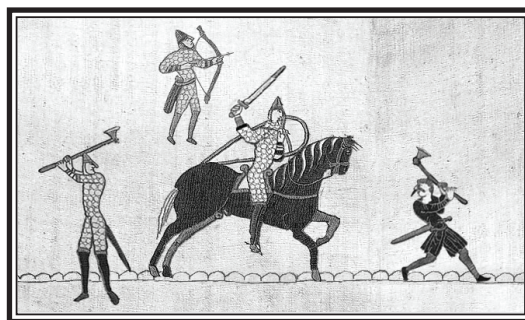
Fight Against: 1d6-2 enemy units, randomly rolled by the Gamemaster. A roll of 1 or 2 means no foes!

If against 0 foes: All knights attempt Horsemanship versus the Unit Intensity. No damage is given or taken, and this is simply to calculate the Unit Results.

If against 1-3 foes: Normal combat

If against 4 foes: One must be a missile unit.

UNIT RESULT	EFFECT
Triumph	Unit can Charge next round; or turns on a flank. In such a case, combatants get +5 to all Combat skills next round; -1 Intensity.
Win	Unit flanks an enemy unit. All combatants in the unit get +5 to all Combat skills next round.
Loss	Remain in position.
Crush	The unit is Disordered and must remain in position; +2 Intensity.



PUSH DEEPER

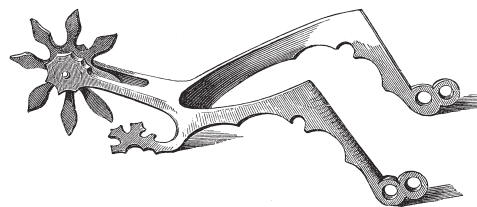
This is an aggressive, fierce — some would say reckless — attempt to move deeper into the enemy formation. Success is sweet, but failure is costly.

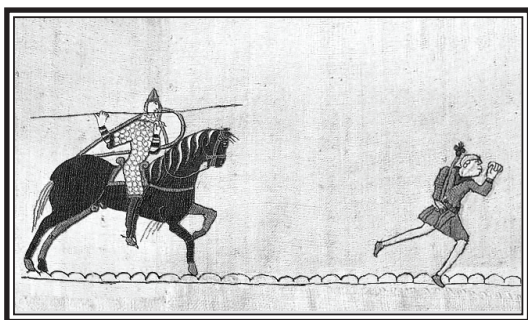
Use Push Deeper when you're strong and want to be decisive, but can't or won't Withdraw for a Charge.

Zone Change: Possible (see below)

Fight Against: The Gamemaster rolls three random foes and chooses one of these.

UNIT RESULT	EFFECT
Triumph	Unit moves one Zone deeper into the enemy army; -2 to Intensity.
Win	Forward one Zone.
Loss	Unit ends turn in the same Zone where it began. Unit is Disordered next round.
Crush	Unit is Disordered next round; +2 Intensity.





RUN DOWN SPRINTERS

Run Down Sprinters is used when the enemy turns its back and flees (see *Sprint*, p. 51).

When a Unit Commander commits to attack an enemy capable of using the Sprint maneuver, the enemy immediately turns and sprints for the rear. The knight unit attempts to run them down, with a weapon skill bonus of +5 against an enemy's blind side. The use of the maneuver in such cases is obligatory and only a Charging unit is exempt, since they're already on a controlled, not spontaneous, rush forward.

Knights can never use the Defense combat tactic while using a Run Down Sprinters maneuver on a unit, nor may they withhold blows or do anything else that may cause them to fail their pursuit in an inappropriate manner.

Combat modifier: +5

Prerequisite: Enemy unit is Sprinting

Zone Change: Yes

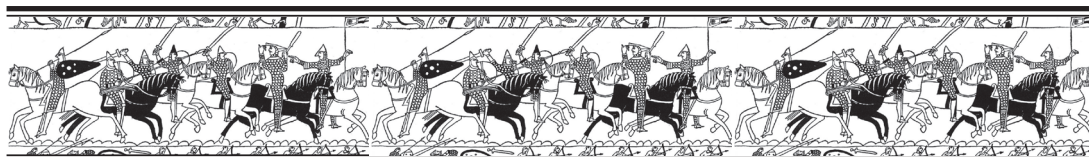
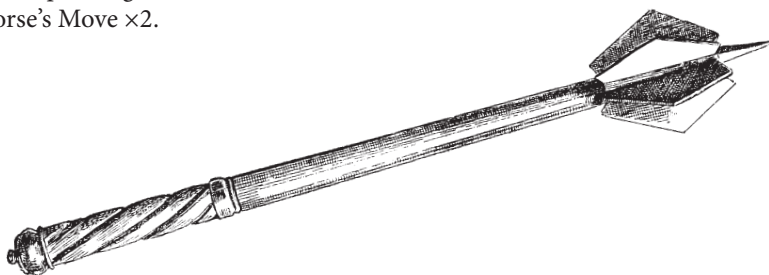
Fight Against: The sprinting unit, which "defends" with DEX or horse's Move $\times 2$.

UNIT RESULT	EFFECT
Triumph	No Intensity change (everyone expects the sprinters to lose). Move forward two Zones but your unit is Disordered after the rapid rush forward. Finally, your Unit Commander checks Reckless, because he knows what these results are
Win	Move forward one Zone
Loss	Move forward one Zone. Unit is Disordered
Crush	You're total losers — this never happens! Recoil 1 Zone; +4 (!) Intensity, and everyone in the unit gets a check to Cowardly

Note on possible Unit Results and Glory:

The nature of this attack does not lend itself to Glory or fame.

- ♦ If the sprinter *loses*: Full Glory; for Unit Results this is a Win.
- ♦ If the sprinter *ties*: Full Glory; for Unit Results this is a Win.
- ♦ If the sprinter *wins*: No Glory; for Unit Results this is a Loss.
- ♦ If the sprinter is *ignored*: No Glory; for Unit Results this is a Win.

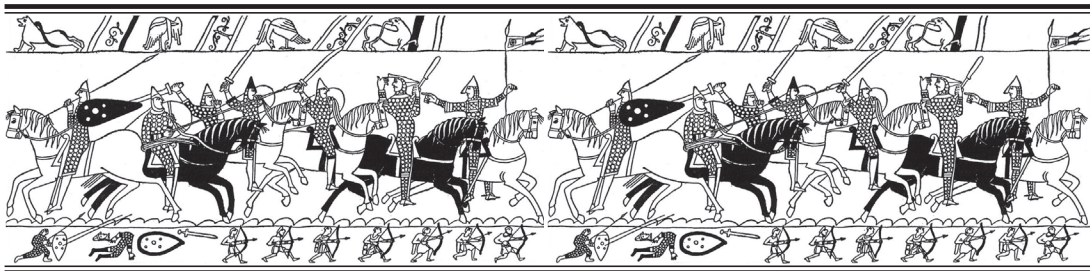


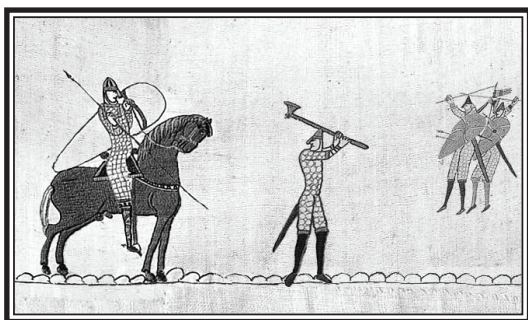
DEFENSIVE MANEUVERS

Defensive maneuvers are used when the unit is attacked. Most of the time these are the least repugnant of bad choices resulting from the Unit Commander losing the opposed Battle roll. Two of these maneuvers (Stand vs. Charge and Stand vs. Two) can't be chosen voluntarily, but are imposed on the unit after particularly bad die rolls. If they occur, they're always imposed. The maneuvers are explained in detail on pp. 43–45.

TABLE 4.5: DEFENSIVE MANEUVERS

MANEUVER	PREREQUISITE	OPPONENT	UNIT RESULTS			
			Triumph	Win	Loss	Crush
Stand Fast	Unit was Attacked	Gamemaster rolls 3 foes and chooses 1	Disengaged; -2 Intensity	Normal; Engaged	Recoil 1 Zone; Disordered	+2 Intensity; Recoil 1 Zone; Disordered
Stand vs. Charge	Unit was Charged (i.e. Unit Commander fumbles)	Gamemaster rolls 3 mounted foes and chooses 1	-3 Intensity	Normal; -1 Intensity	Recoil 1 Zone; Disordered	+2 Intensity; Recoil 2 Zones; Broken
Stand vs. Two	Unit was Attacked by multiple foes (i.e. Unit Intensity criticals)	3 random mounted foes, Gamemaster chooses 2	-2 Intensity	Normal	Recoil 1 Zone; Disordered	+2 Intensity; Recoil 1 Zone; Disordered
Stand w/ Another	None	3 random foes, Gamemaster chooses 1; enemy $\times \frac{1}{2}$	-1 Intensity	Normal	Recoil 1 Zone; Disordered	+2 Intensity; Recoil 1 Zone; Disordered
Turn Around	Unit must be Disengaged; Successful Awareness from the player Unit; must Win the Battle Round; Army Intensity must be 30 AND Enemy Unit must be in Zone 2	Gamemaster chooses any enemy unit capable of this	Disengaged; -10 Intensity	Disengaged; -5 Intensity	Engaged, Disordered, +5 Intensity	Unit disintegrates; +10 Intensity; Broken





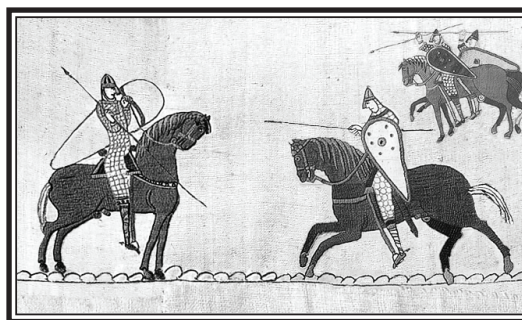
STAND FAST

Stand in place and accept the attack. The unit “holds its ground.” Use Stand Fast when the Unit Commander has failed his roll, but the unit is still in good shape without need to Withdraw or Run Away.

Zone Change: Maybe

Fight Against: The Gamemaster rolls three random foes and chooses one of these.

UNIT RESULT	EFFECT
Triumph	Disengaged, -2 Intensity
Win	Hold position; no change to Intensity. Engaged.
Loss	Recoil one Zone. Unit is Disordered next round.
Crush	Recoil one Zone. Unit is Disordered next round; +2 Intensity.



STAND VS. CHARGE

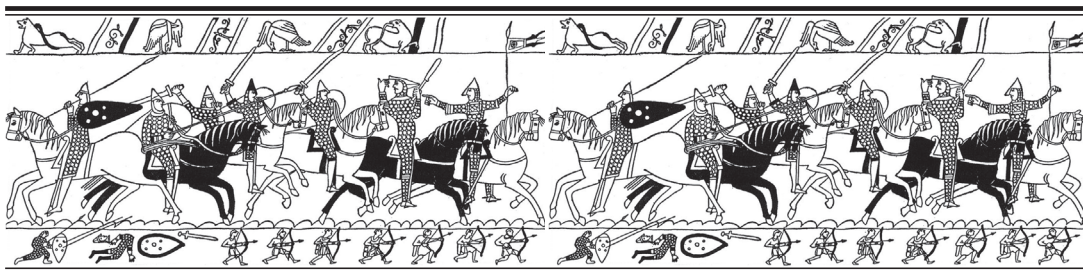
This is a special type of Stand Fast, and is always used when a unit is charged and isn’t charging back. The commander of a defending unit must use this maneuver when faced with charging opponents.

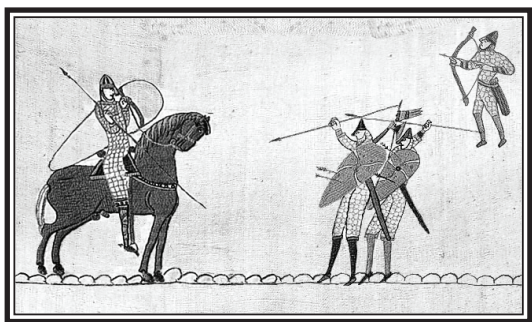
Prerequisite: Unit Commander fumbles his Battle roll.

Zone Change: Maybe (see below).

Fight Against: The Gamemaster rolls three random mounted foes and chooses one of these.

UNIT RESULT	EFFECT
Triumph	-3 Intensity
Win	Hold position; -1 to Intensity.
Loss	Recoil one Zone. Unit is Disordered next round.
Crush	Recoil two Zones. Unit is Broken; +2 Intensity.





STAND VS. TWO

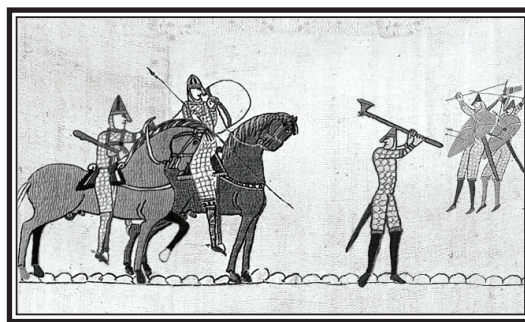
This variation of Stand Fast occurs when the Unit Commander fails his Battle roll and the Unit Intensity rolls a critical success. Multiple units attack the knights! A Unit Commander can't choose this maneuver unless he's attacked by more than one unit. This maneuver is used when a defending unit chooses to Stand, and the Gamemaster had rolled a Critical Success.

Prerequisite: Multiple enemies must attack the unit (i.e. the Intensity scores a critical success).

Zone Change: Maybe

Fight Against: The Gamemaster rolls three random foes and chooses two units.

UNIT RESULT	EFFECT
Triumph	-2 Intensity
Win	Hold position; no change to Intensity.
Loss	Recoil one Zone. Unit is Disordered next round.
Crush	Recoil one Zone. Unit is Disordered next round; +2 Intensity



STAND WITH ANOTHER

This is either a voluntary Stand Fast — used to reinforce other units and generally shore-up defense — or involuntary, when a designated reserve unit moves up to help yours.

Use this maneuver to slowly lower Intensity, or to help another unit when a scripted event throws an important unit retreating your way.

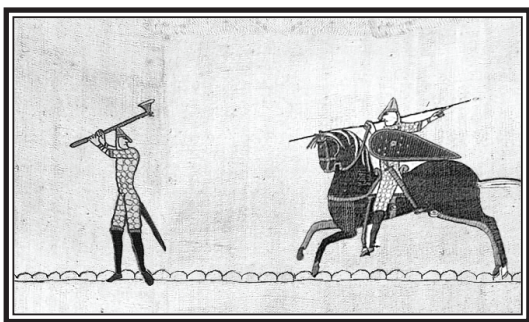
Prerequisite: None

Zone Change: Maybe (see below)

Fight Against: The Gamemaster rolls three random foes (melee units only), and chooses one. Combat skills and Glory are halved.

UNIT RESULT	EFFECT
Triumph	-1 Intensity
Win	Hold position; no change to Intensity.
Loss	Recoil one Zone. Unit is Disordered next round.
Crush	Recoil one Zone. Unit is Disordered next round; +2 Intensity
Gamemasters may wish to see the fate of the friendly and enemy units. Just make one roll of their respective skills, where a critical success represents a Triumph and a fumble represents a Crush.	





TURN AROUND

This maneuver is rare, tricky, and difficult to execute. It can be attempted only when an enemy unit has penetrated entirely through the army and is disengaged, and has turned around to attack the army from the rear, moving from Zone 2 into Zone 3. Someone in the friendly unit must have perceived the enemy there (successful Awareness roll), the friendly unit must be disengaged, and must have Won its roll against the Unit Intensity that Round.

Zone Change: No

Fight Against: The Gamemaster chooses an enemy unit that is appropriate to have executed this penetration.

UNIT RESULT	EFFECT
Triumph	Disengaged, -10 Intensity
Win	Disengaged, -5 Intensity
Loss	Engaged and Disordered next round; +5 Intensity.
Crush	Unit disintegrates (every survivor is Alone in Battle); +10 Intensity; Broken



DROPPED ROCK

Defenders who are up a cliff or behind a tall wall, like those protecting a city or castle, are all capable of one type of attack: a Dropped Rock. Lacking missiles, they can only drop rocks at troops that are assaulting the positions they're defending. Dropped Rock is a base 25 skill for everyone, modified by the size of the rock, represented as d6s of damage.

ROCK "SIZE"	MODIFIER
2d6	+5
3d6	0
4d6	-5
5d6	-10
6d6	-15

Remember the other modifiers that will affect this attack, especially earthworks and high walls, which grant +15 to the dropper, and -15 to the unfortunate sap trying to get up the wall, or dig at its base. See Battlefield Obstacles (pp. 62–63), for more.

And so through great force King Arthur, King Ban, and King Bors made their knights a little to withdraw them. But always the eleven kings with their chivalry never turned back; and so withdrew them to a little wood, and so over a little river, and there they rested them, for on the night they might have no rest on the field.

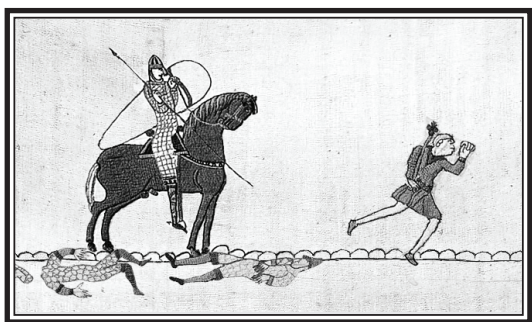
— MALORY, *LE MORTE D'ARTHUR*: I, 4 —

GO AFTER THE ENEMY

When an enemy army is moving away from the Killing Zone (trying to avoid or get out of a battle), that backward movement reduces the options available to the near-victorious army. Most of the maneuvers would find no enemy available. Only these options exist. They are explained in detail on pp. 46–48.

TABLE 4.6: GO AFTER THE ENEMY

MANEUVER	PREREQUISITE	OPPONENT	UNIT RESULTS			
			Triumph	Win	Loss	Crush
Stop	Enemy army is retreating	None	Disengaged. Out of the Battle			
Follow	Enemy army Withdrawing; Intensity 10+	1 random foe; +5 bonus to foe	-2 Intensity Move forward 2 Zones	Move forward 1 Zone	Move forward 1 Zone	+2 Intensity No movement Disengaged
Pursue	Enemy army is in Retreat; Intensity 10 or less	2 foes, each $\times\frac{1}{2}$; Rearguard 18-20	-2 Intensity Move forward 2 Zones Disordered	Move forward 2 Zones Broken	No movement Disengaged	+2 Intensity Recoil 1 Zone Disengaged
Chase (Individuals use Hunting)	Enemy army Running; Your Unit must Break to chase	1d6 foes, each $\times\frac{1}{2}$; Rearguard 20	Not applicable. All knights are Alone.			

**STOP**

The unit simply ceases all movement. If the enemy is retreating, it draws away, ending the combat.

Prerequisite: Enemy army is retreating

Zone Change: No

Fight Against: No one

Unit Result: None

Effect: Disengage

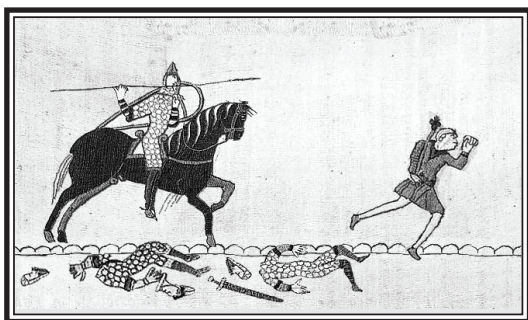
REARGUARD

The Rearguard protects a retreating army. Withdraw (with a +5 Weapon skill bonus) while the rest of your troops Pull Back or Run Away. They attack aggressive pursuers, and especially like to kill knights who are Alone (i.e. giving Chase.) They might get the Reserve Bonus as well.

When a comment like “Rearguard = 18-20” or “Rearguard = 20” is shown, roll 1d20 to see if it appears.

If a knight Alone (Chasing) encounters the Rearguard, he must combat three random foes at once, each with a +5 bonus to his Weapon skill. He can use the Defense combat tactic, of course.





FOLLOW

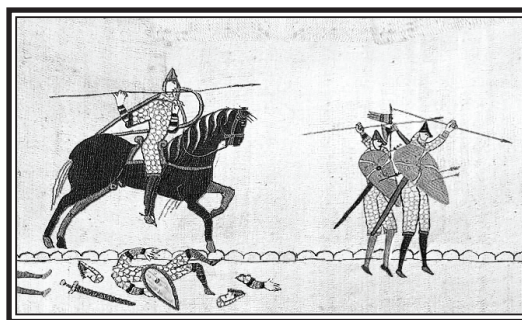
Following is carefully and deliberately used when the enemy Withdraws. Such enemy units are intact, fully capable of fighting and eligible for the same +5 bonus your unit gets when it performs a Withdraw. Retreat at Intensity 10+ by the enemy is never an automatic result, so something else is afoot (e.g. voluntary retreat, a trick, Malorian story intervention, your own special Gamemaster plot).

Prerequisite: Enemy Army is withdrawing, Intensity 10 or more.

Zone Change: Probable

Fight Against: One random foe, with +5 bonus. If missile or mounted, their combat is at full strength. If afoot, they fight at $\times\frac{1}{2}$ +5 skill.

UNIT RESULT	EFFECT
Triumph	-2 Intensity; Move forward two Zones.
Win	Move forward one Zone.
Loss	Move forward one Zone.
Crush	+2 Intensity, no movement. Unit is Disengaged next round.



PURSUE

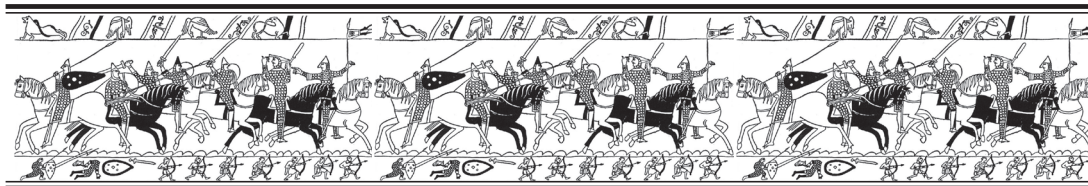
The enemy army is retreating — trying to get away, being pushed backward and/or is on the verge of breaking up. Most units offer half-hearted resistance. However, excitement may cause your own victorious unit to break up as well. You rush forward to get deeper amid the enemy units that are demoralized and afraid.

Prerequisite: Enemy army is retreating, Intensity 10 or less

Zone Change: Yes

Fight Against: Two random enemies, both fought at the same time, and both at $\times\frac{1}{2}$ their normal weapon skill (for full Glory). Roll d20; you encounter the Rearguard on 18-20.

UNIT RESULT	EFFECT
Triumph	-2 Intensity; move forward two Zones; Disordered.
Win	Move forward two Zones, Broken (too much enthusiasm in the pursuit for the unit to keep together.)
Loss	Remain in same Zone, Disengaged next round.
Crush	+2 Intensity; Recoil one Zone; Disengaged.





CHASE

Break ranks and Chase the routing enemy! This is how everyone wants their enemies — with their backs turned. They are weak ($\times \frac{1}{2}$) and you have a +5 bonus (against the enemy's back). This is where most men are killed in battle. Glory is gained in full for defeated foes. Though a unit must break up to Chase, this is a big opportunity to gain Glory! After all, the battle is over — right?

Go for it. After all, it's only a small chance for that pesky Rearguard.

Special Attack: Knights pit their Hunting skill against $\frac{1}{2}$ the enemy's Weapon skill. The result represents many individual fights, and the knight may be wounded. *Use your Hunting skill to chase down fleeing foes*

Prerequisite: A routing Enemy is routing, all of them performing the Run Away maneuver.

Zone Change: Yes, for the distance of one Zone per enemy killed. It possible to Chase far off the battlefield.

Fight Against: up to 1d6 random foes, hunting down each for one normal combat round, separately (one at a time) and all at $\times \frac{1}{2}$ combat skill for full Glory. Also, each critical success indicates one ransomable enemy is captured. The enemy Rearguard (with their bonus) will be encountered on a roll of 20. A combatant may cease Chasing at any time, even if all possible foes haven't been attacked.

Unit Results: No Unit Results are possible. The eschille breaks up as each knight chases down a defeated enemy for Glory and prisoners.

RETREAT

Retreat maneuvers are *voluntary* movements to the rear. An involuntary retreat is called a Rout. If the fighting goes badly for the unit, the Unit Commander may attempt to remove his troops from the battle. There is no dishonor in preserving valuable knights and horses to fight again! These are your only options, explained in detail below.

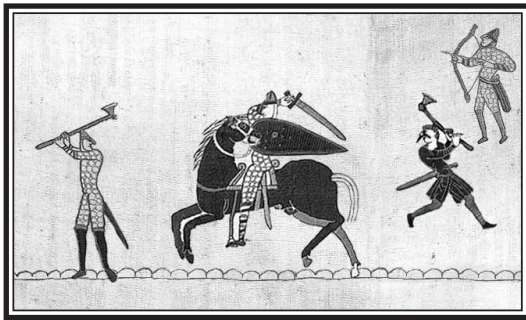
TABLE 4.7: RETREAT MANEUVERS

MANEUVER	PREREQUISITE	OPPONENT	UNIT RESULTS			
			Triumph	Win	Loss	Crush
Pull Back (-5 Combat)	Engaged, partial success with Battle roll	3 random foes, Gamemaster chooses 1	Move back 1 Zone; Disengaged; -2 Intensity	Move back 1 Zone; Disengaged	Recoil 1 Zone	+2 Intensity; Broken
Run Away (Horsemanship)	None	3 random foes, player chooses 1	Move back 1 or 2 Zones; Disengaged	Move back 1 Zone; Disordered and Disengaged	+2 Intensity; Broken	+2 Intensity; Broken
Sprint	Marked w/“Sprint” as a skill	Any attacking non-missile opponent; +5 to attack	Move back 2 Zones	Move back 1 Zone; Disordered	Broken	Broken
Withdraw (+5 bonus)	Engaged, won Battle roll	3 random foes, Gamemaster chooses 1	Move back 1 Zone; Disengaged; -2 Intensity	Move back 1 Zone; Disengaged	Move back 1 Zone	+2 Intensity; Recoil 1 Zone
Flee Fighting	Shoot n’ Scoot	Any non-missile horse unit that attacks	Move Back 1 Zone; Disengaged	Move Back 1 Zone; Disengaged	Move back 1 Zone; Disordered and Disengaged	+1 Intensity; Move back 2 Zones; Broken

Then Arthur as a lion, ran unto King Cradelment of North Wales, and smote him through the left side, that the horse and the king fell down; and then he took the horse by the rein, and led him unto Ulfius, and said, Have this horse, mine old friend, for great need hast thou of horse.

— MALORY, *LE MORTE D'ARTHUR*: I, 14 —





PULL BACK

Pull Back is an intentional move backwards, in an orderly fashion even while constantly fighting. It's a response to an enemy Attack. Use this maneuver to get a rest, to prepare for a Charge, or whenever you want to get out of combat.

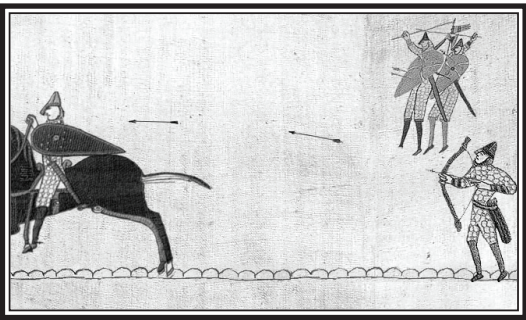
Combat Modifier: -5

Prerequisite: Engaged, partial success or tie at Battle roll

Zone Change: Maybe

Fight Against: Gamemaster rolls three random enemy units and chooses one of these.

UNIT RESULT	EFFECT
Triumph	-2 Intensity; unit pulls back one Zone, intact, and breaks off; begins next round Disengaged
Win	Unit pulls back one Zone, intact, and breaks off; begins next round Disengaged
Loss	Unit Recoils one Zone
Crush	+2 Intensity; unit Broken



RUN AWAY

Break off combat at any cost and flee — i.e. rout. This isn't combat, but flight. The difference between this and Sprint is that Run Away is usually imposed on fighting men by defeat, while sprinting is voluntarily done by non-combatants. To escape, pit the player's Horsemanship skill, or, if he is on foot, his DEX; versus the enemy unit's Combat skill. If the fleeing unit was Disengaged at the start of the round when the flight begins, they get a +20 bonus to Horsemanship or DEX.

Run Away when you are obviously outclassed, are being beaten up badly or under other conditions where the enemy enjoys superiority.

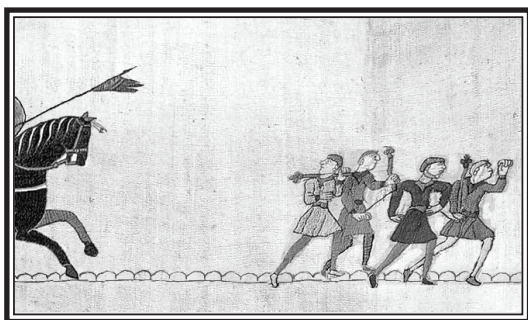
Prerequisite: None

Zone Change: Maybe

Fight Against: The Gamemaster rolls three random units and the player chooses one of these.

UNIT RESULT	EFFECT
Triumph	Unit moves back one or two Zones; Disengaged.
Win	Unit recoils one Zone; Disordered and Disengaged.
Loss	Unit recoils one Zone, Disordered and Engaged next round.
Crush	Broken next round; +2 Intensity.





SPRINT

This is a non-knightly maneuver, performed only by peasants and the most cowardly of troops. This is different than Run Away in that the unit voluntarily sprints, a deliberate tactic to avoid melee. Sprinters turn their backs and run as fast as they can. Note that this gives their attackers the normal +5 bonus to melee Weapon skill.

Some troops are expected to turn and run away, just hoping to get behind their own better-armed troops before they're run down by an attacking foe. Peasants live by it. If not threatened, they often hurl javelins, rocks or arrows, then Sprint when threatened. Some such troops call themselves "skirmishers", though knights have another word for them: "panicked."

If the Unit Commander chooses to Attack, and

the target turns out to be a Sprinting unit that is sprinting, his maneuver automatically becomes a Run Down Sprinter maneuver.

Use the sprinting unit's DEX in opposition to the knight's attack. If the enemy is mounted, then use the horse's DEX.

Note that the loss of these disposable troops does not affect Intensity at all. Skirmishers are expected to run away. The extraordinary small chance of a Sprinting unit winning can potentially affect a battle (see Run Down Sprinters, Crush effect, p. 41).

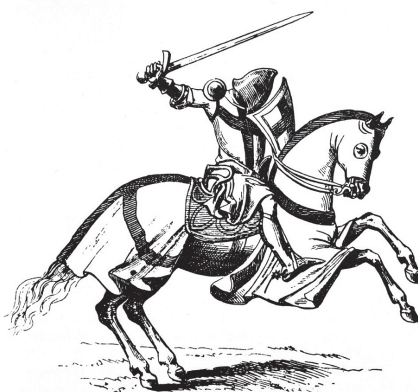
Combat Modifier: +5 against them for retreating, Sprinters can't fight or defend.

Prerequisite: Must have a melee unit attacking it.

Zone Change: Maybe

Fight Against: Use DEX, and sprint versus attacking unit.

UNIT RESULT	EFFECT
Triumph	Move back two Zones.
Win	Move back 1 Zone; Disordered.
Loss	Broken.
Crush	Broken, run down and smashed.





WITHDRAW

The army or unit deliberately moves backwards in an orderly fashion, facing the foe all the while and fighting them when they get too close. If you must leave the field, this is how you want to do it. Army trumpets signal the Withdraw at the start of the round. Some units successfully retreat quickly, while others may take longer, dogged by the following army. Withdraw to get a rest, prepare for a Charge or whenever it's desirous to remove your unit from combat.

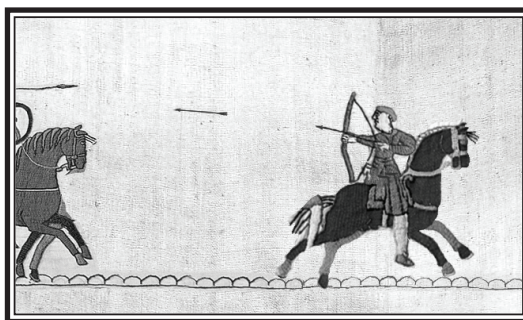
Combat modifier: +5 for Withdraw

Prerequisite: Unit must have Won or Tied last Round

Zone Change: One Zone to the rear.

Fight Against: The Gamemaster rolls three foes and chooses one of these.

UNIT RESULT	EFFECT
Triumph	-2 Intensity; unit retreats one Zone, intact, and begins the next round Disengaged.
Win	Unit retreats one Zone, intact, and begins the next round Disengaged
Loss	Unit moves back one Zone but isn't Disengaged next round.
Crush	+2 Intensity; unit Recoils one Zone.



FLEE FIGHTING

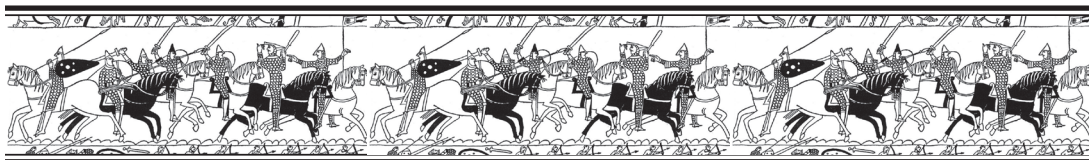
Some horse archers are so adroit they're able to both shoot arrows at their attackers and retreat at the same time. Attacking knights may oppose one skill and ignore the other, or divide their skill between both. No mainstream knights use this maneuver, but some non-knight characters might.

Prerequisite: They will "Shoot 'n' Scoot" when any unit attempts to close to melee against them

Zone Change: 1 or 2 Zones to the rear.

Fight Against: Whatever unit is attacking them.

UNIT RESULT	EFFECT
Triumph	Unit moves back one Zone, Disengaged.
Win	Unit moves back one Zone; Disengaged.
Loss	Unit moves back one Zone; Disengaged and Disordered.
Crush	+1 Intensity; Unit moves back two Zones; Broken.



OUT OF COMBAT

These maneuvers cover non-combat movement behind either army. They are explained in detail below.

TABLE 4.8: OUT-OF-COMBAT MANEUVERS

MANEUVER	PREREQUISITE	OPPONENT
Advance	Unit is in a Non-combat Zone	No foes or fighting. Move forward up to two Zones. Start the next round Disengaged.
Remain Disengaged	Unit is Disengaged	No foes, fighting or movement. Perform a Disengaged action, if desired. Start the next round Disengaged.
Remove From Battle	Unit is in a Non-combat Zone or Disengaged	No foes or fighting. Move one or two Zones back. Start the next round Disengaged.

SEEKING A SPECIFIC UNIT

A knight can look for a specific target — perhaps a lost friend, a specific enemy individual or unit or something similar.

He must be Disengaged, or else ignore all combat for a round. He may only observe and search the tangled ranks and chopping foes. The knight must make a successful Awareness, Recognize, Heraldry or other skill roll as deemed appropriate by the Gamemaster.

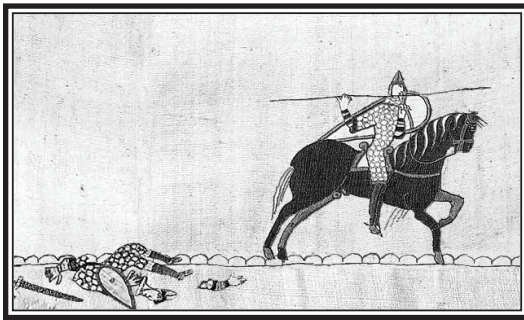
If the roll is successful, the Gamemaster tells the knight how many rounds away (or in what Zone) the subject of his search is and whether the subject is taken prisoner (as well as other pertinent information).

The person or spot remains in sight as long as the searching knight does nothing but watch it. Any other action, including defending himself, will cause the searcher to lose the target.

And Arthur was so bloody, that by his shield there might no man know him, for all was blood and brains on his sword. And as Arthur looked by him he saw a knight that was passingly well horsed, and therewith Sir Arthur ran to him, and smote him on the helm, that his sword went unto his teeth, and the knight sank down to the earth dead, and anon Arthur took the horse by the rein, and led him unto King Ban, and said, Fair brother, have this horse, for he have great myster thereof, and me repenteth sore of your great damage.

— MALORY, *LE MORTE D'ARTHUR*: I, 16 —





ADVANCE

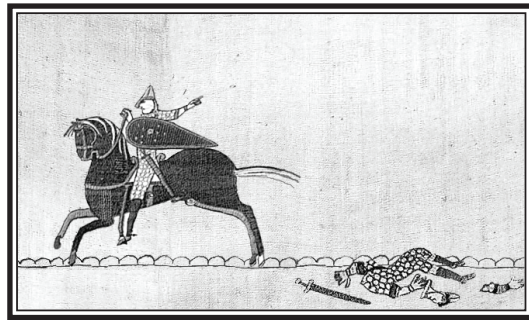
To Advance means to move forward without combat. The unit must begin in a friendly Non-combat Zone which has no enemy units. It may move forward one or two Zones. Thus without combat, it's possible for a unit to move from Zone 2, Out of the Battle, forward to Zone 4, your Second Rank.

Advance when you are out of combat and wish to move towards the front of the battle. No Unit Commander roll is necessary, since the unit is entirely out of the battle.

Prerequisite: Begin the round out of battle, in a Non-combat Zone.

Zone change: One or two Zones to the front. There is no opposed Unit Intensity roll — just march forward.

Fight against: No one.



REMOVE FROM BATTLE

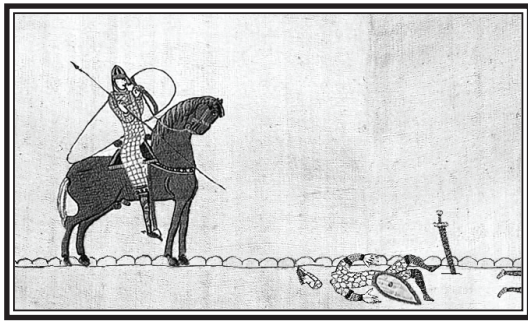
The unit moves to the rear, away from the combat. It must begin the round Disengaged and have a unit maneuver result of Win, or begin in a Non-combat Zone which has no enemy units. Remove yourself from battle when you are already out of it.

Prerequisite: Begin the round in a Non-combat Zone, or Disengaged.

Zone change: One or two Zones to the rear. There is no opposed Unit Intensity roll — just march rearward.

Fight against: No one.





REMAIN DISENGAGED

A Disengaged unit isn't in combat at the start of the round. Even so, there is always a chance of an enemy break through or surprise attack, so the Unit Commander must still make a Battle roll against Unit Intensity. If the Unit Commander wins or gets a critical success, then the unit can remain Disengaged and its members may perform the functions below. Being Disengaged does not grant any bonuses to individual skills.

Remain Disengaged when the unit needs a rest, or when members need to perform any of the functions that are possible.

Prerequisite: Disengaged

Unit Intensity Modifier: -20

Zone change: No

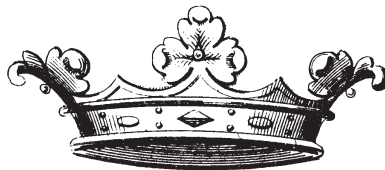
Fight against: No one.

When a unit is Disengaged, its members may perform two or three of these activities, with Gamemaster permission.

- ◆ Seek a friend or foe. Everyone may attempt Awareness, Heraldry, or Recognize, as judged by Gamemaster.
- ◆ Leave the unit, remain in the same Zone, but Alone.
- ◆ Leave the unit, move a Zone to the rear.
- ◆ Get and/or give several treatments of First Aid.
- ◆ Check someone for life, give First Aid, get them on a horse, and ride them to the back of the battle.
- ◆ Look for his squire (attempt Squire roll: success = he shows up, failure = he doesn't.)
- ◆ Look for his group if he is Alone (attempt Awareness roll: Success means he sees and can join them in time for the next battle round).
- ◆ Take off his armor (he is subsequently unarmored for the duration).
- ◆ Put on a suit of armor (he is subsequently armored for the duration).
- ◆ Pillage a corpse or living person of his goods and armor
- ◆ Get a riderless horse.

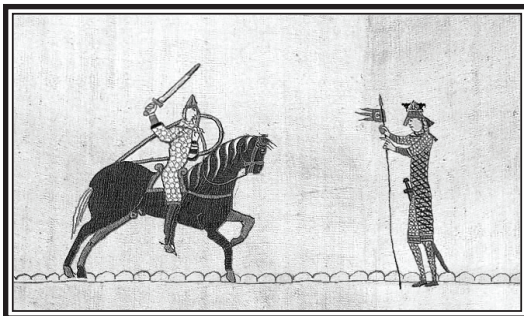
Determine the type and quality of the steed on Table 4.22: Captured Horses (p. 71).

Attempt to catch it: Roll Horsemanship -5 (distractions). Success/critical means you got it; failure means he don't. With a fumble you got lost and start the next round Alone and Disengaged.



UNUSUAL EVENTS: OPPORTUNITY AND SURPRISE

Participants can never know everything that's going on about them, and when against keen enemies (i.e., a critical success), or when inept (fumble), something entirely unexpected occurs.



OPPORTUNITY

Opportunities present themselves when your Unit Leader wins and crits on his Battle roll

Opportunity is an extra pre-maneuver option that occurs when the Unit Commander wins a unit maneuver and also rolls a critical success with his Battle roll.

The Gamemaster rolls 1d20 to determine what it is, including the specific foe, unless the instructions specify a Mystery Unit. The Gamemaster describes the opportunity to the Unit Commander who then decides whether or not to take it. If the Unit Commander refuses the opportunity, it vanishes and the regular round ensues. If the Unit Commander doesn't like the results of his normal maneuver, he can't go back to Opportunity.

Prerequisite: The Unit Commander must have won, and rolled a critical success.

Zone Change: Maybe

Fight Against: A target of opportunity. The Gamemaster rolls once on the Opportunity Table.

Unit Results: As per the maneuver attempted.

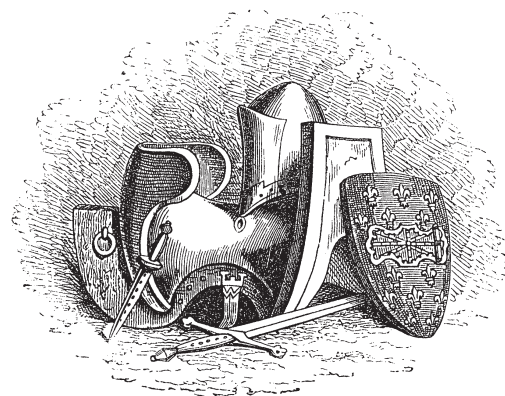
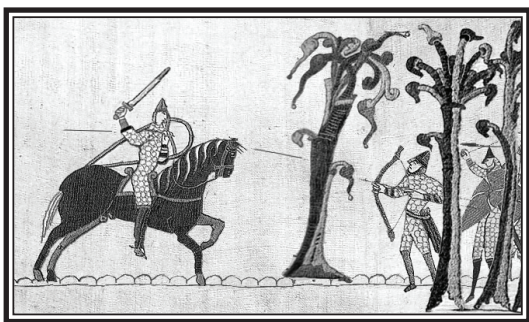


TABLE 4.9: OPPORTUNITY

D20	MANEUVER
01	Enemy hero can be attacked. Use hero and household stats.
02-03	Your unit can be Disengaged this round, right where it is.
04-07	Attack one random, Disordered enemy unit with -10 modifier to their melee Weapon skills.
08-09	You have flanked an enemy unit. Attack one random enemy, but with -5 to their melee Weapon skills. Do not change Zone on any type of success.
10-11	You have flanked an unprepared enemy unit. Attack one random enemy unit, but with +10 to your melee Weapon skills. Do not change Zone on any type of success.
12-13	Battered enemy unit. Attack one random enemy unit, and they're -10 to their melee Weapon skills.
14-15	Gap in their line! You can just slip through and attack, but without being sure of what foes wait there. Attack vs. Two randomly determined mystery units, but advance one Zone on a Triumph or Win.
16-17	Your unit can, unexpectedly, Charge. If missile troops are rolled, they will shoot, but the Gamemaster also rolls for a melee unit to fight.
18	A random enemy unit thinks it's Disengaged and is relaxing, praying and performing other non-combat-ready tasks. Gain +10 to melee Weapon skills used against it.
19	Battalion Commander can be attacked. See <i>Fight an Enemy Leader</i> , p. 78.
20	Army Commander can be attacked. See <i>Fight an Enemy Leader</i> , p. 78.



SURPRISE

Surprises can neither be changed nor chosen

Surprise is an involuntary maneuver, forced upon an unsuspecting commander. There is no chance to change this result, and it can't be chosen.

Prerequisite: This occurs every time that the Unit Commander and opposing Intensity *both* get a critical success or fumble on the unit maneuver roll.

Zone Change: Possible.

Fight Against: The Gamemaster rolls once on the Surprise Table. Use the Enemy table to determine the foe and the Maneuvers Summary table to determine the Unit Results. For instance, if the commander is confronted by a 01 result, and he chooses to flee, then the enemy and results would use the Run Away line from the table.

Unit Results: As per maneuver attempted.

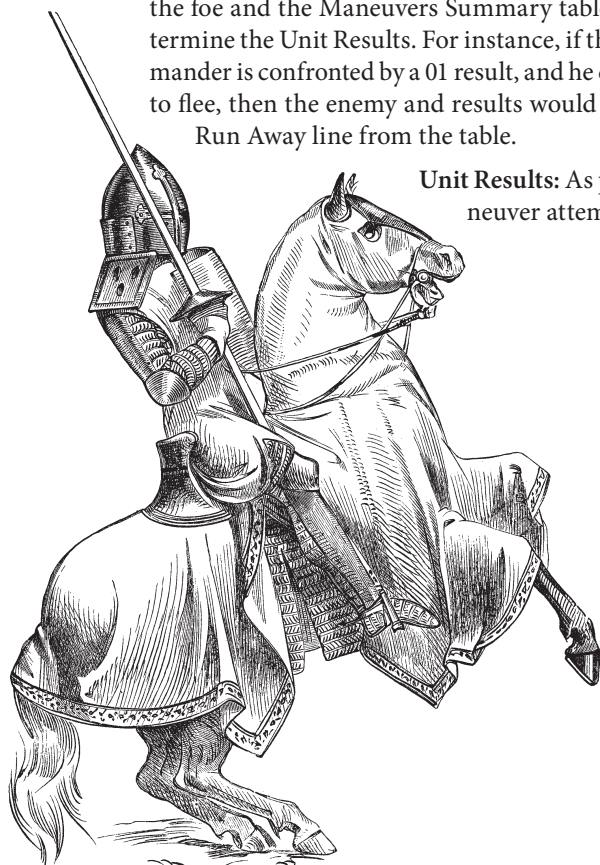


TABLE 4.10: SURPRISE

D20	MANEUVER
01	Unit may either Run Away or Defend vs. three random melee units only (reroll all missile-only units).
02	Unit may either Run Away or Stand vs. Two. Roll for two random units, including any missile-only units.
03	Unit may either Run Away or Stand vs. Two, but against <i>double</i> the normal number of enemies from each unit (i.e. versus four opponents each).
04	Unit may either Run Away or Stand vs. Two, one foe from each of two random melee units (roll again for missile units).
05	Unit may either Run Away or defend against ×2 foes from one unit, <i>and</i> the attackers concentrate on the Unit Commander, with three enemies on him.
06	Unit may either Run Away or Stand vs. Charge, versus a randomly determined lance-armed unit
07-08	Unit may either Run Away or defend normally <i>and</i> attackers concentrate on Unit Commander
09-10	Unit may Run Away or defend normally, but with half melee Weapon skill (or 10, whichever is higher) due to a freak problem (sun in your eyes, sand or dust or smoke blowing in your eyes, a strange keening, too much noise, loose horses stampede, strange trumpets blow, a supernatural voice, the horses are spooked, etc.)
11-12	Unit Commander ties. Normal choice of maneuvers, and a freak problem besets the enemy! They fight at ½ melee Weapon skill.
13-15	Unit Commander ties. Normal choice of maneuvers, and a nearby friendly missile unit peppers the enemy before you attack. Penalize the enemy melee Weapon skills by -5
16-19	Unit Commander ties. Normal choice of maneuvers, and the enemy is weak. There is only one foe per two player knights (if two knights share a successful attack, they share the Glory).
20	Your unit can, unexpectedly, Charge, but without being sure of what foe awaits. The player declares a Charge and the Gamemaster rolls for the foe. If missile troops are rolled, they will always shoot, and the Gamemaster rolls again until a melee unit is found.

RALLY THE BATTALION!

This is a very dangerous, very reckless effort to stop a major disaster. Your unit spreads itself thin and attacks everyone in sight in a desperate attempt to impress the retreating troops and rally them *en masse*.

TABLE 4.11: RALLY THE BATTALION

MANEUVER	PREREQUISITE	OPPONENT	UNITS RESULTS			
			Triumph	Win	Loss	Crush
Rally Battalion	Intensity greater than 30	3 random melee; 1 missile	-20 Intensity	-10 Intensity	Broken	+2 Intensity; Broken



RALLY BATTALION

This maneuver can be used only when your army is retreating due to enemy pressure. But use this only when a general Withdraw would have terrible consequences, or when it appears that an impending rout is on hand. The odds in this make it likely that knights will die in vain. If alive, such heroic effort warrants 50 Glory. A Win result rewards 125; a Triumph, 250.

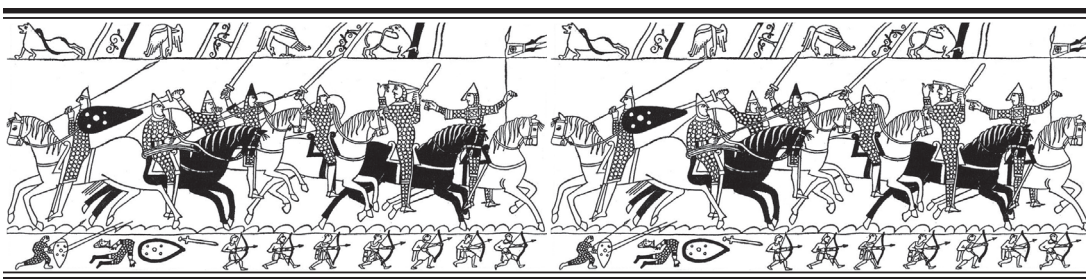
No Battle roll is made. The Unit Commander gives the order, the knights spread out to do havoc.

Prerequisite: Army Intensity must be greater than 30.

Zone Change: Maybe (see below)

Fight Against: The Gamemaster rolls three random melee units and one missile unit. Since this is probably the last round of combat, be colorful. Roll different enemies each round so each knight is faced with a different problem.

UNIT RESULT	EFFECT
Triumph	-20 Intensity
Win	-10 Intensity
Loss	Broken
Crush	Broken; +2 Intensity



RESERVES

Armies often keep one or more units out of combat as the reserve. These are sent in when the enemy army is faltering, to force a break through, to reinforce faltering friendly troops, or to attack any troops that have broken through. These reserves can also be used as the Rearguard in case the army retreats or routs.

*Designating
reserve units*

Gamemasters may wish to designate a reserve. Either choose from the Enemy's table, roll 1d20 for one or select one from any available Alternates (sometimes reserve units are designated as such in army or battle descriptions).

*Player
knights as
reserves*

Player knights may also be set back as reserves, although it's highly unusual for knights to do so because a knight's duty is to fight, and pride, courage and hate often force them to the front anyway, despite a leader's intentions. (King Arthur is the first to make a practice of holding his best fighters, the Round Table knights, in reserve.)

Designated reserve troops have some penalties

and some bonuses. First, player knight reserves receive Reserve Glory while not in combat. In melee, they get double the normal Glory for the first two battle rounds, and normal Glory after that. Furthermore, to express the fact that they're rested and eager in comparison to the other troops that have been fighting, they apply a modifier.

*Reserve
Glory*

The effect lasts for two battle rounds. If the reserve unit fights only two rounds and is then Disengaged for just one round, it may reuse this modifier.

Bonus: Fresh, friendly reserves, modify the Unit Intensity by -10 for this round. Having a second unit helps too; an Attack maneuver becomes Attack with Another or defend also includes enemy attacker at one-half skill. Other maneuvers are similarly treated.

*Unit Intensity
modifiers*

Penalty: Facing fresh enemy reserves, -10 to the Unit Commander's Battle skill.





STEP 4: MELEE COMBAT

With this they put spurs to their horses, and piercing through the enemies' thickest ranks, reached the place where Petreius was giving his commands. Boso hastily ran in upon him, and grasping him about the neck, fell with him to the ground, as he had intended. The Romans hereupon ran to his delivery, as did the Britons to Boso's assistance; which occasioned on both sides great slaughter, noise, and confusion, while one party strove to rescue their leader, and the other to keep him prisoner. So that this proved the sharpest part of the whole fight, and wherein their spears, swords, and arrows had the fullest employment.

— GEOFFREY OF MONMOUTH, *THE HISTORY OF THE KINGS OF BRITAIN*: X, 4 —

The Unit Commander does the thinking, and knights do the fighting. Every knight who isn't Disengaged has a round of combat.

Step 4 is divided into seven possible phases:

1. Determine Opponent (by Gamemaster)
2. Calculate Melee Skill
3. Missile
4. Melee
5. Bodyguard Bonus
6. Followers' Fight
7. End of the Round

Fight one melee round vs. an opponent (opposed resolution). This represents the give and take of about an hour of battle.

1. DETERMINE OPPONENT PHASE


This phase is done by the Gamemaster. As always, Gamemasters can insert whatever foe they want for dramatic purposes. Otherwise, determine it randomly, by rolling on the appropriate Battle Enemy table (p. 93–99).


The Gamemaster rolls 1d20 (or occasionally more) and consults the appropriate Battle Enemy Table to discover the specific foe or foes that the players fight each round. For convenience, the same stat is used for all opponents to the player knights, with the possible exception of extended melee phases.


ENEMY TABLE SYMBOLS


Some of the opponents listed in Battle Enemy Tables have special symbols next to their names that indicate further information. They are defined here.


 Opponent is capable of making a mounted lance charge. See *Charge* (p. 39) for more.


 Foes with Ransom. Even foreigners honor this custom for keeping their leaders alive. Capture prisoners in the extended melee phase.


 A Passion can be invoked. Enemy troops may be impassioned, like player units. The Passion's value is given in the next column. See *NPC Passions*, below.


 Fanaticism is possible. A rare condition, Fanaticism, is like a Passion but works continuously all day of a battle. The number shown includes the Fanaticism bonus, but roll the Passion to see if it gets a critical success.

 These multipliers indicate that each player knight opposes that many individual enemies from this unit. They attack simultaneously. When multiple opponents engage a knight, he gets Glory for each opponent.


 A Missile unit. This is any combat unit that hurls, shoots or releases something to hurt the enemy, whether rock, arrow, javelin, quarrel, dart, pilum, or ballistae-cast spear. Missile units do not suffer a -5 penalty if they're on foot and shooting at mounted targets.

 **S** A common symbol, this means that the unit has a 1/2 chance to shoot if it's not attacked, but Sprints away if it is.

 **S** Sprinting Troops. See *Retreat* (p. 49) for more.

 **ff** The Flee Fighting maneuver is available to this unit. A few very rare units can, when attacked, shoot their arrows, and Run Away in the same round. See *Retreat* (p. 49).

Flee Fighting is available to only a few special units in the *Book of Armies*.

 **MM** A double attack of missiles and melee is possible. Rare units, either through training or mob action, can make two attacks per round, first with their missiles and then with their melee weapons. They only use their missiles against a unit they're going to melee with. Glory for these units is as shown, and does not double as in a $\times 2$ attack (that's already included).

Example: Roman Legionnaires

Roman Legionnaires are drilled so that they throw pila at their enemies, then draw swords and charge. Thus their "D" is Missile + Melee. They only use their pila against groups that they melee with, not to shoot at nearby units in passing. Each man casts his pilum at his personal target.

NPC PASSIONS

Enemy units may have a Notable Passion. Just like player knights, they're obliged to use it when they contact whomever they have a Passion toward. Also, they can try to suppress it.

When a foe with an applicable Passion is encountered, the Gamemaster rolls 1d6 for every round that the battle that has been fought. If any result shows a 6, then the Passion has already been used. If no 6 is rolled, the unit combatants each roll to see if they're impassioned that round. Do this just before melee.

Foes that have a specific Passion against the

player knights are at the discretion of the Gamemaster. Specific Passions may be held by armies that the player knights have conquered, for instance.

Finally, individuals in an enemy unit may suddenly become impassioned against one foe, perhaps screaming, (rightly or wrongly): "*He killed my daughter!*"

DESTROYING ENEMY UNITS

Gamemasters may keep track of the fate of individual units fought by the PCs. Presume that the 20 possible units of the Battle Table are those that are within reach of the unit. When attacked by the

“Gruntin’ ‘n Huntin’ Spearman,” it’s the same unit each time.

*Tracking
enemy
attrition*

If the PCs get a Triumph, then make one line through the entry on the Battle Enemy Table for that unit. On any subsequent round where that unit

is fought, it fights at only half of its combat skill. This represents the loss of men already suffered. If it’s victim to a second Triumph, then it’s crossed out entirely, and does not appear again in the battle. Finally, any Broken unit is gone for good.

BATTLEFIELD OBSTACLES (OPTIONAL)

Battlefield obstacles are natural (terrain) or man-made objects that hinder attackers. They affect individual knights, not the unit as a whole. In the case of multiple Obstacles (behind a hedge and up a rise, for instance), the modifiers are cumulative.

These inevitably make the game more complex and are recommended for experienced players, after being introduced slowly. Here are a few common ones, with a complete list available in Appendix D, (p. 126).

Brush (thick): Cover for infantry, +5 to their melee Weapon skills; -5 to their foes.

Caltrops: These are spiky things that always land with one point up. Caltrops are only used in prepared positions, and are less common than one might expect; Gamemasters should be conservative about allowing them. When they’re discovered an attacking enemy crosses the sown ground, the defender rolls 1d6:

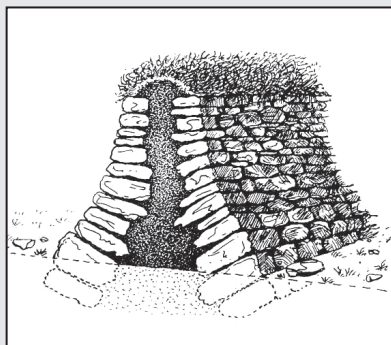
TABLE 4.12: CALTROP EFFECTS

1D6	RESULT
01	Attacker damaged, Recoils; Charge (if any) is broken
02	Attacker is hampered: -10 Combat skills
03	Attacker discomforted: -5 Combat skills
04-05	No effect
06	Badly strewn: -5 to Defenders

Earthworks: Full earthworks are not made

quickly, but may be encountered in a battle. These earthworks are the same as for a basic Ditch and Rampart, with a DV of 2 (see *Book of the Manor*, p. 27). The factors listed here are applied to any mounted unit that assaults such a fortification. Complete earthworks grant +10 to the defender’s Weapon skill, and -20 to the attacker’s, who must also make a Horsemanship roll to attack at all. In detail:

- **Ditches** (-5 Attacker/+5 Defender, requires Horsemanship roll)
- **Rampart** (-5 Attacker/+5 Defender)
- **Parapet** (-5 Attacker)



Fence: A fence (as opposed to a wall) is largely open, and thus is a barrier to movement, but not to combat. A fence has to be climbed, and the climber is defenseless while climbing.

Hedge: Bushes thick enough to impede movement through them, but thin enough to strike through with spears. Spears and missiles have no modifier, -10 all other melee, including mounted. (*continued next page*)



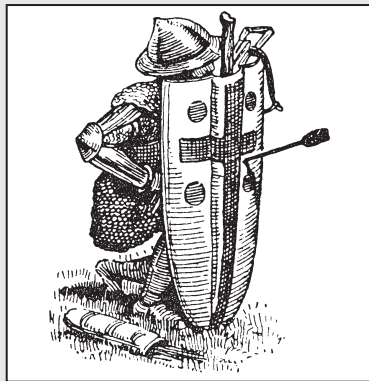
Hedgerow: These are thick, tall, old bushes that separate fields. They are a wall. They stop all movement across them or attacks through them.

Hillock: same as a rise, except for its shape.

Ladder: Often combatants must climb a ladder to reach their foe. The climber has a -15 modifier to his melee Weapon skills, no matter what the height of the ladder. Naturally, no horse can climb a ladder.

Muddy ground: -5 to mounted combat and to any Horsemanship rolls, due to the slippery ground. If a charge is made, It's at -10. (*cont.*)

Pavise: A pavise is a shield that's large enough to protect a man's whole body. They're too bulky



to use except when set up with a stand, behind which infantry cower. They penalize an attacker's skill by -10. They are common in sieges, but relatively rare on the battlefield.

Pilings: Pilings are large stakes driven into the ground at an angle, and sharpened. They are effective against any mounted attack and penalize riders -5 to their skills, and if they charge, an additional -10 to their Lance skill. Any charging knights that lose or tie must roll to see what damage their horses took from being impaled

on the piling, where damage equals the normal damage bonus of the horse. These only come into common use surprisingly late, in the Grail Quest period.

Rain: No archers or crossbowmen can shoot. It may also cause Muddy Ground, at the Game-master's discretion.

Rise: A steep slope of some length. Attacking up it gives a -5 penalty, and being higher on it gives a +5 bonus to the defender's melee and missile skills.

Rocky ground: Difficult footing for horses, -5 to mounted combat and to Horsemanship when a roll is required.

Steep incline: See *Cliff* (pp. 31 and 126)

Trees, dense: Impossible for horses to get through, but here footmen may hide and strike. All melee skills are -5 plus an, -10 for mounted troops' combat skills; -5 Horsemanship.

Trees, thin: -5 to infantry melee, -5 to mounted combatants; -5 to Horsemanship when a roll is required.

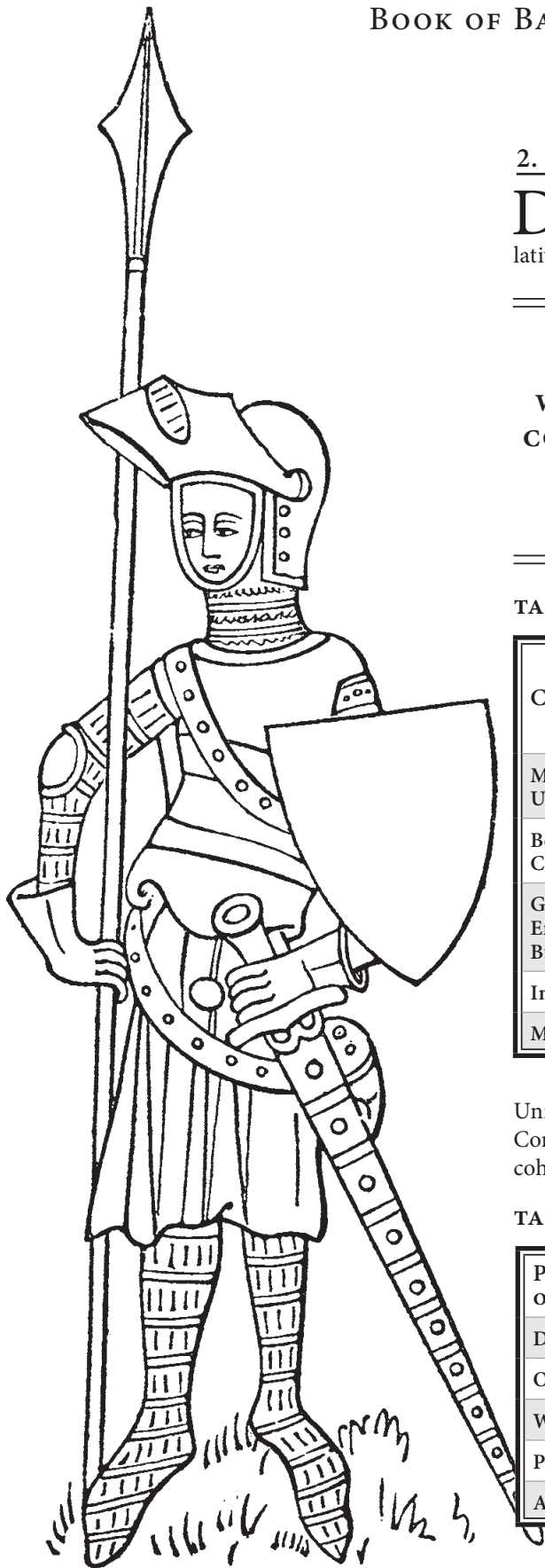
Walls, high: If a wall is ten feet tall or higher, then missile troops atop it get +5 to their skill. Men can't melee across them, except with ladders (see above).

Walls, low: Waist-high to a standing man, they're not obstacles to horses, but men on foot are protected by them. -5 to the attacker's melee (See *King Arthur Pendragon* 5.1, p. 118, for more on Cover).

Water (less than a foot deep): No effect

Water (1-2 ft. deep): Combat is difficult, -10 to foot soldiers, -5 to Horsemanship, mounted Weapon skills are unmodified.

Water (3-4 ft. deep): Combat is impossible, except for defense.



2. CALCULATE MELEE SKILL PHASE

Determine your knights' Melee skill using these modifiers. As usual, the modifiers are cumulative and apply to the Weapon skill being used.

MELEE SKILL

WEAPON SKILL ± IMMEDIATE
CONDITIONS ± UNIT COHESION
MODIFIERS ± BATTLEFIELD
OBSTACLES

TABLE 4.13: IMMEDIATE CONDITIONS

CONDITION	PLAYER WEAPON SKILL MODIFIER	OPPONENT WEAPON SKILL MODIFIER
Mounted vs. Unmounted	+5	-5
Bonus for Lance Charge	+5	0
Guiding, Encumbered, Burdened	-5	0
Inspired	+10 (or ×2)	0
Melancholic	-5	0

Unit Cohesion sometimes gives modifiers to the Combat skills of each member of a unit. "Normal" cohesion carries no modifier.

TABLE 4.14: UNIT COHESION MODIFIERS

PLAYER UNIT STATUS OR MANEUVER	WEAPON SKILL MODIFIER
Disordered	-10
On a Flank	+5
Withdraw	+5
Pull Back	-5
Attack Enemy Rear	+10

3. MISSILE PHASE

*Defending
against
missile
attacks*

When an enemy archer unit shoots at the player knights, each player knight unit must decide whether or not to oppose it with his melee Weapon skill or divide it — part against the missile attack, part for melee later. If he does, each attack counts as a separate attack, in terms of dividing his Weapon skill.

If a unit is attacked by multiple missile units, or by missile unit with a $\times 2$ modifier, then each attack is figured separately. The player must decide whether to defend against one or both missiles, each of which is a separate attack.

If the knight is also going to be in melee this round, he can choose to divide his attack between the missiles and melee. It possible to use the Defense combat tactic, but this must be used for *all* attackers.

If the knight ignores the missile he can't use his shield, and may be missed, or struck. Roll damage. If the result is even it strikes the knight; if odd, the horse. If the target actively opposes the missile fire, then his shield protection counts on any success, including when the horse is struck. Glory is obtained from being shot at by missile troops, modified as always by success or failure (see *Missile Unit Results*, below, for more).

TARGETING SKIRMISHERS

Many missile-armed troops are entirely unmanly, and they shoot at targets of opportunity, but then turn and Sprint away from any attack (see *Sprint*, p. 51). If they shoot, they're Non-engaged units. If attacked, they always Sprint away.

MISSILE FIRE FROM NON-ENGAGED UNITS

Archers and crossbowmen can shoot over large distances. You might have arrows or bolts falling among you when the foe is not nearby, or perhaps not even in sight. When the Gamemaster's roll determines that a missile-armed unit is among the several possible targets, that unit might shoot at the player unit even if it's not itself attacked.

Roll 1d6, consult the table:

TABLE 4.15: ARCHERS

ZONE	SHOOTS ON
9	1-6
8	1-6
7	1-4
6	1-4
5	1-2
4	1-2
3	1
2	1
1	none



MISSILE UNIT RESULTS

If the knight decides to *oppose* the missile fire with his melee Weapon skill:

Opposed Roll: Missile attack vs. knight's melee Weapon skill.

If the missile fire *loses*, the projectiles miss. The knight takes no damage and earns full Glory. For Unit Results, this is considered a Win.

If the missile fire *wins*, the missiles strike. The Gamemaster rolls damage. If the knight "gets his shield" (a partial success) the protection applies to either man or horse. If the damage result is even then the knight is struck; if it's odd the horse is struck. The knight earns half the normal Glory for this enemy. For Unit Results, this is considered a Loss.

Apply the following rules if the knight chooses to *ignore* the missile attack:

If the missile fire misses, the knight takes no damage and earns full Glory. For Unit Results, this is a Tie.

If the missile fire strikes, then the knight takes normal damage and earns half Glory. For Unit Results, this is a Loss.



4. MELEE PHASE

Now is the time when knights fight, hand to hand. Everyone knows this stuff — play as a normal *King Arthur Pendragon* fight for a single round of combat. Always note your results; your combat results affect your Glory, and whether or not your unit Triumphs.

TABLE 4.16: MELEE RESULTS

RESULT	EFFECT
Success or critical success	Player rolls damage done and applies the results, as per normal combat.
Tie	Combat is indecisive, with no injuries; possible weapon breakage.
Failure or fumble	The Gamemaster rolls damage done and the results are applied, as per normal combat.

As in normal combat, always be sure to note:

- ♦ Player fumbles, indicating the weapon broke or was dropped.
- ♦ Lance damage — an odd number indicates breakage.
- ♦ Whether it seems likely to have disabled the opponent, which presents an Opportunity to take a prisoner (p. 78) to hold for ransom.

No need to track wounds and damage done to the enemy

It's not necessary for the Gamemaster to keep track of wounds and damage done to the enemy. If the opponent is an important character or is capable of being captured for ransom, player knights should be able to capture him alive. Otherwise, especially with a critical success, the opponent may be assumed to be dead or unconscious as suits the story. All that's relevant to the melee's outcome is a win, tie, or loss.

5. BODYGUARD BONUS PHASE

If you're going to use the Bodyguard Bonus, do so now. This bonus phase represents the loyal Followers throwing themselves recklessly to defend their lord. Their sacrifice gives him another chance. If you use the Bodyguard Bonus do not play the normal Followers' Fight phase.

Any leader can use the Bodyguard Bonus. A knight qualifies for this if at the start of a round he has at least one knight Follower with him at the start of a round. Only NPC Followers (including "battle buddies") can provide the Bodyguard Bonus. Player characters can never volunteer, for this. The Bodyguard Bonus can't be used on a Charge.

The Bodyguard Bonus can never be provided by a player knight, nor can the bonus be used on a Charge

A Leader can use this bonus either before or after seeing the results of his melee round. The Bodyguard Bonus discards the melee results that just occurred, and the leader may attempt the melee round again. Gamemasters should describe the original results as something that almost occurred, but instead those loyal Followers saw what was happening and did their job: to protect their lord *at any cost*. They threw themselves in the way of the harm. The commander has been saved, but his Followers suffer significant and horrible loss.

1. Attempt the Loyalty (Lord) Passion.

The bodyguard will intervene and sacrifice themselves no matter what. A Loyalty roll is made to see what their bonuses are. If Loyalty is unknown, then use the standard value of 15 for a liege lord, and 10 for a hastily assembled unit. The Passion is rolled normally to modify the Follower's modifier to combat with ×2, +10, -5 or a fumble, which normally indicates Madness; but *in this single circumstance* only indicates a -10 modifier to Melee.

Bodyguards who fumble their Loyalty (Lord) roll do not experience Madness

2. Melee Round

The Followers, as a unit, fight one Combat round against the same enemy that the player knights engaged this round.

TABLE 4.17: BODYGUARD LOSS

Result	Consequences are given in the number of men lost. If more men are lost than are present, see “Insufficient Followers.”
Win	Lord is saved; lose 1d6 men
Tie	Lord is saved; lose 1d6+3 men
Loss	Lord is saved; lose 1d6+6 men
Further consequences occur in “After the Battle, Follower Losses,” but for now the unit commander has been saved.	

6. FOLLOWERS’ FIGHT PHASE

All Follower units fight one round. Treat each Follower unit as one entity for the opposed resolution roll of their Weapon skill (15) versus the unit that was fought that round. Find the result and note the losses, if any. If the Bodyguard Bonus was used, that counts as the combat round.

TABLE 4.18: FOLLOWERS’ FIGHT RESULTS

RESULT	EFFECT
Critical success, win or tie	No losses
Loss	Lose one man (or 1d6 if infantry vs. mounted) or 15%, whichever is greater
Loss and fumble	Lose 1d6 men (or 2d6 if infantry vs. mounted), or 30%, whichever is greater

DETERMINE INDIVIDUAL LOSSES (OPTIONAL)

Roll an appropriate number or method of dice to randomly decide which Follower was lost.

For example, suppose a banneret has nine followers:

1. Brother, vassal
2. Steward (Rich)
3. Vassal
4. Household
5. Household
6. Household
7. Friend, Sir Brian
8. Mercenary
9. Mercenary

Let’s say he loses a follower this round. The player says, “I’ll roll 1d9,” (which simply means rolling 1d20 until a number between 1 and 9 comes up). The player rolls a 7 and learns it’s the Friend, Sir Brian, who has been struck down. The Unit Commander’s Friendship (Sir Brian) Passion now kicks in for next round.

On subsequent rolls, the player rolls 1d8, 1d7, and so on, as long as he has followers left.



MELEE: FREQUENTLY ASKED QUESTIONS

These are some important melee topics and common questions that might arise during the Melee Phase. If you have more questions, please feel free to ask at the *King Arthur Pendragon* Round Table forum at gspendragon.com.

FIGHTING MULTIPLE OPPONENTS

The rules for fighting multiple opponents are unclear and incorrect in *King Arthur Pendragon*, 5th ed.. They are updated and detailed for clarity here. (These have also been corrected in KAP 5.1)

DIVIDING ATTACKS

More than one opponent may attack a character at a time: up to three footmen; two mounted men; or one mounted man and two on foot. Any number of missile units can shoot at a single unit.

Defenders may ignore some or all attackers (who get a free unopposed attack), or fight against as many attackers as they wish, by dividing their Weapon skill among them.

The player decides how many points to allocate to each foe. Each skill roll attempt is rolled separately, and each attack is treated separately, and each loss for the player knight means the foe hits him for full damage. Likewise, a player knight who strikes multiple targets does full damage to each of them.

The +5 mounted bonus is added *after* dividing the base Weapon skill. A knight with Sword 16 fighting against two foes on foot divides his skill into 10 and 6, then adds +5 to both for a result of 15 against one, and 11 against the other.

A knight can use his shield as many times in a round as he responds to an attack.

Each attacking missile unit constitutes a single attack, even though we understand this to be volleys of arrows, bolts or rocks. A knight might fight one foe and protect from the arrows of another, thus dividing his Weapon skill.

CHARGING AFTER THE FIRST CHARGE

The mounted lance Charge is a knight's best attack. Certain specific conditions must be met to charge, especially that a unit must be Disengaged at the start of the round. If the unit isn't Disengaged, then the best that can be done is to Attack. Treat lances used in an Attack maneuver as spears.

Unit commanders should always consider the option of withdrawing for a round, to prepare to charge again.

(A knight using a weapon other than a lance during a Charge, does *not* receive a +5 attack bonus.)

WOUNDED HORSES

War horses are rare and extraordinary creatures, hearty enough to take wounds and keep fighting. If wounded they will start, and the rider must make a successful Horsemanship roll to remain on. They are subject to the usual rules of Major Wound, etc; but otherwise will struggle along wounded, just like their noble rider.

ATTACKING THE ENEMY CAMP

Army camps are a collection of individuals, not an organized settlement. Unit members camp together, usually with specific sites chosen by leaders in order of seniority. Guards are set and watches kept, but no walls, ditches or other defensive structures are made.

Enemy troops in an army camp spells disaster for the defenders. It's full of treasure and non-combatants. When an army collapses it is, in part, because the troops are running for camp to save their treasures and retainers. Thus while it's disorganized, it's not safe for the attackers.

FIRST IN CAMP

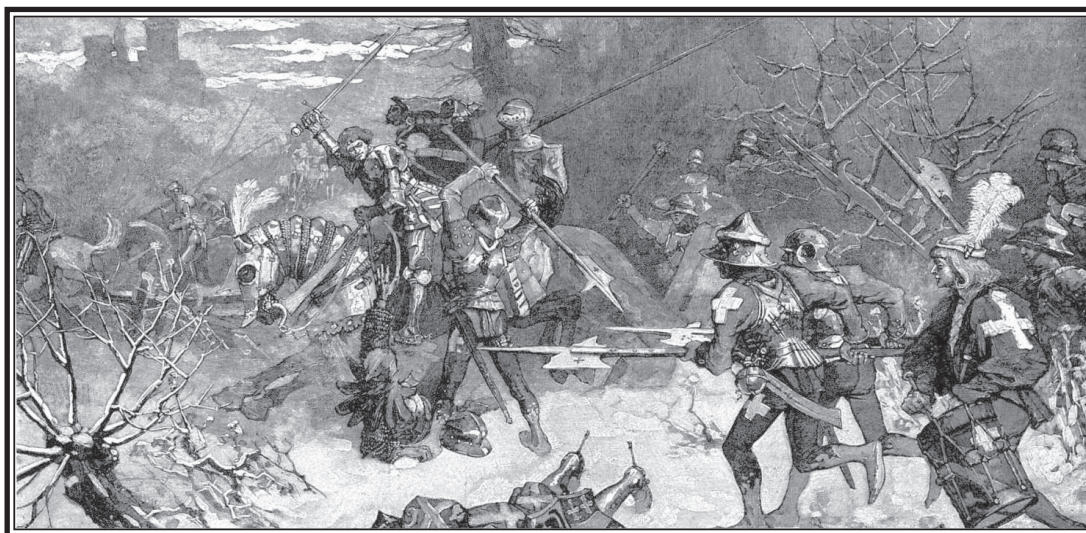
Members of the first unit to enter an enemy camp each get 50 additional Glory for any size battle. Knights who get to an enemy camp before the end of the battle get a bonus to their Loot (see *Loot*, p. 82).

ARMY INTENSITY EFFECTS

Ending a combat round in an enemy camp Zone reduces the Army Intensity for the next round by 20 points. Enemy units in your friendly camp raise the Army Intensity by 20.

OPPONENTS IN CAMP (OPTIONAL)

Pillaging a camp can be played out, and Gamemasters can roll 1d6 enemies to confront each knight. Roll randomly to determine the foe; each fights one round. A clever Gamemaster will have the players do all these little melees. Glory gained is equal to the normal combat value (i.e. their Combat skill).



STEP 5: END OF THE ROUND

They unhorsed them with their blows, plundered them where they lay, and rode on over their looted bodies in pursuit of the others. A few they took prisoner for they wanted some to hand over to the king.

— GEOFFREY OF MONMOUTH, *HISTORY OF THE KINGS OF BRITAIN*: X, 5 —

During Step 5, players determine how well their unit fared for the round, learn the fate of their loyal squires, and calculate the Army Intensity for the next battle round.

On the *Player's Battle Record*, players should note the round number, Army and Unit Intensities, enemy, basic Glory, success level, notes and Followers' Fate. Then tally the Glory for the round.

Note that extended melee phases do not have an "End of the Round" phase because they're not complete battle rounds.

UNIT RESULTS

A unit victory or loss is determined by the cumulative results of all (and at least three) of the (player) combatants in a unit in a round. NPC Followers do not contribute to or hinder this. Only the player characters count.

TABLE 4.19: UNIT RESULTS

Triumph	Everyone wins or ties; -2 Army Intensity*
Win	Half or more knights win or tie
Loss	More than half knights lose
Crush	Everyone loses; +2 Army Intensity*
*Some results vary from this.	

At least three player characters, including the leader, must make melee rolls. If only one knight is Attached, or the unit is made up of only a single individual, then it has no chance of Triumph. If fewer than three player knights are in a game the Gamemaster should create a couple of NPCs just for this purpose. The players can take control of these "battle buddies," who disappear afterwards until the next battle.

Normally, at least three player knights are required to generate unit results

SAMPLE BATTLE BUDDY

Name: _____	
Lance: <u>15</u>	Sword: <u>15</u>
SIZ: _____	Horsemanship: <u>15</u>
HP: _____	Damage: <u>d6</u>
Horse: <u>d6</u>	Battle: <u>10</u>

Use of the Defensive tactic counts as a Loss

Knights who use the Defense tactic (See *King Arthur Pendragon*, 5th ed., p. 119) never contribute towards a Triumph or Win if they score a melee win. Use of the Defense tactic counts as a Loss when figuring Unit Results.

Each opponent that's fought counts when determining Unit Results. If a knight fights two, beats one, and loses to another, then the unit can't Triumph.

A player may choose to ignore one or more foes, especially when attacked by several at once. Each opponent he does not win against counts as a Loss. Thus if your knight ignores that guy with a shovel and that farmer misses, it's neither a Win nor a Loss but a Tie, with no Glory. If that shovel man smacks your knight, it's a Loss.

GLORY FOR THE ROUND

Each unit has a basic Glory value. This is a relative measure of how tough, renowned or flamboyant they are, as well as other, more subtle factors. The Glory award for the round is found by multiplying the enemy's basic Glory times the melee result modifier.

TABLE 4.20: GLORY MODIFIERS BY MELEE RESULT

Critical	x2
Win or tie	x1
Loss	x½
Used Defense tactic	x½

MULTIPLE OPPONENTS

If the knight fought more than one opponent, Glory is calculated for each of them separately. For instance, if fighting x2 Screaming Saxon Warriors (10 Glory each), and one wins and one loses, your Glory would be 10 for the win + 5 for the loss — 15 for the round.

Calculate Glory for each foe separately

ATTACKING WITH ANOTHER

When the melee round's unit maneuver was Attack with Another, the basic Glory of the unit being attacked is halved.

RESERVES' GLORY

Knights that were held in reserve get Glory each round depending on the size of the battle, as follows:

Small: 2

Medium: 5

Large: 10

Huge: 15

Furthermore, they collect double Glory for the first two rounds in combat after coming out of reserve.

INACTIVE/ WOUNDED GLORY

Knights that were inactive (not reserves), perhaps through being Disengaged, wounded or otherwise out of the battle, may get Glory each round depending on the size of the battle.

Small: 0

Medium: 1

Large: 2

Huge: 3



SQUIRES

The squire's role in battle is to stick close to his knight and offer occasional combat assistance. But mostly he just defends himself, and does whatever the knight needs. At the end of each complete battle round a knight must check the status of his squire(s).

Players make an unopposed Squire roll for each squire.

TABLE 4.21: SQUIRE ROLL

1D20	RESULT
Critical	The squire is unharmed, still with his knight, and he's found an extra horse! Furthermore, he can do any <i>one</i> of the success actions listed below.
Success	<p>The squire is unharmed and still with his knight. He can do <i>one</i> action:</p> <ul style="list-style-type: none"> ♦ Give the knight a new spear /lance or sword/preferred weapon (the squire carries <u>one spare</u> of each). ♦ Get off his horse and give it to his knight, who can also mount up immediately. The squire is now on foot. (Next round, he will Run.) ♦ Give his horse to his knight, and climb up behind him. The rider is now Encumbered. ♦ Dismount, retrieve his unconscious or dead knight's body and load it on the horse, so he can attempt to Run Away <u>next round</u>, Guiding the horse to safety (Burdened, -5 to all rolls) ♦ Similar action, as deemed appropriate by the Gamemaster.
Failure	The squire was separated from his knight. He's found his way out of battle, perhaps back to camp, and isn't available again until the knight goes there too.
Fumble	The squire was separated from his knight and wounded in combat. He takes normal damage from the unit fought that round. He is out of the story for now.

CAPTURED HORSES

Take into account any logical matters — if fighting against the Huns and Gepids, only a steppe pony would be captured; against Saracens, an Arabian courser instead of a charger; against elfin knights, a faerie steed; and against Danes, war ponies.

For random results, roll 1d6:

TABLE 4.22: CAPTURED HORSES

1D6	MOUNTED ENEMY	UNMOUNTED ENEMY
1	Sumpter	Cart Horse
2	Enemy's steed	Cart Horse
3	Enemy's steed	Donkey
4	Enemy's steed	Rouncy
5	Charger	Sumpter
6	Rouncy	Mule

Note that squires cannot help other knights! They are trained and conditioned from boyhood to help their lord, their own knight.

Knights can order their squires to help other knights in their unit. However, that activity constitutes the Special Action of "Rescue a Friend," and so requires an extended melee phase. See p. 77 for more.

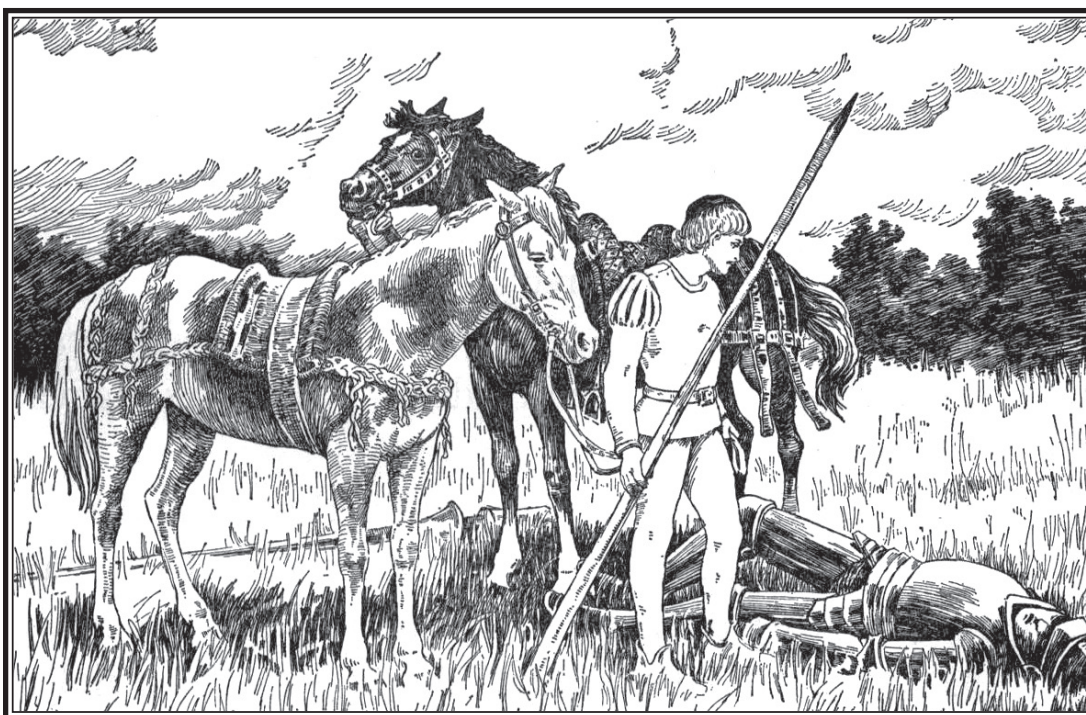
Squires are bound to their own lord and cannot help other knights

SQUIRE RETREAT

Squire Retreat is used when a squire tries to rescue his lord's unconscious body from the field, or attempts to bring a prisoner off the field, or in any manner to leave the field and head for the rear. This is an opposed resolution contest, of the Squire's age vs. the combat value of the enemy unit. If multiple squires are attempting the escape, each one grants a +5 bonus to the squire's age.

The Squire has to be ready to go at the start of the round. He must have already loaded the body onto a horse or taken possession of the prisoner or horse(s) last round, during the Squire roll.

The Gamemaster rolls three random foes and the player selects one of these, through whom the squire will dash.



The Loyalty (Lord) passion can help a squire succeed

The squire may attempt inspiration with his Loyalty (Lord) Passion (the bonus or penalty being applied to the squire's age). Since Loyalty (Lord) is normally not calculated for a squire, use his age minus 5. Note that players will come up with all kinds of schemes to enhance their chances (the Defense tactic is a favorite.) But this is meant to be just a simple Squire roll, so Gamemasters can ignore these entreaties.

TABLE 4.23: SQUIRE RETREAT RESULTS

RESULT	EFFECT
Critical	The squire escapes, and is Out of the Battle
Success, or tie	The squire escapes, moves back one Zone, and is Disengaged
Failure	The squire takes damage from the unit, but (unless killed or taking a Major Wound) moves back one Zone and is Disengaged
Fumble	The squire does not escape, and takes damage (ignore critical by enemy) from the unit. He remains in the same Zone.

Once Out of Battle, the squire bears his lord to the camp, where medical attention awaits. He and his knight remain there for the rest of the battle. The knight still collects the Inactive/Wounded value of Glory each round.

RECOVERING A SQUIRE

It's possible for a knight to Break Away from his unit for any reason, but a common one is to find or rescue his lost squire. This action isn't recommended, as it leaves the knight in the extremely dangerous position of being Alone in battle. Nonetheless, it may be attempted, especially if the squire is a future player knight. This procedure is used:

The squire must have become lost (i.e. must have failed his Squire roll) in the previous "Step 5: End of the Round."

In Step 1 of the next round, the knight must declare that he is going to attempt to find and recover his squire. At that moment the Gamemaster has to ask, "Are you requesting permission from the Unit Commander?"

Normally the leader will refuse permission for this, in which case the knight risks losing his lord's confidence. Any special circumstances (he's your next player character or, "He is the count's son, Sir,"

*Disobeying
one's unit
commander
may have
serious re-
percussions*

and so on) may warrant roleplaying incursions here. The knight can also just go without seeking permission, which is also disobedient.

So, whether he's obeying or not, the knight sets off after his squire.

The knight is now Alone (unless other player knights or his own vassals are attending him). The battle follows as normally, but on a tie, success or critical success during the melee, the knight may attempt an Awareness roll versus "Where is he?" using the Double-d20 roll (see below). A tie, success or critical means he's found his squire.

ADJUST ARMY INTENSITY

Certain melee results (Triumph, Crush and special results, such as capturing a standard, slaying a hero, and some others) affect the Army Intensity. If your unit achieved one of these results, adjust accordingly to find the Final Army Intensity.

FINAL ARMY INTENSITY

ARMY INTENSITY OF ROUND
+ UNIT RESULTS MODIFIER

List this number as the "Final Army Intensity: Last Round" on the *Player's Battle Record*.

GAMEMASTER DESCRIBES THE SITUATION

Describe the position of the unit at the end of the round in terms of where in the battle they are, the Zone, specific ground conditions, and general intensity of the struggle.

EXTENDED MELEE ROUNDS, OR NEW ROUND?

The leader decides, after quick consultation with his men, if there is a need to extend the round, or whether to go to the next one. The Gamemaster does whichever they wish.

DOUBLE D20

This calculates the skill of an opponent — as well as his success or failure — in one roll.

Use two differently-colored d20s, one to determine his skill, the second to determine his success. For instance, in a "Where is he" roll the knight rolls 11 for his successful Awareness. The Gamemaster takes two dice, "White for the fight, red for you're dead," says the Gamemaster. The white, or difficulty level, is 8; and the red, the "roll by the difficulty," is 17 — a failure. The knight sees his squire!





THE BATTLE IS OVER WHEN...

Sir Gawaine and his fellows gat the field and put the Romans to flight.

— MALORY, *LE MORTE D'ARTHUR*: V, 6 —

The fighting stops when *any* of the following conditions are met:

- ♦ both sides have had enough, or
- ♦ after 1d6+3 rounds, or
- ♦ between 6 and 9 rounds, or
- ♦ one side executes a Withdraw, Run Away, or Retreat, or
- ♦ Army Intensity begins at zero or 40 for two successive rounds
- ♦ night falls (12 rounds), or
- ♦ the script says so, or
- ♦ the Gamemaster says so

SHORT BATTLES

Short battles occur because...

- ♦ One army immediately, upon confrontation, wisely Withdraws. This takes a minimum of 3 rounds.
- ♦ One army, terrorized, is routed immediately (Run Away!); 3 rounds.
- ♦ One army is smashed immediately upon First Charge, and routs (2 more rounds of Run Away!)
- ♦ Fewer than 3 rounds indicate that one army assembled and immediately withdrew. There was no engagement, no battle.

LONG BATTLES

Long battles occur because...

- ♦ One army is trapped and can't escape
- ♦ One army is doomed, on its last legs, at the end of the trail and bound for annihilation
- ♦ Two armies hate each other
- ♦ One army has so many men that it takes forever to kill them all
- ♦ The losers keep inspiring and rallying
- ♦ A superior army is indecisive, badly led, overly cautious, afraid, partying, superstitious or in near-mutiny
- ♦ One army deeply desires revenge, or to thoroughly chastise or shame the other
- ♦ Supernatural elements are present
- ♦ The enemy is making their "Last Stand"

THE LAST STAND

Armies sometimes have no place to Withdraw to, impeded by geography (cliff, river, sea) or desperation (such that the army got the "Enemy's Desperate Last Stand" bonus among the Starting Conditions).

When the Army Intensity passes the 10 or 30, instead of the normal retreat, the army either disintegrates or becomes fanatical, unit by unit.

Half the men flee, surrender, hide, play dead or most often abandon resistance and are butchered. The other half is inspired to fanatical suicide attacks, assured of their own doom and intent upon taking you, too. And through that teeming hysteria, your unit rides.

Fight 1d3 more rounds, where all enemy units are at half strength, and also doubled in skill due to Passion — that is, treated as normal. In addition:

Instead of Intensity and Battle rolls, for each enemy unit met, roll 1d6:

01-03: roll on Table 13, Opportunity (p. 56)

04-06: roll on Table 14, Surprise (p. 57)

TO RESCUE RETINUE

When an army starts to fall apart, knights' thoughts turn first to survival, and then towards rescuing their retinue and goods.

Enemies in your camp will kill or capture all the retainers — always a very serious loss. Pavilions, extra horses, spare equipment, and treasure are all lost. Squires waiting there, plus the wounded, are all captured for ransom or slain.

Player knights are exempt from most Automatic Actions and need not Pursue or Withdraw with the rest of the army, nor do they need to always obey orders.

Instincts and common sense press heavily when retinues and equipment are threatened. When Army Intensity reaches the automatic Withdraw threshold (30), all player knights with notable Selfish must make an opposed Selfish versus Loyalty to the eschille commander, or if he has not one, then Loyalty (Lord). If Selfish wins, he abandons the battle and heads to rescue his men. Check Cowardly. Other, non-notable, knights may make a free choice, and if they decide to desert, then may simply do so and take a check to Selfish and Cowardly. If Loyalty is greater than 15, they *must* make an opposed roll, and if Loyalty wins they won't depart, though they want to.

When Army Intensity passes 30 (past automatic Withdraw), no further rolls are needed; all player knights have already proven their determination and loyalty. They may stay or run, as pleases the player.

DESERTION

Desertion, leaving combat before your commander allows, is one of the worst possible crimes a knight can commit. It violates a knight's basic oath, and is so vile that it can cost a man his office of knighthood. Not just the leader is violated, but everyone in the eschille — indeed, in the whole army! — is endangered. Any combat situation, in battle or individually, warrants the same penalty.

Consequences of desertion are:

- ♦ Check to Cowardly
- ♦ Lose 5 points of Loyalty (Lord)
- ♦ Lose 10 points of Honor

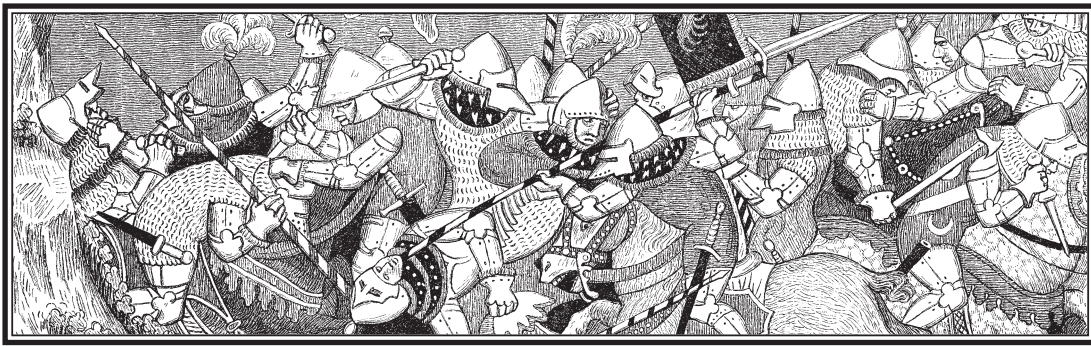
Desertion has very serious consequences

No exceptions are considered. If the knight has an excuse he must bring it to his lord's court for judgment by the lord. A knight's peers are consulted, but only the lord may forgive such a violation of a knight's oath. A knight must prove that he departed for a good reason, and until the facts are brought to light, the knight suffers the penalties.

RESCUE

Rescue is only necessary in case your army loses. The chance of rescuing your retinue depends entirely upon the Army Intensity when your knight reaches the camp and gives the order, as follows:

- ♦ Anyone who rescues when Army Intensity is 20 or less rescues all his retinue and treasure
- ♦ Anyone who rescues when Army Intensity is 11-29 rescues his retinue and treasure with a successful or tied opposed resolution of his Horsemanship versus Intensity; a failure means no rescue
- ♦ Anyone who leaves the battle when Army Intensity is 30 or more rescues ½ his retinue, ½ his horses (but 0 other treasure) with a successful or tied Opposed Resolution of his Horsemanship versus Intensity; a failure mean no rescue
- ♦ At Army Intensity 40, it's too late to rescue anyone but one's self and squire



EXTENDED MELEE PHASE

Then the Romans gathered more people, and also footmen came on, and there was a new battle, and so much people that Sir Bors and Sir Berel were taken. But when Sir Gawaine saw that, he took with him Sir Idrus the good knight, and said he would never see King Arthur but if he rescued them, and pulled out Galatine his good sword, and followed them that led those two knights away; and he smote him that led Sir Bors, and took Sir Bors from him and delivered him to his fellows. And Sir Idrus in likewise rescued Sir Berel.

— MALORY, *LE MORTE D'ARTHUR*: V, 6 —

An extended melee phase occurs when, after completing the usual round, the action continues for one or more melee rounds. The action slows, and instead of the one round synopsis for the hour, we see the key struggle for life and death.

Extended melee phases are necessary to carry out a Special Action. Thus there is a special danger to attempt to rescue a friend, rally, take a prisoner, and attack leaders.

The extended melee phase may be undertaken only after all the steps of a normal round are completed. Thus players will know whether a squire has already helped out.

If all the steps of a process are done, then the deed is successful. If any step fails, the attempt fails.

Note that extended melee phases do not have an “End of the Round” phase because they’re not complete battle rounds. This means no Squire rolls!

When a Special Action is attempted, the knights face the same enemy from the current battle round

and fight melee rounds, just as before.

GAMEMASTER FIAT

The Gamemaster can at any time say, “Your squire carries your body through the thick of combat and to safety,” or, “You take him prisoner, your squire is gone,” or anything else to make things simpler and speed things along. To extend the drama of life and death, follow these guidelines.

ENDING EXTENDED MELEE

A unit may perform as many extended melee phases as the players wish. For instance, it’s possible that a rescue attempt ends up with a different knight unhorsed, or someone else falls during the rescue action and so forth, so the knights may want to continue with another phase, or two or three. The same rules apply each phase. Also remember that extended melee phases do not require Squire rolls as they will already have been done.

No Squire rolls in extended melee phases

The extended melee phases are over when...

- ♦ A Battle roll is missed at the start of the extended melee phase
- ♦ The unit breaks off combat (Withdraw)
- ♦ The unit suffers a Crush for the round,
- ♦ The players knights voluntarily end combat, are unconscious or dead
- ♦ The enemy leader is captured, killed, unconscious or escapes

RESCUE A FRIEND

If someone is dismounted, or otherwise in danger of being separated from the unit due to a Zone change, this action can be taken at the end of the normal round. Typically this rescue occurs when a member of the unit was unhorsed, often through receiving a Major Wound. To succeed at a rescue, complete the following four steps:

1. Nearby? Unit Commander roll

Make an unopposed Battle roll, modified by the Unit Results just achieved.

Note: The final Unit Result depends on all combats for the round, *including those of the extended melee rounds*. But this temporary first round result is important for this modifier.

TABLE 4.24: RESCUE RESULTS MODIFIERS

RESULT	EFFECT
Triumph	+20
Win	+10
Loss	-10
Crush	-20
Battle roll Results	
Result	Effect
Critical or success	The unit is near to the friend.
Failure or fumble	The confusion and mayhem has separated the unit from the desired objective.

2. Unit melee

All members fight another melee round against the same unit(s) that they fought that battle round. This is a new wave numbering one opponent per player character, including the knight who is unhorsed or unconscious. This means that one enemy is uncommitted, unless a knight volunteers to fight two enemies at once, and the Gamemaster agrees.

The knight being rescued can't fight in melee this round if he is attempting to mount.

3a. If the friend is conscious, he must:

Mount, either on a spare horse or behind someone (Horsemanship roll), and live through the fight for that round. If an enemy is unengaged by someone else, he will attack to seize the mounting man.

If successful at both, then he is mounted at the end of the phase. Rescue complete! See *Ending Extended Melee*, last page.

3b. If the friend is unconscious, a knight must:

First, dismount and grab the body (no skill test required), survive an attack from the foe of this phase, and hope a friend engages the extra enemy!

Then remount (Horsemanship roll), using results from the Remount Result table, below.

Or, the knight may order his squire, who must:

Succeed at a Squire roll -5 (for the danger), dismount and grab the body (no skill test required) and survive an attack from the foe of this phase. Note: if a squire does the dismounting and grabbing, then the Gamemaster adds another opponent, to strike at the squire. A knight can volunteer to fight this opponent in addition to his own opponent.

Remount (Horsemanship roll), using results from the Remount Result table.

TABLE 4.25: REMOUNT RESULT

RESULT	EFFECT
Critical or success	The knight with the passenger begins next round Encumbered.
Failure or fumble	The knight remains unhorsed, but since everything else succeeded, the knight and his rescued friend both remain with the unit (not Alone) at the start of the next extended melee phase.

The final Unit Result for the round factors in those of the extended melee rounds

Once remounted, the rescue is complete! Go to *Ending Extended Melee* (p. 76).

4. End extended melee

See *Ending Extended Melee*

TAKE A PRISONER

A knight can surrender and become a prisoner at any time. Prisoners may also be taken when an opponent has been knocked unconscious, most likely through a Major Wound.

To take a prisoner complete these steps:

1. Nearby? Unit Commander Roll

This step is the same as for Rescue a Friend action.

2. Unit Melee

Same as for "Rescue a Friend."

Recovering a body or accepting surrender is an action, and the receiving knight can't fight without dividing his attack.

3. A knight must:

First, dismount and grab the body (automatic) and survive the fight for that phase.

Next, if the disabled enemy is still horsed, the knight must first make a successful Horsemanship roll to grab the reins, then fight a foe (unless someone else takes on that burden).

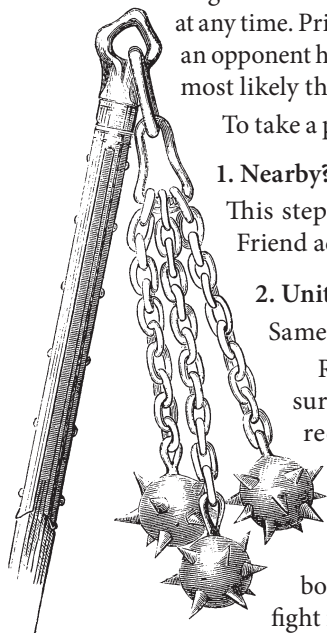
He can divide his attention, devoting half his combat skill to the attack and half his Horsemanship to the grab (no other options apply to this division).

Or, the knight may order his squire who must:

Succeed at a Squire roll -5 (for the danger) dismount and grab the body (no skill test required) and survive an attack from the foe of this phase. Note: if a squire does the dismounting and grabbing, then the Gamemaster adds another opponent, to strike at the squire. A knight can volunteer to fight this opponent in addition to his own opponent.

Remount (Horsemanship roll), using results from the Remount Result Table.

Once remounted, the rescue is complete! Go to *Ending Extended Melee* (p. 76).



FIGHT AN ENEMY LEADER

The player knights may occasionally take advantage of an Opportunity and attack an enemy leader. Special conditions apply.

First, leaders are always surrounded by guards. Heroes are different, in that they will fight the first phase.

1. Regular melee phase

Opportunity presents this. When fighting a leader the regular melee phase for the round is fought normally, against bodyguards with a number equal to the player knights. The Gamemaster keeps track of whether they're killed or disabled, since survivors also participate in the next extended melee phase, if there is one.

2. Extended melee phase

Players may choose to perform more extended melee phases. If so, on the second phase yet more bodyguards join the melee. The number of bodyguards is equal to the number of player characters on their feet, plus the surviving guards from the last round. If this was a Battalion Commander, he is one of these second round combatants. He could enter the fray, watch, or try to escape. For an Army Commander, this second wave only includes guards. Their number is equal to the number of player characters on their feet, plus the surviving guards from the last round(s).

3. Another

To get the Army Commander, another round is required. At the start of this round a number of guards comes forth equal to the number of living characters, plus the surviving guards from the last round. The Army Commander is with them. He could enter the fray (especially popular among the heroic barbarians), watch (if he's sure of his guards winning), or try to escape (the usual).

See *Ending Extended Melee*, (p. 76) to end the extended melee phase.

KILLING COMMANDERS

Killing or capturing a Battalion Commander grants an additional 100 Glory to each combatant, and causes a -10 to the Army Intensity.

Killing or capturing an Army Commander grants an additional 150 Glory to each combatant, and causes a -15 to the Army Intensity.

In both cases the mayhem to his bodyguards is irrelevant to Intensity.

LEADER ESCAPES?

Always keep in mind that these leaders are not senseless treasures to be rewarded. Indeed, they're individuals who are entirely aware of their worth both as high-ransom targets and as key advisors to their liege. That's two reasons to run, and though his courage and honor may urge him to stay and fight, the latter are two reasons to one. And besides, if he escapes he is a great NPC. Everyone needs a recurring villain!

Opportunity Example: The Enemy Army Commander!

In the regular combat round, five player knights attack the enemy Army Commander, whose bodyguard sends five guards. In the melee, three of the enemy are killed or disabled, and one player knight goes down. In the extended melee phase four new bodyguards (one per player knight) enter the fray, and the two surviving guards remain as well. A melee follows, four of the enemy are killed or disabled, and one more player knight goes down.

This second extended round, two guards survive, and three more combatants confront the knights. One of those new foes is the enemy Army Commander, but he does not enter the combat. He has four guards to defend him from three knights who have already killed seven of his bodyguards. As the bodyguards leap to the fray, the general turns his horse and gallops to safety.

RALLY

A knight can attempt to rally troops to his aid. If he's Disengaged, no foes fight him that phase, and he can attempt to Rally as his normal action of the round. If Engaged, he must first win the regular melee phase, after which a second melee is fought, and Rallying is a possible Special Action. The unit the knight had been engaged with in the round attacks him again under the same conditions. Then, whether or not he is successful, he can attempt the Rally roll if he is still conscious.

To rally the troops to, roll 1d20 vs. your knight's Glory/1000.

TABLE 4.26: RALLY ROLL RESULT

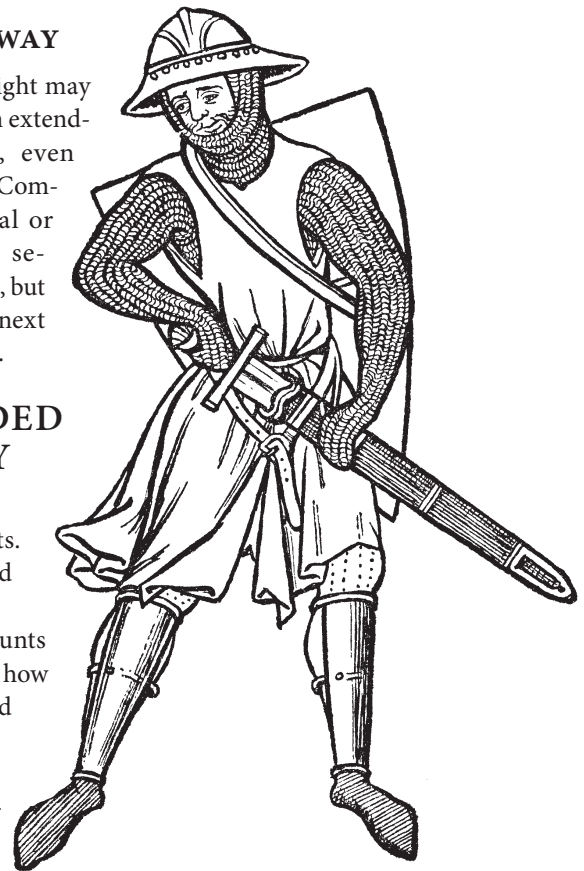
RESULT	EFFECT
Critical	Rally 1d6+5 knights to his side; if he was Alone he is now a Unit Commander.
Success	Rally 1d6 knights to follow him next melee round; if he was Alone he is now a Unit Commander.
Failure	No knights rally. If he already has knights following him, he is their leader next melee round, but no one new joins.
Fumble	No one joins. If he has followers they desert him. He starts the next melee round Alone.

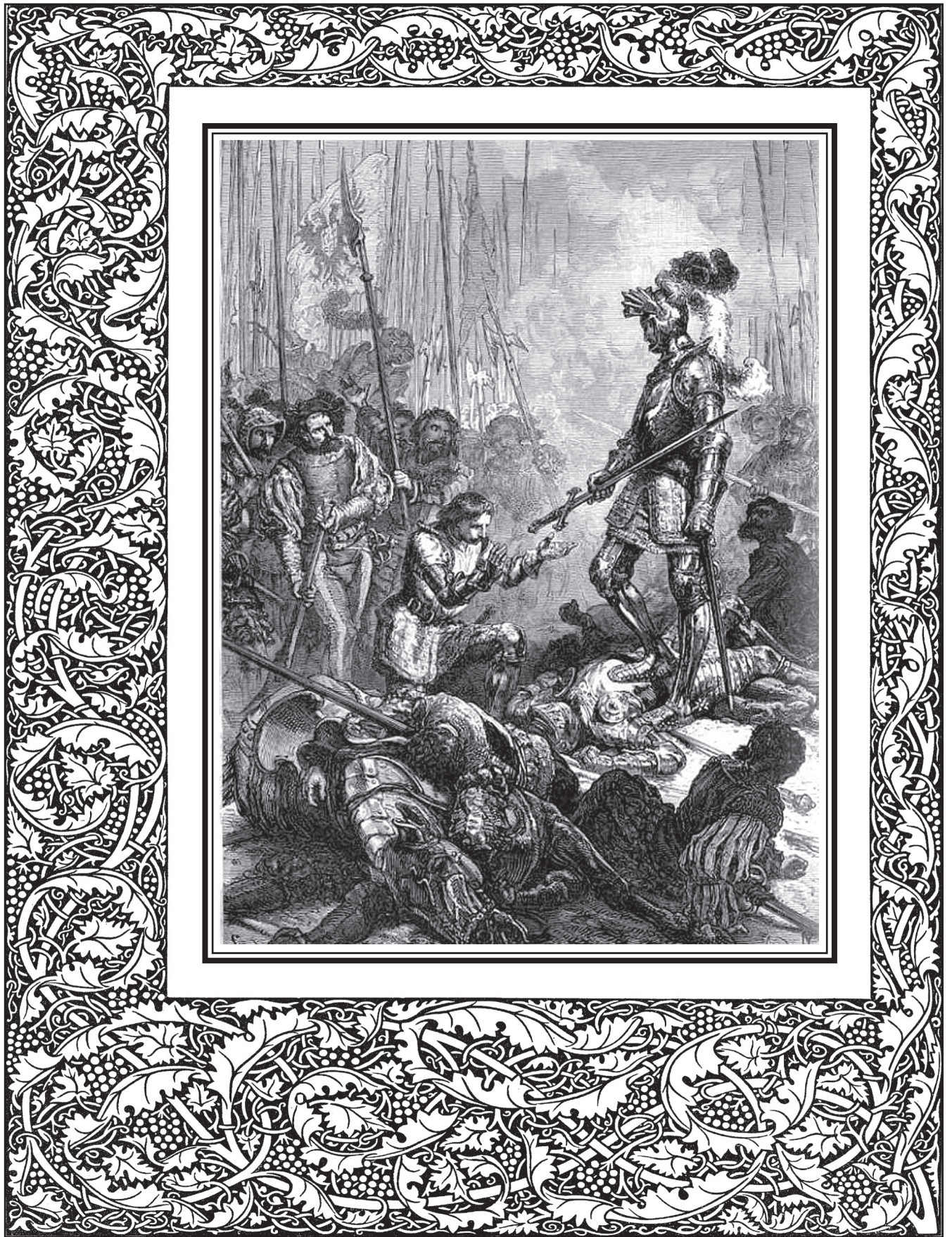
BREAK AWAY

An individual knight may choose to make an extended battle phase, even without his Unit Commander's approval or agreement. The sequence is the same, but at the start of the next round he is Alone.

EXTENDED GLORY

Every extended melee phase counts. Track accumulated Glory each phase. Each opponent counts too. Keep track of how many victories and losses occur each round. The Glory really stacks up — if you survive. ♠







CHAPTER V

AFTER THE BATTLE

As soon as victory was assured, Arthur ordered the bodies of his leaders to be separated from the carcasses of the enemy. Once they were gathered together, he had those bodies prepared for burial with royal pomp and then they were carried to the abbeys of their own native districts and interred there with great honour. ♡ At Arthur's command, the rest of the leaders and princes were born to abbeys in the vicinity. He took pity on his enemies and told the local inhabitants to bury them. He ordered the body of Lucius to be carried to the Senate, with a message that no other tribute could be expected from Britain.

— GEOFFREY OF MONMOUTH, *HISTORY OF THE KINGS OF BRITAIN*: X, 13 —



AFTER THE BATTLE, players determine who the victor was (remember, they're lost in the midst of it all), calculate Glory, distribute and receive booty, learn the ransom value of captured knights, discover the fate of lost squires, count the dead (if any) among their followers, and mourn their losses. Finally, it's a good idea to take this time to get healed for the next battle...

- ♦ Which side won the battle?
- ♦ How much Glory did you get?
- ♦ How much loot will you get?
- ♦ What happened to lost followers?

DETERMINE THE VICTOR

The level of Victory is determined by the Army Intensity, as follows:

Decisive Victory: If Army Intensity was reduced to 0 for two rounds, the enemy army was driven off the field or Broken, or the Gamemaster says so.

Decisive Defeat: If your army was driven off the field or Broken, Army Intensity reached 40 for two rounds, or Gamemaster says it was. All other results are Indecisive.

CALCULATE TOTAL GLORY

Players add up the Glory from each round. Just go down the "Glory" column on the *Player's Battle Record* and add up the numbers.

Next, calculate Victory Modifiers (applied to the sum of Glory) as follow:

- ♦ **Decisive Victory:** ×2
- ♦ **Indecisive:** ×1
- ♦ **Decisive Defeat:** ×0.5

Finally, calculate Battle Size Modifier:

- ♦ **Small, Medium:** ×1
- ♦ **Large:** ×2
- ♦ **Huge:** ×3

LEADER GLORY

Leaders get extra Glory from battles. See Table 5.1: Leader Glory, next page.

POSITION OF HONOR GLORY

If the unit was in the Position of Honor (not near it, not backing it up, but there on the farthest right front all battle) then members get additional Glory equal to Unit Commander Glory.



TABLE 5.1: LEADER GLORY

SIZE	ARMY COMMANDER	BATTALION COMMANDER	UNIT COMMANDER
Small	15 × number of rounds	5 × number of rounds	15
Medium	30 × number of rounds	10 × number of rounds	30
Large	45 × number of rounds	15 × number of rounds	45
Huge	60 × number of rounds	20 × number of rounds	60

LOOT

Loot is gained only from a Decisive Victory:

- ♦ Small Battle: £2
- ♦ Medium Battle: £5
- ♦ Large Battle: £10
- ♦ Huge Battle: £15

*Looting
enemy
camps*

If your unit managed to reach the enemy camp before the battle was over, then they had first choice on what to take. The value of their loot is ×3.

If your camp is lost your knight loses everything he has, except for what he has with him on the field. This includes pavilion, horses, goods, and any other treasure. For paramours, retinue, and children make a Retinue Survival roll.

RETINUE SURVIVAL ROLL

Roll 1d6 for each person that's gone missing. On a 1–5 the person isn't found. Roll a 6 and you find the person.

If you abandoned the battle as soon as possible when the camp was threatened add +3 to each Retinue Survival roll.

RANSOM

Knights have ransoms, in part to motivate their fellow knights to spare their lives. They will be ransomed back to their families, because that's part of what it means to be a knight: prisoners are worth money. After a battle, discover the ransom value of captured knight prisoners.

TABLE 5.2: KNIGHT RANSOMS

1D20	CAPTURED KNIGHT & RANSOM
01–02	Squire, Esquire: £6
03–10	Household knight: £12
11–13	Landed knight, Poor: £15
14–18	Landed knight: £18
19	Landed knight, Rich: £30
20	Knight, banneret: £150

Roleplaying opportunities exist to be exploited with prisoners.

Good will is often generated between captor and captive — indeed, it's a mutual reassurance of their knightly bond. But this isn't the place to discuss that.

Nobles are never captured at random. They are superbly outfitted and surrounded by avid bodyguards. Several people may share in the capture and get parts of the ransom.

*Noble
ransoms*

- ♦ Baron: £550
- ♦ Count, Earl or Praetor: £1,100
- ♦ Duke or Pennath: £1,600
- ♦ King, or independent ruler: £2,150

COLLECTION

Payment isn't automatic. Captured foes might be released on their word of honor to pay the money, or kept prisoner until it's paid off. Details of this are left to the Gamemaster to determine.

A particular type of low-life commoner exists called a ransom broker. They will pay 50% of a ransom immediately, take it or leave it. They own the claim thereafter, and if the knight doesn't pay, it's the broker's problem (or really, his noble sponsor's).

A knight may capture an enemy with a ransom, or end up as their overlords and have a need to ransom them.

- ♦ Heorthgeneat: £6
- ♦ Mounted Heorthgeneat: £12
- ♦ Saxon Chief: £25
- ♦ Saxon King: £500
- ♦ Irish Chieftain: £18
- ♦ Pictish Chieftain: £12

Non-knightly ransoms

Finally, some commoners in cities are wealthy enough to afford a ransom. This is entirely unofficial, and knights need not respect this unusual offer, unless they need money or are merciful.

Wealthy City Dweller: £6, or £10 (your knight also earns a Selfish check).

FINDING LOST SQUIRES

Squires are often lost during a battle. Their disappearance isn't malicious or intentional (usually), but is expected during the dangers of battle. Normal procedure for lost squires is to escape and wait at the camp. When it's all over, knights seek their lost wards there.

To learn the fate of your lost squire, attempt a Squire roll. If he was last afoot, apply a -5 modifier. Success indicates that he is in camp. Failure indicates that he's not, and presumed dead.

Lost squires bring about the same long-term Melancholy as lost Followers, see *Consequences*, below.

FINDING LOST FOLLOWERS

Leaders meet with their men to assess their welfare. Afterward it's possible that prisoners are traded back and forth, men recover consciousness, come out of hiding and so on. Now the final losses can be calculated. Look at the Battle Record to see what the results the Followers' Fight Phase had been each round in "Step 4. Followers' Fate."

Find the total losses for the battle. Then consult the Followers' Return Table, below.

Decisive Victory: +5

Bodyguard Bonus Used: -10

Decisive Defeat: -5

TABLE 5.3: FOLLOWERS' RETURN

1D20 ROLL	RESULT
00 or less	None
01-05	¼ return
06-12	½ return
13-16	¾ return
17-20	All return

CONSEQUENCES

When the loyal Followers of a leader are lost, he must attempt a Loyalty (Followers) Roll. If successful, he falls into melancholy for a number of weeks equal to the number of knights killed. The diminishment of skills caused by this might have an effect on the campaign that follows.

If at home, this counts as "time away" when figuring his presence for the Manorial Accounting. See *Book of the Manor* p. 52 for more.

Long-term melancholy

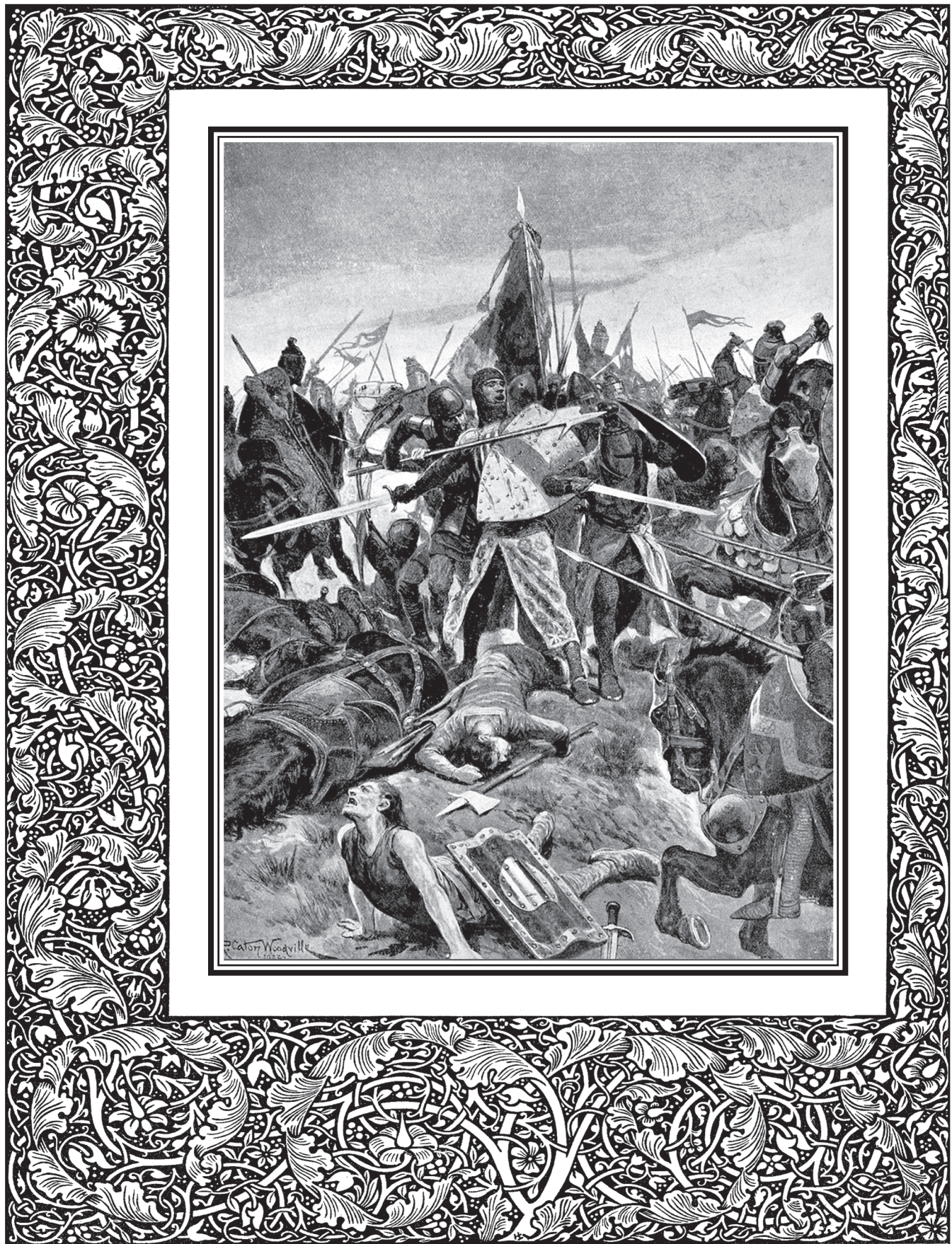
HEALERS AT CAMP

First Aid is commonly applied by other knights on the field. When it's not, or when other care is needed, knights go to the infirmary at camp. Both First Aid and Chirurgery are available from ladies, monks, nuns, and the occasional physician in the Infirmary. Quality of care (the healer's skill level) is based on rank:

- ♦ **Royalty:** 15+1d6.
- ♦ **Upper Nobility:** 10+2d6
- ♦ **Knight Vassals:** 10+1d6
- ♦ **Knight Household:** 10+1d6
- ♦ **Squires:** 10
- ♦ **Commoners:** 3d6

Personal attendants (wife, brother the monk, physician, lady with a mysterious box of unguents, etc.) always have precedence over the impersonal infirmary when tending to friends and family. ♣

Bring your own healing





CHAPTER VI

PASSIONS

AND OTHER SPECIAL TOPICS

Then came there Sir Placidus, a good knight, and met with Sir Kay, and smote him down horse and man, wherefore Sir Griflet was wroth, and met with Sir Placidus so hard, that horse and man fell to the earth. ♡ But when the five knights wist that Sir Kay had a fall, they were wroth out of wit, and therewith each of themfve bare down a knight. When King Arthur and the two kings saw them begin to wax wroth on both parties, they leapt on small hackneys, and let cry that all men should depart unto their lodging.

— MALORY, *LE MORTE D'ARTHUR*: I, 11 —



ALL PLAYER KNIGHTS, at whatever level of command, always have freedom of choice in all things — unless they're subject to their Passions.

This includes whether to follow one's designated leader or not. Not doing so is nearly suicidal, and risks loss of Honor for deliberate disobedience, but there it is.

At any point during a round, a player may decide to use an appropriate Passion to inspire his knight. Typically, a player attempts to use his knight's Hate (Saxons) Passion to increase a combat skill. He must name the skill he is going to impassion immediately after succeeding at the Passion roll.

Each Passion can be used only once per day and the effects last for *one full battle round* (which includes all extended melee phases). Failure to be Inspired causes Melancholy, with its -5 modifier to all subsequent skills for the remainder of the day.

NOTABLE PASSIONS

Notable Passions (16 or more) affect everyone the same way. All knights with a notable

Passion must use it in the battle the first time the knight has a chance to (e.g., he is in melee with the hated foe). For instance, if your knight has Hate (Saxons) 18, then the first time the unit is in melee against any Saxon foe, he must attempt a Passion roll.

If the knight does not want his Passion to kick in, he must consciously and actively suppress it. This is achieved by making a successful unopposed Prudent roll at the start of each round. Failure requires a Reckless roll, the success of which indicates that the Passion will be used this round.

Leaders who sight a Hated enemy unit among the potential targets must attack that unit. Thus if the maneuver is an attack, and a Saxon warrior is among the three random foes to choose from, the knight must choose the Saxon.

Attached knights may be tempted to disobey orders because of their Passion. Such disobedience has social consequences, but of immediate concern is that being Alone on the battlefield is almost surely suicidal.

*Make a
Prudent roll
to control
your knight's
Passions*





INVOLUNTARY BATTLE-PASSIONS

If a unit is Crushed by an enemy, all survivors must take a Battle-induced Passion, unless they have one already.

If a player desires a Passion against someone that has been beating them continually in a battle, it must be randomly generated. Roll 1d6. On a 1-3 your knight Hates them; but on a 4-6 he's come to Fear them instead (See *King Arthur Pendragon* 5.1 p. 77 for more).

Remind players that Passions are not logical things, or things that people get because they want them. Passions are *inflicted*, whether for good or bad, and the person has no real choice in the matter — that's why they're Passions.

VOLUNTARY REVENGE-INDUCED PASSIONS

In general, if a player's unit or friends are killed by someone then the player knight may get a new Hate passion for the killer(s) right then and there. If a Passion is acquired in this way, the knight must attempt to use it, no matter what its value is, if he meets those enemies in the same battle.

New Passions start at 4d6+1.

REVENGE CRISIS (OPTIONAL)

Whenever a follower is killed or lost through the Followers' Fate (the last thing done in Step 4), then the player must check to see if an appropriate Passion is provoked. For instance, if a brother, son, or other family member in the knight's unit is killed or captured, the player may choose to invoke Love (Family). If a leader goes down, use Loyalty (Lord), while a vassal allows the use of Loyalty (Vassals).

If this Passion has already been voluntarily used that day, it can be used *again* in a battle revenge-crisis. This is the exception to the rule that each Passion can be used only once per battle.

If the leader has a Notable Passion (16 or more) then he must make an unopposed Passion roll, for Inspiration, right away. If the Passion is 15 or less, then he may attempt to make the roll if the player *wants* to do so.

The result of the Passion roll is applied to the next round (only). The player must decide what skill to apply it to before the round starts.

FANCY TACTICS

Fancy tactics generally have no place in this system. Matters of generalship are simply outside of this book's focus. Prudent leadership is not unknown, but while it is highly regarded, it is nonetheless rare. Sometimes a new tactic brings victory (especially the first time it is used — such as longbows at Crécy), or is so successful that it develops into its own maneuver (dismounted knights are replaced by massed pikemen, etc.). *King Arthur Pendragon* ignores most of these, since their cumulative effect is to exterminate knighthood — undesirable in a game that is, after all, all about knights. Still, some colorful methods are given here as special troops for foreign armies:

Boar's Snout: Special tactic of the Danish army. See *Book of Armies*, p. 65.

Feigned Retreat: A sure way to slaughter a knightly army. See Zazamanc Army (*Book of Armies*, p. 80).

Flee Fighting: The “Parthian shot” is a specialty tactic of Turks Arabs, and others. See Zazamanc Army, (*Book of Armies*, p. 80).

Massed Archers: Historically, massed longbow is one of the things that ended the supremacy of the knight on the field, and so those are downplayed in *King Arthur Pendragon*.

Offering a Flank: Never done in the Middle Ages.

Pike Square: Historically, pike formations (and then handguns) ended the supremacy of the knight on the field, and so those are ignored in *King Arthur Pendragon* except as Alternatives.

Shield Wall: Danes seem to mention this often, but that's because any discipline at all among them was

remarkable. However, standing in formation, shoulder to shoulder, is unremarkably common in *King Arthur Pendragon*.

Shiltrons: An infantry tactic for Feudal Pict Armies. Spears point outward in every direction. This provides no special bonus, though.

MULTIPLE UNITS IN A BATTLE

It's possible that two or more player knights are Unit Commanders. For the Gamemaster's ease and maximum fun, it's usually best to assume that all the player units are near each other at the start

of the battle. Of course, if the Gamemaster wants to put up with the additional oversight necessary, any formation is possible — units may be considered reserves, in different battalions or even on opposite sides of the battle.

ON ONE SIDE

When several player units are in an army it's a relatively simple matter for the Gamemaster to play opposite all of them. The Army Intensity is the same for all, as they're in the same army. The Army Intensity will, of course, change depending on all the knights' collective

results, so if one has a Triumph for +2 and another a Crush for -2, then both modifiers are applied to the Final Army Intensity. Naturally, Unit Intensity for each unit could vary wildly depending upon their local conditions.

Gamemasters can decide how much interplay to allow between units, although roleplaying and story create opportunities on the field.

To resolve multiple units' combat results, first go around and do each Step for everyone, then go to the next Step.





SOME HELPFUL HINTS

Knights that are Alone figure their Unit Results first. This allows player knights to see what their results are, and to use the Help Friend special event if necessary and possible.

Work from the right side of the formation (the “position of Honor”) to the left. This allows the most vulnerable unit the fewest options, since it can’t respond to the events of adjacent units.

PLAYER KNIGHTS IN OPPOSING ARMIES

Players may command units that are on opposite sides of the battle. This same system applies.

The total Starting Army Intensity for each army is 20, thus both armies is 40. Throughout the battle the Army Intensity is *reflexive*, so that a rise in one is a fall in the other. Thus apply the Unit Results (Triumph, Crush) from units on both sides.

Do just one overall Battle Events roll.



SCRIPTED EVENTS

Then he drew his sword Excalibur, but it was so bright in his enemies' eyes, that it gave light like thirty torches. ♡ And therewith he put them a-back, and slew much people. And then the commons of Carlion arose with clubs and staves and slew many knights; but all the kings held them together with their knights that were left alive, and so fled and departed.

— MALORY, *LE MORTE D'ARTHUR*: I, 9 —

Scripted events are battlefield events that are based on literary happenings, story considerations or Gamemaster's whim. In a sense, *The Great Pendragon Campaign* is itself a script. These need no justification; they are basic tools of gamemastering.

Some events in *The Great Pendragon Campaign* will probably save player knights' lives, and some of them will endanger, or even kill them.

EXAMPLE

THE BATTLE OF CARLION, 510 A.D.

Arthur's army of 1,500 is outnumbered roughly two-to-one by Lot's army.

Length of Battle: 8 rounds

The Fight

Round 1: First Charge occurs as normal.

Rounds 2–4: Normal.

Round 5: Lot and his men charge, with lance, against Arthur's own unit, which takes a terrible beating.

Round 6: Arthur draws Excalibur, Sword of Victory, and its flash of magical power blinds nearby foes and awes the rest of the enemy.

Arthur's commanders are all *Inspired* automatically by their Loyalty (Arthur), gaining a +10 modifier on all Battle rolls for the rest of the battle.

Round 7: The citizens of Carlion, who have been surging from the city, fall upon the flank of Lot's army...etc.

DESCRIBING THE BATTLE

Part of the Gamemaster's skill is narrating the activity. You should start and end each round with a description that includes things that are going on elsewhere, near and far. When you know a special effect is approaching, telegraph it slightly to provide the setting for its bursting onto the scene as a modifier.

For instance, when a hero is going to burst into superhuman activity, you can describe how the left flank suddenly erupts into many confused trumpet cries, and many banners over there waver.

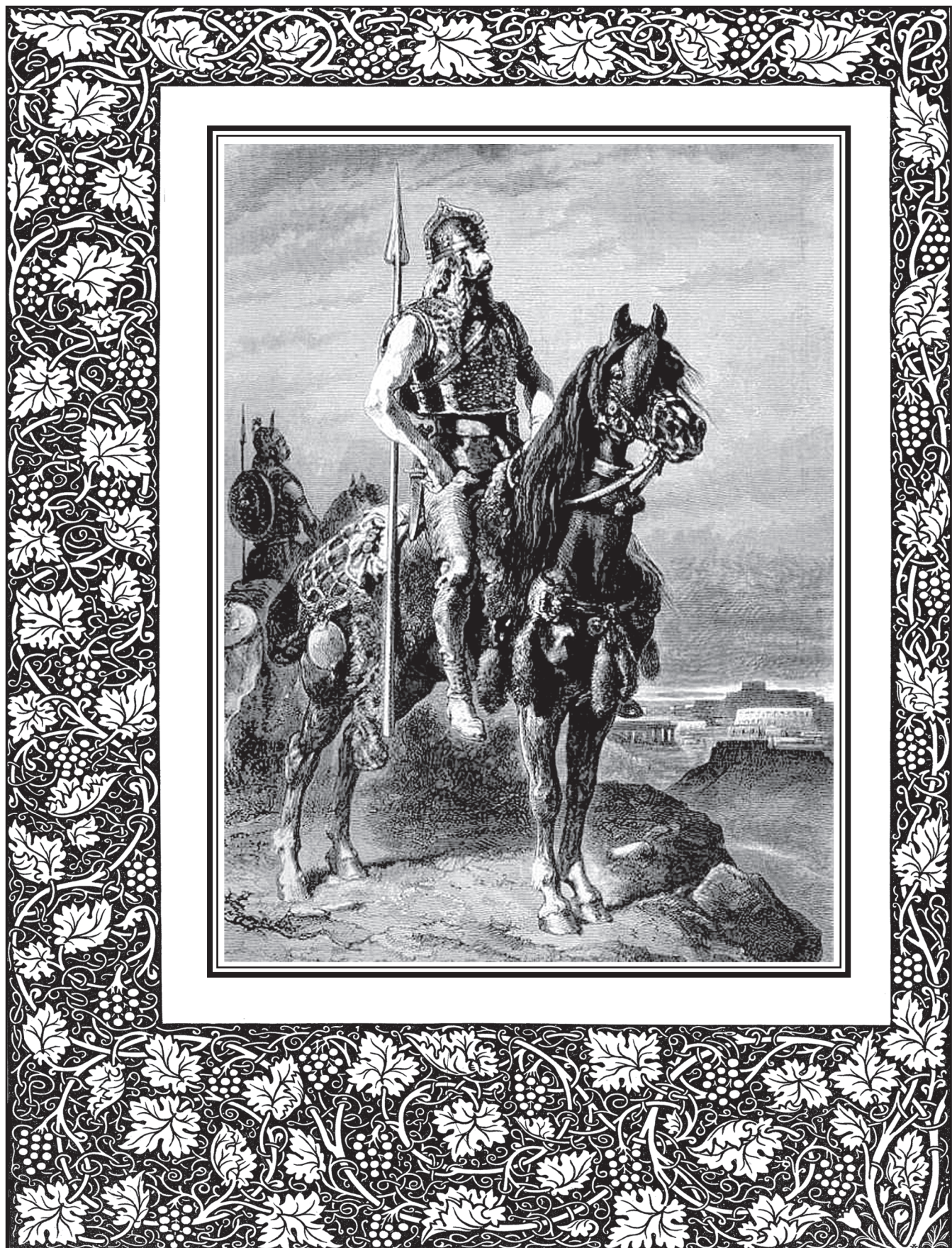
Always describe what is happening first, and then give a modifier number. For example:

Gamemaster: "Remember that noise you heard from the distance? The cheers? Well, they were screams of terror, and here comes two knights — oh, Heraldry? Sirs Balin and Balan. They're bursting right through the front of the enemy formation towards you. The enemy troops everywhere are being pushed by the guys behind them and the enemy can't even pay attention to anything except confusion."

Gamemaster: "-20 to the Intensity, +20 to Unit Commander Battle skill."

Player: "Hey, I've got a loyalty to Balin! Can I try for a Passion roll?"

Gamemaster: "For this Melee only. What is your Battle skill? Intensity is..." ♡





CHAPTER VII

ENEMIES



KNIGHTS NEED ENEMIES. Here they are. The army tables in this chapter help the Gamemaster bring color and entertainment to the battlefield.

BATTLE ENEMY TABLES

The tables provide a wide variety of challenging, entertaining and amusing encounters upon the killing field.

DESCRIBING OPPONENTS

Gamemasters should insert some surprise in these enemies. Don't give away all the facts of the enemy unit.

Describe them superficially first. Stating the obvious, i.e. the part written in bold type, is enough: "They are crossbowmen," or "knights, well accoutered," or "spearmen."

Do *not* give details and stats (skill, damage, Glory, etc.) of the enemy units before the player knights make their choices.

Knights can tell by sight the type of armor ("well armored"), wealth ("Rich") and horse being ridden, ("Andalusian, charger") but Gamemasters should tease their players with these too, as some similar units have different stats.

Reveal stats and other information ("Elite") only after melee begins.

For example: Mounted Sergeantry (Experienced) is the foe. The Gamemaster says, "Your foe is mounted, and armored. They don't have coats of arms, though." When the die-rolling starts the Gamemaster can say, "Oh, these guys are Experienced."

INTERPRETING THE TABLES: COLUMN LABELS

d20: Each table has twenty options on it for random determination.

Opponent: The description of the enemy unit may be of a type of troop or a generic type with descriptor (i.e. Howling Warriors Full of Hate).

Combat Information: Several lines may be here. Combat skills and their (values) are given first and damage given last. If "Lance" is listed, such an attack is possible, which is followed by the type of horse and its damage. If the horse wears additional armor (Romance Period and after), it's denoted with brackets [].

Armor and Shield: This is important only in extended rounds, when combatants may live and fight for several rounds. It's presented with Armor Reduction, then type of armor, and perhaps the troops have a Shield (points of protection).






MW: Major Wound value, useful to calculate whether a foe was knocked down and out.

Glory: Glory gained per Phase of combat. The Leader Tables also have another value, of how much more is gained from defeating them.

Note that Glory in Battle is less than in single, man-to-man combat out of battle. The reason is simply because a Battle has only one round of combat. However, if a foe is killed, suffers a Major Wound or is otherwise entirely disabled in a single round, the player should collect full Glory for a defeat equal to the foe's Melee skill. If the Melee skill is less than the Battle Glory, collect the Battle Glory, which is greater.



OPPONENT SYMBOLS

-  Mounted Charge possible
-  Ransom
-  Passion possible
-  Fanatics
- ×2 Multiple Opponents
-  Missile Troops
- Missile Sprinters, with a chance to shoot if it's not attacked, but Sprints away if it is.
- S** Sprinting Troops
- MM** Missile and Melee (Double attack)

SAMPLE ARMIES










Seven sample armies are given here. These are all excerpts from the *Book of Armies*.

Each Period has foes with improved armor, but poor knights still use the old suits, or those they had as squires; so the “earlier” knights are kept on the table even as better armor is developed.

All subsequent tables draw far more heavily on the historical side than on the legendary. In fact, the chivalrous attitude of the literature causes this apparent difference — only knights are worth mentioning. Yet, a few times footmen or archers are mentioned, and to any medieval mind these infantry are always in the background. However, the plethora of possible historical foes makes the game much more enjoyable.

GENERIC NOBLE LEADERS

To find an opponent, Gamemasters should make up the age of the enemy commander and use these stats. Many other leader stats are given throughout this book, but if none are given, then use these.

OPPONENT	COMBAT INFORMATION	ARMOR	MW	GLORY
Old Veteran Commander   Battle: 21	Spear, Sword 23 (3d6); Lance 21; Best horse of the period	Best of Period	10	250
Middle-aged Commander   Battle: 17	Spear, Sword 19 (4d6); Lance 18; Best horse of the period		15	150
Young Commander   Battle: 14	Spear, Sword 15 (6d6); Lance 16, Best horse of the period		17	100
Elite Bodyguard Knights    Loyalty (Lord) 20	Spear, Sword 23 (6d6); Lance 21; Best horse of the period		18	50

EXCALIBUR IN BATTLE

*E*xcalibur, the Sword of Victory, is tremendously powerful. At King Arthur’s first battle at Carlion, “... he drew his sword Excalibur, but it was so bright in his enemies’ eyes that it gave light like thirty torches. And therewith he put them back, and slew much people.” (Malory, I-9.) With such a powerful weapon, the obvious question is “why didn’t he use it more often?”

The answer lies in Merlin’s instructions, given earlier in the same chapter. “Sir, ...fight not with the sword that ye had by miracle, till that ye see ye go unto the worse, then draw it out and do your best.”

This indicates that the sword is most useful at a moment of defeat, implying that it is not so good, or perhaps only a normal sword, in other circumstances.

Arthur was in desperate straits at other times, but the miraculous weapon was not drawn. This implies to me that the sword, like many magical weapons, must have had several *gessa* (magical requirements or prohibitions) for it to work. Or perhaps it was a one-shot item? Whatever the reason, it is clear that its magic was rarely invoked.

THE ALL-KNIGHT ARMY

The chivalric battles of literature seem to differ from the reality of medieval warfare. Combats often seem to be only between knights, without fussing with those pesky archers or men-at-arms. If you want that kind of battle, use this table. Roll 1d3 for the Uther and Anarchy Periods, 1d6 for Boy King, 1d9 for Conquest and so on. (For 1d9, roll 1d20 and reroll if the result is over 9.) Using the table in this way prevents over-armored and over-horsed opponents from appearing inappropriately.



KING UTHUR AND ANARCHY PERIODS: ROLL 1D3
BOY KING PERIOD: ROLL 1D6
CONQUEST PERIOD: ROLL 1D9
ROMANCE AND EARLY TOURNAMENT PERIODS: ROLL 1D13
LATE TOURNAMENT AND GRAIL QUEST PERIODS: ROLL 1D17
TWILIGHT PERIOD: ROLL 1D20



D20	OPPONENT	COMBAT INFORMATION	ARMOR AND SHIELD	MW	GLORY
01	Knights ♠ £	Spear, Sword 10 (6d6); Lance 11; Charger: 6d6 [5]	16; Chainmail 10, Shield 6	13	15
02	Knights ♠ £	Spear, Sword 15 (5d6) Lance 17; Charger: 6d6 [5]		11	20
03	Knights ♠ £	Spear, Sword 20 (4d6); Lance 19; Charger: 6d6 [5]		9	20
04	Knights ♠ £	Spear, Sword 11) (6d6); Lance 12; Charger: 6d6 [5]	18; Reinforced chain (12), Shield (6)	15	15
05	Knights ♠ £	Spear, Sword 16) (5d6); Lance 14; Charger: 6d6 [5]		12	20
06	Knights ♠ £	Spear, Sword 19) (4d6); Lance 19; Charger: 6d6 [5]		11	20
07	Knights ♠ £	Spear, Sword 10 (5d6); Lance 12); Andalusian Charger: 7d6 [5]	18; Reinforced chain (12), Shield (6)	14	15
08	Knights ♠ £	Spear, Sword 15 (6d6); Lance 17); Andalusian Charger: 7d6 [5]		15	20
09	Knights ♠ £	Spear, Sword 20 (4d6); Lance 19); Andalusian Charger: 7d6 [5]		7	20
10	Knights ♠ £	Spear, Sword 12 (7d6); Lance 10); Destrier: 8d6 [10]	20; Partial plate (14), Shield (6)	16	15
11	Knights ♠ £	Spear, Sword 13 (5d6); Lance 13); Destrier: 8d6 [10]		13	20
12	Knights ♠ £	Spear, Sword 17 (4d6); Lance 18); Destrier: 8d6 [10]		9	20
13	Knights ♠ £	Spear, Sword 19 (5d6); Lance 18); Destrier: 8d6 [10]		17	25
14	Knights ♠ £	Spear, Sword 10 (6d6); Lance (11); Friesian: 9d6 [15]	22; Full plate (16), Shield (6)	13	15
15	Knights ♠ £	Spear, Sword 15 (5d6); Lance (13); Friesian: 9d6 [15]		11	20
16	Knights ♠ £	Spear, Sword 19 (6d6); Lance (17); Friesian: 9d6 [15]		15	20
17	Knights ♠ £	Spear, Sword 16 (4d6); Lance (17); Friesian: 9d6 [15]		9	25
18	Knights ♠ £	Spear, Sword 13 (6d6); Lance (10); Friesian: 9d6 [15]	24; Gothic plate (18), Shield (6)	13	15
19	Knights ♠ £	Spear, Sword 19 (5d6); Lance (16); Friesian: 9d6 [15]		11	20
20	Knights ♠ £	Spear, Sword 25 (4d6); Lance (22); Great Horse: 10d6 [15]		9	25

SAXON ARMY FOR BEGINNING GAMES

Designed to be used in the first few battles, this army is comparatively weak and lacks monstrous foes who require more information than a starting group has. Gamemasters are urged to use it as long as necessary, or until the players recognize the units. A special column of Notes is included for beginning Gamemasters. It does not appear on other Tables. Remember:

- ♦ 2-H Weapon is the Cultural Specialty Skill for British Saxons. See *Book of Knights & Ladies* p. 119.
- ♦ A 2-H weapon defending against a knight does not suffer a penalty, but the knight still gets his bonus.
- ♦ If an Extended Melee Round is used, Saxons are particularly clumsy, with an average DEX = 9.
- ♦ *Roll Hate Saxons even if it has already been attempted this battle.

D20	OPPONENT	COMBAT INFO	ARMOR, SHIELD	MW	GLORY	NOTES
01	Axemen	Great Axe 18 (6d6)	8; Cuirbouilli (8)	18	15	Axe: defender's shield = 1d6 (not 6)
02	Warriors	2-H Weapon 15 (5d6); Great Spear 10 (5d6)	8; Cuirbouilli (8)	17	10	
03	Shield warriors	Spear, Sword 10 (5d6)	14; Cuirbouilli (8), Shield (6)	18	10	Unusually, these guys have shields. They get -5 to their sword skill.
04	Spearmen	2-H Weapon, Great Spear 17 (6d6)	10; Chainmail (10)	17	10	
05	Axe and spearmen	2-H Weapon 18 (5d6); Great Spear 11 (5d6)	8; Cuirbouilli (8)	17	15	
06	Spearmen in red armor	Great Spear 10 (5d6)	4; Leather (4)	16	10	
07	Spearmen	Great Spear 20 (5d6)	4; Leather (4)	17	10	
08	Javelineers ☒	Javelin 15 (3d6); Spear 10 (5d6)	14; Cuirbouilli (8), Shield (6)	15	8	Dual-armed, use javelins in support of others, or fight melee
09	Veteran warriors	2-H Weapon 18 (6d6) Great Spear 22 (6d6)	8; Cuirbouilli (8)	17	15	Dangerous! Look at that Greatspear!
10	Javelineers ☒	Javelin 15 (3d6) <i>Sprint</i> : DEX 9	None	14	8	If attacked they run, using the DEX.
11	Dual-armed warriors ×2 ☒	Bow 15 (3d6); 2-H Mace 15 (4d6)	8; Cuirbouilli (8)	17	10	×2 is dangerous. 1 bowman and 1 mace man versus <i>each</i> knight. Shoot first. Mace does an extra +1d6 against Chainmail
12	Shield warriors	Spear, Sword 20 (5d6)	14; Cuirbouilli (8), Shield (6)	17	15	Unusually, these warriors have shields
13	Warriors	2-H Weapon 14 (6d6) Great Spear 17 (6d6)	8; Cuirbouilli (8)	16	15	
14	Wealthy warriors £	2-H Weapon 25 (6d6) Great Spear 15 (6d6)	10; Chainmail (10)	17	15	Dangerous! Look at that 2H Weapon! Ransoms!
15	Veteran elite heorthgeneats £ ☒	Heavy Javelin 19 (3d6+3); 2-H Weapon 22 (5d6) Great Spear 20 (5d6)	11; Chainmail (10), Helm (1)	19	15	Use Javelins <i>or</i> melee; <i>or</i> use 1d3 to determine weapon. Ransoms!
16	Javelineers ☒	Javelin 18 (3d6) <i>Sprint</i> : DEX 15	None	14	8	If attacked they run, using DEX. Fast!
17	Drilled guardsmen ×2	Great Spear 20 (6d6)	10; Chainmail (10)	17	25	Bad news. Two attack each knight at once.
18	Horse-skull-wearing warriors	2-H Weapon 18 (5d6) Great Spear 11 (5d6)	8; Cuirbouilli (8)	17	15	When they win, they always strike the horse
19	Warriors in blue cloaks	2-H Weapon 20 (5d6) Great Spear 20 (5d6)	11; Chainmail (10), Helm (1)	16	15	Never miss, cannot fumble, but getting old and weaker
20	Wotan's men MM "Wotan! Wotan!"	Heavy Javelin 16 (4d6+3) 2-H Weapon 19 (7d6+1d6) Great Spear 17 (7d6 +1d6)	10; Chainmail (10)	18	25	Most dangerous! They throw javelins <i>and</i> melee.

KING ARTHUR PENDRAGON









ATTACKING SAXON ARMY

This is the usual Saxon Army that invades Logres in the early Periods. It bears resemblance to the Beginning Saxon Army, but is more dangerous for the careless knight.

D20	OPPONENT	COMBAT INFORMATION	ARMOR, SHIELD	MW	GLORY
01	Elite axemen ⚡ Hate (Britons) 20	Great Axe 20 (7d6)	8; Cuirbouilli (8)	18	15
02	Howling warriors	2-H Weapon 15 (5d6); Great Spear 10 (5d6)	8; Cuirbouilli (8)	17	10
03	Screaming warriors	Spear, Sword 15 (5d6)	14; Cuirbouilli (8), Shield (6)	18	10
04	Screaming warriors	2-H Weapon, Great Spear 17 (6d6)	10; Chainmail (10)	17	10
05	Howling warriors (Full of hate) ⚡ Hate (Britons) 20	2-H Weapon 18 (5d6); Great Spear 11 (5d6)	8; Cuirbouilli (8)	17	15
06	Grunting spearmen	Great Spear 15 (5d6)	4; Leather (4)	16	10
07	Snarling spearmen ⚡ Hate (Britons) 20	Great Spear 15 (5d6)	4; Leather (4)	17	10
08	Javelineers 🏹	Javelin 15 (3d6); Spear 10 (5d6)	14; Cuirbouilli (8), Shield (6)	15	8
09	Spearmen (Veteran heorthgeneats)	2-H Weapon 18 (6d6); Great Spear 22 (6d6)	8; Cuirbouilli (8)	17	15
10	Wotan's men MM "Wotan! Wotan!"	Heavy Javelin 16 (4d6+3); 2-H Weapon 19 (7d6 +1d6); Great Spear 17 (7d6 +1d6)	10; Chainmail (10)	18	25
11	Archers 🏹 (Dual-armed heorthgeneats)	Bow 15 (3d6); 2-H Mace 10 (4d6)	8; Cuirbouilli (8)	17	10
12	Chanting warriors	Spear, Sword 20 (5d6)	14; Cuirbouilli (8), Shield (6)	17	15
13	Warriors frothing with hate ⚡ Hate (Britons) 20	2-H Weapon 14 (6d6); Great Spear 17 (6d6)	8; Cuirbouilli (8)	16	15
14	Flashy warriors £ (Wealthy heorthgeneats)	2-H Weapon 25 (6d6); Great Spear 15 (6d6)	10; Chainmail (10)	17	15
15	Grim warriors £ 🏹 (Veteran elite heorthgeneats)	Heavy Javelin 19 (3d6+3); 2-H Weapon 22 (5d6) Great Spear 20 (5d6)	11; Chainmail (10), Helm (1)	19	15
16	Mounted mercenaries 🐎 (French riders)	Sword 15 (5d6); Lance 15; War Pony: 5d6 [5]	16; Chainmail (10), Shield (6)	17	15
17	Mounted mercenaries 🐎 (French Milites)	Sword 18 5d6; Lance 18 War Pony: 5d6 [5]	16; Chainmail (10), Shield (6)	18	15
18	Knights (Traitor knights) 🐎 ⚡ Hate (Knights) 20	Sword 19 (5d6); Spear Expertise, Lance 14; Charger: 6d6 [5]	16; Chainmail (10), Shield (6)	17	20
19	Berserkers 🔥 ⚡ Hate (Everyone) 18	Big Ol' 2-H Club 18 (7d6)	8; Hides (8)	16	25
20	Badder berserkers 🔥 ⚡ Hate (You) 20	Great Weapon 22 (8d6)	11; Hides (8), Own Skin (3)	15	25












KING UTHUR PERIOD

This army is a strong Dark Age Army, the feudal force of any kingdom, including the Duchies of Cornwall, Lindsey or Silchester. Note that the Cymric Cultural Specialty Skill is Spear Expertise, which takes the place of Spear and Lance.

D20	OPPONENT	COMBAT INFORMATION	ARMOR AND SHIELD	MW	GLORY
01	Rustic spearmen	Spear Expertise 10 (5d6)	None	12	5
02	Archers  ^s (Trained urban Roman)	Bow 15 (3d6); Sprint: DEX = 16	None	12	5
03	Bowmen  ^s (Mercenaries)	Bow 10 (3d6); Sprint: DEX = 12	None	12	5
04	Spearmen (Guardsmen)	Spear 10 (5d6)	None	14	10
05	Guardsmen (Garrison)	Spear Expertise, Sword 15 (4d6)	16; Chainmail (10), Shield (6)	14	10
06	Spearmen (Rank and file levy)	Spear Expertise, Sword 10 (5d6)	8; Leather Jack (2), Shield (6)	14	5
07	Mass Archers  ^s x2 (Levy)	Bow 5 (3d6); Sprint: DEX = 12	None	12	2.5
08	Armored Spearmen (Experienced)	Spear Expertise, Sword 15 (5d6)	16; Chainmail (10), Shield (6)	14	12
09	Uniformed Infantry (Elite guard)	Spear Expertise, Sword 21 (5d6)	16; Chainmail (10), Shield (6)	14	15
10	Infantry (Urban Roman)	Javelin 20 (3d6) Gladius and Scutum 22 (6d6)	20; Lorica (12), Heavy Shield (8)	18	15
11	Spearmen (Levy)	Spear Expertise, Sword 10 (5d6)	8; Leather Jack (2), Shield (6)	14	12
12	Armored swordsmen (Big guys)	Spear Expertise, Sword 15 (6d6)	16; Chainmail (10), Shield (6)	14	12
13	Spearmen (Rank and file levy)	Spear Expertise, Sword 10 (5d6)	8; Leather Jack (2), Shield (6)	14	10
14	Mounted spearmen (New, Young)	Spear Expertise, Sword 10 (4d6); Rouncy: 4d6 [5]	14; Cuirbouilli (8), Shield (6)	12	12
15	Mounted spearmen (Experienced)	Spear Expertise, Sword 15 (4d6); War Pony: 5d6 [5]	14; Cuirbouilli (8), Shield (6)	14	15
16	Mounted spearmen (Knights)  £	Spear Expertise, Sword 15 (5d6) Lance 15; Charger: 6d6 [5]	16; Chainmail (10), Shield (6)	14	15
17	Mounted spearmen  ^s (Javelin-armed)	Javelin 10 (3d6); Sprint: Rouncy = 12	12; Leather (6), Shield (6)	13	10
18	Mounted spearmen (Lancers) 	Spear Expertise, Sword 16 (5d6); Lance 13; Charger: (6d6 [5])	12; Leather (6), Shield (6)	14	15
19	Mounted spearmen  ^s (Javelin-armed)	Javelin 10 (3d6); Sprint: Courser = 18	12; Leather (6), Shield (6)	13	10
20	Knights (Veterans)  £	Spear Expertise, Sword 20 (5d6); Lance 20; Charger: 6d6 [5]	16; Chainmail (10), Shield (6)	14	20









A BRITISH RAIDING FORCE

This army is a generic attacking army and is unique to this book. It contains a mix of various units that can be used throughout the middle and later periods of *The Great Pendragon Campaign*.

D20	OPPONENT	COMBAT INFORMATION	ARMOR AND SHIELD	MW	GLORY
01	Infantry (Elite mercenaries)	Halberd 25 (6d6)	16; Chainmail (10)	15	15
02	Archers  ^s (Mercenaries)	Bow 15 (3d6); Sprint: DEX = 10	None	12	10
03	Crossbowmen  ^s (Garrison)	Light Cross Bow 10 (1d6+10); Sprint: DEX = 10	None	12	5
04	Crossbowmen  ^s (Mercenary)	Light Cross Bow 15 (1d6+10); Sprint: DEX = 17	2; Helmet (2)	12	10
05	Infantry (Mercenary)	Great Spear 12 (5d6); Sword 12 (4d6)	16; Chainmail (10), Shield (6)	14	10
06	Uniformed infantry (Elite mercenaries)	Great Spear 21 (5d6); Sword 21 (4d6)	18; Rein. Chainmail (12), Shield (6)	14	15
07	Crossbowmen  (Mercenary)	Medium Crossbow 15 (1d6+13); Short Sword 15 (4d6)	None	12	10
08	Archers  ^s (Garrison)	Bow 10 (3d6); Sprint: DEX = 15	None	10	5
09	Savage Kern swarm (Irish) 	Javelin 12 (3d6); Knife 15 (5d6)	4; Small Shield (4)	12	5
10	Kern swarm  ^s × 2 (Not-so-savage Irish)	Javelin 10 (3d6); Sprint: DEX = 12	4; Small Shield (4)	12	5
11	Infantry (New mercenaries)	Great Spear 10 (5d6); Spear 10 (4d6)	14; Cuirbouilli (8), Shield (6)	14	10
12	Infantry (Experienced esquires)	Spear, Sword 15 (6d6)	18; Rein. Chainmail (12), Shield (6)	14	15
13	Spearmen (Experienced garrison)	Spear, Sword 19 (4d6)	16; Rein. Chainmail (12), Shield (6)	14	15
14	Infantry (Mercenaries)	Great Spear 10 (6d6); Spear, Sword 15 (5d6)	18; Rein. Chainmail (12), Shield (6)	14	15
15	Mounted sergeantry (Esquires)	Spear 19 (4d6); Lance 15; Charger: 6d6 [5]	16; Chainmail (10), Shield (6)	14	15
16	Mounted sergeantry (Veteran mercenaries)	Spear, Sword 15 (5d6); Lance 16; War Pony: 5d6 [5]	16; Chainmail (10), Shield (6)	14	15
17	Knights  £	Spear, Sword 15 (5d6); Lance 15; Rouncy: 4d6 [6]	18; Rein. Chainmail (12), Shield (6)	14	15
18	Cymric knights  £	Spear Expertise, Sword 16 (5d6); Charger: 6d6 [6]	18; Rein. Chainmail (12), Shield (6)	14	15
19	Knights (Young) 	Spear, Sword 10 (4d6); Lance 10; Charger: 6d6 [6]	16; Chainmail (10), Shield (6)	14	12
20	Knights (Veteran)  £	Spear, Sword 20 (6d6); Lance 16; Large Charger: 7d6 [6]	18; Rein. Chainmail (12), Shield (6)	14	20














CAMBRIAN HILL TRIBE ARMY

This is a tribal army where a whole people turn out. They are well suited to local defense. Many troops are badly suited for battlefield combat. The listing is suitable for a large army like a Cambrian confederation might field, the army of one of those component kingdoms, or even of a Cymric town that's being attacked with a raid in force. The only differences are in the numbers of each. Note that the Cymric Cultural Specialty Skill is Spear Expertise, which takes the place of Spear and Lance.

D20	OPPONENT	COMBAT INFORMATION	ARMOR AND SHIELD	MW	GLORY
01	Rustic spearmen	Spear Expertise 10 (5d6)	None	12	5
02	Archers  ^s (Trained urban Roman)	Bow 15 (3d6); <i>Sprint: DEX = 16</i>	None	12	5
03	Bowmen  ^s (Mercenaries)	Bow 10 (3d6); <i>Sprint: DEX = 12</i>	None	12	5
04	Spearmen (Guardsmen)	Spear 10 (5d6)	None	14	10
05	Guardsmen (Garrison)	Spear Expertise, Sword 15 (4d6)	16; Chainmail (10), Shield (6)	14	10
06	Spearmen (Rank and file levy)	Spear Expertise, Sword 10 (5d6)	8; Leather Jack (2), Shield (6)	14	5
07	Mass archers (Levy) ×2  ^s	Bow 5 (3d6); <i>Sprint: DEX = 12</i>	None	12	2.5
08	Armored spearmen (Experienced)	Spear Expertise, Sword 15 (5d6)	16; Chainmail (10), Shield (6)	14	12
09	Uniformed infantry (Elite guard)	Spear Expertise, Sword 21 (5d6)	16; Chainmail (10), Shield (6)	14	15
10	Infantry (Urban Roman)	Javelin 20 (3d6) Gladius and Scutum 22 (6d6)	20; Lorica (12), Heavy Shield (8)	18	15
11	Spearmen (Levy)	Spear Expertise, Sword 10 (5d6)	8; Leather Jack (2), Shield (6)	14	12
12	Armored swordsmen (Big guys)	Spear Expertise, Sword 15 (6d6)	16; Chainmail (10), Shield (6)	14	12
13	Spearmen (Rank and file levy)	Spear Expertise, Sword 10 (5d6)	8; Leather Jack (2), Shield (6)	14	10
14	Mounted spearmen (New, young)	Spear Expertise, Sword 10 (4d6); Rouncy: 4d6 [5]	14; Cuirbouilli (8), Shield (6)	12	12
15	Mounted spearmen (Experienced)	Spear Expertise, Sword 15 (4d6); War Pony: 5d6 [5]	14; Cuirbouilli (8), Shield (6)	14	15
16	Mounted spearmen  £ (Knights)	Spear Expertise, Sword 15 (5d6) Lance 15; Charger: 6d6 [5]	16; Chainmail (10), Shield (6)	14	15
17	Mounted spearmen (Javelin-armed)  ^s	Javelin 10 (3d6); <i>Sprint: Rouncy = 12</i>	12; Leather (6), Shield (6)	13	10
18	Mounted spearmen (Lancers) 	Spear Expertise, Sword 16 (5d6); Lance 13; Charger: 6d6 [5]	12; Leather (6) Shield (6)	14	15
19	Mounted spearmen (Javelin-armed)  ^s	Javelin 10 (3d6); <i>Sprint: Courser = 18</i>	12; Leather (6) Shield (6)	13	10
20	Knights (Veterans)  £	Spear Expertise, Sword 20 (5d6); Lance 20; Charger: 6d6 [5]	16; Chainmail (10) Shield (6)	14	20

LOCAL FRENCH DEFENSIVE ARMY

This army is typical of a local or French count's force summoned to defend their land. Since France in the Tournament Period is the popular destination for pillaging tours, this ragged defense force is common. The French Attacking Army is less common, but always possible even when the kingdoms of France are at their weakest.

D20	OPPONENT	COMBAT INFORMATION	ARMOR AND SHIELD	MW	GLORY
01	Infantry (Urban elites)	Great Spear, Spear, Sword 19 (5d6)	16; Chainmail (10), Shield (6)	15	15
02	Peasants (Levy) ×2	Hoe, Shovel or Rake 10 (3d6)	None	10	5
03	Peasants with rocks  ^s	Rocks 15 (3d6); <i>Sprint: DEX 12</i>	6; Shield (6)	10	5
04	Archers MS (Levy)	Bow 10 (3d6); <i>Sprint: DEX 13</i>	None	12	5
05	Footmen (Cowardly) S	<i>Sprint: DEX 15</i>	14; Cuirbouilli (8), Shield (6)	12	5
06	Footmen  Hate (Britons) 19	Great Spear 15 (4d6)	14; Cuirbouilli (8), Shield (6)	14	10
07	Crossbowmen (Garrison)  ^s	Lt Crossbow 10 (1d6+10); <i>Sprint: DEX 14</i>	None	12	5
08	Archers (Franc-tenancier, yeomen) 	Bow 12 (3d6); Sword 12 (4d6)	6; Shield (6)	12	5
09	Infantry (Elite guardsmen)	Great Spear, Spear 21 (5d6)	16; Chainmail (10), Shield (6)	14	15
10	Infantry (Urban guard)	Spear, Sword 10 (4d6)	14; Cuirbouilli (8), Shield (6)	14	10
11	Peasants with rocks (Levy) S	Rocks 15 (3d6); <i>Sprint: DEX 12</i>	6; Shield (6)	10	5
12	Footmen (Garrison)	Great Spear 10 (4d6)	16; Chainmail (10), Shield (6)	12	5
13	Determined peasants ×2  Hate (Britons) 17	Roll 1d6: 1-3 = Spear, 4-5 = Axe, 6 = Hammer 10 (4d6)	6; Shield (6)	10	5
14	Infantry (Regular Guardsmen)	Great Spear, Spear 15 (5d6)	14; Cuirbouilli (8), Shield (6)	12	10
15	Sergeantry (Veteran) 	Spear 17 (4d6); Lance 19; Charger: 6d6 [5]	16; Chainmail (10), Shield (6)	14	15
16	Knights (Household)  £	Spear, Sword 15 (5d6); Lance 18; Charger: 6d6 [5]	16; Chainmail (10), Shield (6)	14	15
17	Sergeantry (Garrison) 	Spear, Sword 15 (4d6); Lance 12; Charger: 6d6 [5]	16; Chainmail (10), Shield (6)	14	15
18	Knights (Poor)  £	Spear, Sword 14 (5d6); Lance 18; Rouncy: 4d6 [5]	12; Heavy Leather (6), Shield (6)	14	15
19	Knights  £  Hate (Britons) 19	Spear, Sword 15 (5d6); Lance 17; Charger: 6d6 [5]	16; Chainmail (10), Shield (6)	14	15
20	Rich knights  £  Hate (Britons) 20	Spear, Sword 15 (5d6); Lance 17; Large Charger: 7d6 [5]	18; Reinforced Chainmail (12), Shield (6)	14	20





TUTORIAL

YOUR FIRST BATTLE: MEARCRED CREEK

MEARCRED CREEK IS the first battle of *The Great Pendragon Campaign* which happens as soon as the players are comfortable with the combat system. Jumping right into the campaign with a battle is part of the shock indoctrination to the world, but with as little actual shock to the new Gamemaster and players as possible. A Gamemaster must read the *Book of Battle* before attempting a battle, and is encouraged to use this step-by-step tutorial to teach (and learn) what a battle is like, to see how the most-used maneuvers are done, and to learn what page to look for when options exist. You should need this guide only once or twice.



WHAT YOU NEED

Gather the following before the game:

- ♦ This book
- ♦ One *Battle Zone Map*
- ♦ One *Gamemaster Battle Record*
- ♦ One *Leader Battle Record*
- ♦ Two Maneuver Summary tables (one for the Gamemaster, one for the Unit Leader)
- ♦ Two Maneuver Choices tables (one for the Gamemaster, one for the Unit Leader)

In this scenario the Gamemaster plays the Unit

Leader through the character of Sir Elad, the old veteran who has been training the young men to be knights. Thus the materials for the Leader are superfluous. But provide them anyway so the players can study them during play.

For each player:

- ♦ *Player's 1-page Battle Reference*
- ♦ *Player's Battle Record*

If players want to use the Maneuver Summary or Maneuver Choices tables, there's no reason they can't have one. Be sure to use both the Player's Battle Record and the Leader's Battle Record, since they record different data.

FIRST CHARGE, ROUND 1

STEP 1: DETERMINE PLAYER KNIGHT STATUS


To get started, hand out all the necessary Battle Records. Go over the Player's 1-page Battle Reference so they're clear on it. Run through the "Determine Player Knight Status" instructions.

Tell the player's their knights' unit is placed among others on the left flank.

The Gamemaster's Battle Record should be filled out as shown at the top of the next page.



GAMEMASTER'S BATTLE RECORD, ROUND 1: FIRST CHARGE

 <p>Gamemaster's Battle Record</p>	Battle <u>Mearcred Creek</u>	Date <u>485</u>
	Size <u>Medium</u> Length <u>5 rounds</u> Enemy <u>South Saxons</u>	
	Place <u>Mearcred Creek</u> Outcome _____	
	Enemy Army Commander <u>King Ælle</u> Battle Skill <u>19</u>	
	Player Army Commander <u>King Uther Pendragon</u> Battle Skill <u>17</u>	
	Player Unit Commander <u>Sir Elad, Marshall of Salisbury</u> Battle Skill <u>19</u>	

STEP 2: CALCULATE INTENSITY

Go step by step to calculate Army and Unit Intensity. Point out the three different key numbers for Army, Unit and Final Army Intensity. Explain that these last will be filled in as a result of the First Charge. Remind everyone that high Intensities are *bad*.

Start by calculating the Army Intensity. It's your first battle, so take your time.

- ♦ Opening Army Intensity is *always* 20.
- ♦ Starting Conditions is -5 because Uther's army is "better armed." Specifically, this means that a good part of Uther's army is mounted and well-armed.
- ♦ Random "Battle Events" occur every round. This represents any surprises on the ground, little errors in timing, or even advantages of timing that count against perfection. Ask the players to roll 3d6-10 on Table 4.1 (p. 28) to determine this round's event. Players want to roll low to favor themselves. Enter the Result value on your Battle Records, as needed.

Army Intensity is the sum of all these, and will come up later at the end of the round. At this point, the Gamemaster's Battle Record should look like this:

CALCULATING ARMY INTENSITY ON THE GAMEMASTER'S BATTLE RECORD

Round	Opening Army Intensity	Starting Conditions	Battle Events	Army Intensity	Terrain	Battle Zone	Unit Cohesion	First Charge Intensity	Maneuver	
First Charge	20	-5	2	17					Charge	

Now calculate the *Unit* Intensity. For simplicity's sake, we skip Terrain modifiers.

- ♦ Battle Zone is +5 because everyone begins in Zone 4 on the first round.
- ♦ Unit Cohesion is -20 because the unit is Disengaged (units are always Disengaged for the First Charge).

Unit Intensity (aka First Charge Intensity in Round 1) is the sum of these and Army Intensity.

CALCULATING UNIT INTENSITY ON THE GAMEMASTER'S BATTLE RECORD

Round	Opening Army Intensity	Starting Conditions	Battle Events	Army Intensity	Terrain	Battle Zone	Unit Cohesion	First Charge Intensity	Maneuver	
First Charge	20	-5	2	17		5	-20	2	Charge	

STEP 3: ARMY COMMANDER'S ROLL

This is the *only time* in the battle that the Army Commander makes a roll (if he is in melee, he will be acting as a Unit Commander for his bodyguards). It is opposed by the “First Charge Intensity or the Enemy Army Commander, whichever is greater.” Ælle’s Battle skill is given in *The Great Pendragon Campaign* as 17, which is greater than the Starting Unit Intensity. Addressing your players, say something like, “Here I make a roll for King Ælle, and one of you can do it for King Uther. Our result is Ælle 12, Uther 17. Uther wins, and thus his army — the player knights, you guys — get the Charge Bonus! However, scanning the list of enemies shows they are primarily armed with two-handed spears, so the bonus cancelled out anyway! (See *First Charge Bonus*, p. 22).

STEP 4: MELEE COMBAT

Continue to go step by step. First, player knights determine their melee skill: (Lance or Spear Expertise), remembering the lance charge modifier (+5, mounted vs. infantry).

Next, determine the enemy. Since this is the First Charge, roll 1d6+14 on the “Saxon Army for Beginning Games” table (p. 94) and announce the result. [Note: In subsequent rounds, you’ll roll d20 to determine enemies]. Tell the players, “For your first battle combat, you’ll fight against Spearmen. You charge; they stand. Who among you wants to fight first? This first battle is a learning exercise, but you’ll get Glory for winning.”

If they’ve been following along, the player’s Record Sheets should now look like this:

THE PLAYER’S BATTLE RECORD

	Unit Intensity	Commander’s Orders	Enemy (Glory)	Melee Results	Glory	Unit Result
First Charge	2	Charge	Horse-skull Warriors (15)			

– Fight –

Now run a round of normal melee. Play through the combat straight out in the open, with all the dice visible. Explain that each combat round represents about an hour of fighting, and that there’s an option to enter into standard *King Arthur Pendragon* melee rounds, but that this should be avoided even when you know what you’re doing. Players should record their personal Melee Results in the right box.

Players should all roll to see how much damage they did. In addition to providing some satisfaction, an odd number indicates a broken lance. Knights so disarmed will need to rearm next round — but not now.

Next, explain that normally the Unit Commander, Elad, would pit the rest of the *eschille* (his Followers) against the same enemy unit, but skip that for now. Tell the players, “When one of your knights leads the unit we’ll address Followers.”

STEP 5: END OF THE ROUND

When all melees are done, count up the wins and losses, and refer players to the Unit (Victory) Results. It’s most likely to be a Triumph — everyone wins their melee in the round. If not, say, “For this first game, we’ll pretend you won, so it’s a Triumph.” If someone was unfortunate enough to be unhorsed, just say, “Don’t worry — we’re all learning. Let’s say you’re still mounted, but you lose the melee. You’re still with the *eschille*, but you’ll get only ½ Glory this round.”

So when everyone wins, what do you get? Yes, a *Triumph!*

“Triumph is always the best possible result.” Point to the Maneuver Summary table (p.124) and find the Triumph result for a Charge: “Your Unit Result is ‘-2 Intensity; move forward two Zones’. That means your unit moves from Zone 4 to Zone 6. You’re now smack in the middle of the Saxon ranks. They fill Zones 5 and 6, and your army is mostly in 4 and 5 — behind you!” Then point to the “Leader’s Battle Record” and say, “Enter ‘-2’ in Unit Results because you got the Triumph. Then subtract Unit Results from Starting Intensity, to get the Final Army Intensity of 15.

The leader writes “15” under Final Army Intensity.

Players should make now Squire rolls with their brand new (age 15) squires. Follow the instructions. For the purposes of this tutorial, we’ll assume all the squires make their rolls.

Finally, we would normally roll to see how the rest of the eschille fared against the same unit. But we’ll skip this for now, to keep things simple. Tell the players, “When one of you is appointed leader of an eschille, we’ll track the fate of your Followers.”

The first round of battle is over. The Player’s Battle Record should look like this:

THE PLAYER’S BATTLE RECORD, ROUND 1

	Unit Intensity	Commander’s Orders	Enemy (Glory)	Melee Results	Glory	Unit Results	Squire
First Charge	2	Charge	Horse-skull Warriors (15)	Win	15	Triumph (-2)	OK

ROUND 2

STEP 1: DETERMINE PLAYER KNIGHT STATUS

Go over the list again.

STEP 2: CALCULATE INTENSITY

Attached knights have no place to record the Intensity calculations. They are not necessary. Remind everyone:

“Battle Events’ represent what’s happened everywhere else. You guys did well and drew the Army Intensity down. One of you would normally roll 3d6-10.” This time the dice say 2+2+1 (5) - 10 = -5 on the Army Intensity — the Saxons did poorly everywhere along the line.

“Zone 6 provides a +10 modifier to Unit Intensity this round. Remember, they’re swarming around you! Unit Cohesion is 0 — you guys are intact. The Unit Intensity total is 20.”

STEP 3: UNIT MANEUVER

Sir Elad has to roll his Battle 19 against Unit Intensity 20. In our example, Elad rolls a success, but the Unit Intensity gets a critical. A check on the Maneuver Choices table, reveals that Elad gets a partial success. Unfortunately, because of the Unit Intensity crit, the player knights’ unit will be attacked by *two* enemy units this round. Encourage the players to discuss their options. “Pull Back” is the best choice, and Elad orders it if the player’s look like they’re going a different way, or are unsure how to proceed.

STEP 4: MELEE COMBAT

The player knights have already figured their Weapon skill (Step 1), but now the Pull Back maneuver imposes an additional -5 penalty. Since all the Saxon units in this battle are on foot, the knights get another +5, so these modifiers cancel each other out.

The Battle roll result specifies that two units attack the players' unit. The Gamemaster rolls d20 three times on the Enemies table and chooses two of these: #3, Shield Warriors and #16, Javelineers. As instructed on the "Early Saxon Army" table, the javelineers hurl their missiles and the chanting warriors engage. The little rule for "Missile Fire from Non-Engaged Units" is ignored.

Players can divide their attack, if desired, and some time might be well-spent looking up the "Dividing Attacks" rule (p. 68), as well as the rules for the "Missile Phase" in general (p. 65). Let each player decide if they'll ignore the missiles, or split their attack.

Go through the combats with each player. In our example, we'll assume a Win against the Shield Warriors and a Loss against the Javelineers. The knights are Disengaged and hastening to form another line to Charge again! The player knights score 15 and 4 Glory, respectively.

STEP 5: END OF THE ROUND

Tally up wins and losses for Unit Results. Only a Win is necessary for success in Pull Back. A Loss results in continued Engagement, but is quite unlikely here. A Win doesn't change the Army Intensity, but if the players achieve a Triumph, the Army Intensity is lowered!

Don't forget Squire rolls! We again assume success in our example. As in Round 1, we'll ignore the Followers roll.

This concludes Round 2. Compare the group's Battle Records to these examples:

LEADER'S BATTLE RECORD, ROUND 2

Army Intensity			Unit Intensity				Action			Results			
Round	Last Round	Battle Events	Army Intensity	Terrain Modifier	Battle Zone	Unit Cohesion	Unit Intensity	Battle Roll Result	Maneuver	Enemy Unit	Unit Results	Casualties	Modifier
2	15	-5	10		10	0	20	Partial	Pull Back	Shield Warriors	Win	Win	0
	15	-5	10		10	0	20	Partial	Pull Back	Javelineers	Loss	Win	0

PLAYER'S BATTLE RECORD, ROUND 2

	Unit Intensity	Commander's Orders	Enemy (Glory)	Melee Results	Glory	Unit Results	Squire
First Charge	2	Charge	Horse-skull Warriors (15)	Win	15	Triumph (-2)	OK
2	20	Pull Back	Shield Warriors (15)	Win	15	Win	OK
			Javelineers (8)	Loss, no damage	4	Win	OK

ROUND 3

STEP 1: DETERMINE PLAYER KNIGHT STATUS

Everyone checks their status again.

STEP 2: CALCULATE INTENSITY

Let one of the players make the die roll for Battle Events. They know who is lucky and who is not. In our example they chose the wrong player, who rolled a 17 (-10) = 7. Army Intensity for this round totals 17. The Battle Zone remains unchanged and so retains its previous value of +10. Having successfully completed a Pull Back maneuver last round, the player knights are once again Disengaged (-20 to Unit Cohesion) and are thus able to reform for another Charge! Unit Intensity to 7.

STEP 3: UNIT MANEUVER

Sir Elad succeeds with a Battle roll of 8, but the Saxon Intensity's 11 is higher.

LEADER'S BATTLE RECORD, ROUND 3

Army Intensity				Unit Intensity				Action			Results			
Round	Last Round	Battle Events	Army Intensity	Terrain Modifier	Battle Zone	Unit Cohesion	Unit Intensity	Battle Roll Result	Maneuver	Enemy Unit	Unit Results	Casualties	Modifier	Final Army Intensity
2	15	-5	10		10	0	20	Partial	Pull Back (x2)	Shield Warriors	Win		0	10
	10	-5	10		10	0	20	Partial	Pull Back (x2)	Javelineers	Loss		0	10
3	10	7	17		10	-20	7	Partial						

The player knights cannot reform the line! Instead, they will Stand Fast against the enemy counter-attack. Elad's partial success has again yielded two enemies!

STEP 4: COMBAT

Determine the enemy and run the melee with your knights. Our example has our knights defeating #9, Veteran Warriors, and #13, Warriors.

STEP 5: END OF THE ROUND

Don't forget the Squire rolls! Our example here assumes the squires emerge unscathed once again. The Final Army Intensity is calculated at 17.

ROUND 4

STEP 1: DETERMINE PLAYER KNIGHT STATUS

Go over the list again. Yes, this is a drill.

STEP 2: CALCULATE INTENSITY

If the player knights are Disengaged Sir Elad will point out that the center battalion has pushed ahead but has become mired in wet ground. Masses of Saxon infantry are moving among them. This is a terrible situation. It's a good time to explain to your players that, "Sometimes in a battle scripted events occur. Like now. The very messy situation in the center causes an abrupt collapse in morale among the supporting infantrymen and rather than move in to support their knights, they turn and run. +7 to Battle Events. No need to roll — it's in the script."

"Also, at this moment the king's horns start blaring out the order to retreat. His banner dips slightly, then tilts towards the rear. Retreat!" This is a voluntary retreat, not obligatory.

STEP 3. MANEUVER UNIT

With a Unit Intensity of 34, the enemy easily rolls a critical success.

On the player side, Sir Elad's 19 Battle skill pretty much guarantees his success — except when he fails. As luck would have it he rolls a 20 here and fumbles! Checking the Unit Commander's Battle Results we see that a fumble means that the player knights' unit will be Charged! This is usually bad news, but fortunately an infantry unit may never Charge a cavalry unit that is not Disordered — and the whole Saxon army is infantry.

Nonetheless, it is a *Unit Commander Failure*. Options boil down to Stand vs. Two or Run Away. If the players don't choose it, Elad suddenly cries, "Steady, men! Don't turn your backs! Stand here against this rabble!"

LEADER'S BATTLE RECORD, ROUND 4

Army Intensity				Unit Intensity				Action			Results			
Round	Last Round	Battle Events	Army Intensity	Terrain Modifier	Battle Zone	Unit Cohesion	Unit Intensity	Battle Roll Result	Maneuver	Enemy Unit	Unit Results	Casualties	Modifier	Final Army Intensity
2	15	-5	10		10	0	20	Partial	Pull Back (x2)	Shield Warriors	Win		0	10
	10	-5	10		10	0	20	Partial	Pull Back (x2)	Javelineers	Win		0	10
3	10	7	17		10	-20	7	Partial	Stand Fast (x2)	Veterans	Win		0	17
	10	7	17		10	-20	7	Partial	Stand Fast (x2)	Warriors	Win		0	17
4	17	7	24		10	0	34	Fumble						

STEP 4: COMBAT

Determine the enemy. Stand vs. Two normally requires the Gamemaster to choose from three mounted foes. However, this Saxon army is all afoot, so infantry are substituted. Roll for three foes; don't choose the worst two. In our example, the knights face Axemen

and some Wealthy Warriors!

Some players may be at -5 to their Weapon skill for having their squire mounted behind them. Don't forget the +5 bonus for mounted versus foot troops. Fight the melees. Players may discuss combat options here.

Players can discuss tactics some more. Point out that a Loss leaves them Broken, a very bad situation to be in. Has anyone suggested using the Defense tactic?

"Fight defensively men," orders Elad. "I'll make sure we don't Lose." Whether the player knights use the Defense tactic or not is up to them. Sir Elad however, attempts to make his rather mild Hate Saxons 13 roll. This being a practice game, he makes it and gets an additional +10 to his Weapon skill (Spear Expertise). He will fight first, and you will choose which opponent he practically ignores, giving only one point to defend; and the remainder, 33 skill, against the other.

Strikes are simultaneous, roll while saying "He's +13 to the die roll. He crits his attack, does this guy in.

"But this is just to display one thing: if there's a really good knight in the group, and if he can land a blow, then the unit will never suffer a Crush. In this case, the unit cannot be Crushed, and thus cannot be Broken. When figuring Unit Results, using the Defense tactic always counts as a Loss." However, for simplicity's sake we assume a Win in our example.

STEP 5: END OF THE ROUND

Always the squires! In our example the squires all make their rolls.

This round, the Final Army Intensity in our example is calculated at 24.

ROUND 5 (AND LAST)

STEP 1: DETERMINE PLAYER KNIGHT STATUS

Check the knights' status, one more time.

STEP 2: CALCULATE INTENSITY

Easy isn't it?

This round the knights can see that last round the elite reserve of King Uther came galloping from the rear and destroyed the Saxons that were trying to encircle the knights. Then the royal foot, elite spearmen, come running forward and wade in among the Saxons. +4 to the Events!

LEADER'S BATTLE RECORD, ROUND 5

Army Intensity			Unit Intensity				Action			Results				
Round	Last Round	Battle Events	Army Intensity	Terrain Modifier	Battle Zone	Unit Cohesion	Unit Intensity	Battle Roll Result	Maneuver	Enemy Unit	Unit Results	Casualties	Modifier	Final Army Intensity
2	15	-5	10		10	0	20	Partial	Pull Back (x2)	Shield Warriors	Win		0	10
	10	-5	10		10	0	20	Partial	Pull Back (x2)	Javelineers	Win		0	10
3	10	7	17		10	-20	7	Partial	Stand Fast (x2)	Veterans	Win		0	17
	10	7	17		10	-20	7	Partial	Stand Fast (x2)	Warriors	Win		0	17
4	17	7	24		10	0	34	Fumble	Stand vs 2	Axemen	Win		0	24
	17	7	24		10	0	34	Fumble	Stand vs 2	Wealthy Warriors	Win		0	24
5	24	4	28		10	0	38	Fumble						
	24	4	28		10	0	38	Fumble						

STEP 3: UNIT MANEUVERS

You're on your own here. Note that the Unit Intensity in our example is quite high — 38 — making enemy crits almost certain. However, Elad refuses to Run! He orders the eschille to Stand Fast once more against the Saxon foe!

STEP 4: MELEE COMBAT

You know the drill. In our example, the player knights fight more Spearmen and Veteran Warriors in Round 5! The knights use the Defense tactic and drive their foemen back, but can only count a Loss (for fighting defensively) against the Veteran Warriors.

STEP 5: END OF THE ROUND

Ever faithful, the squires in our example make their final roll of the day. The player knight can only count ½ Glory, due to the Loss.

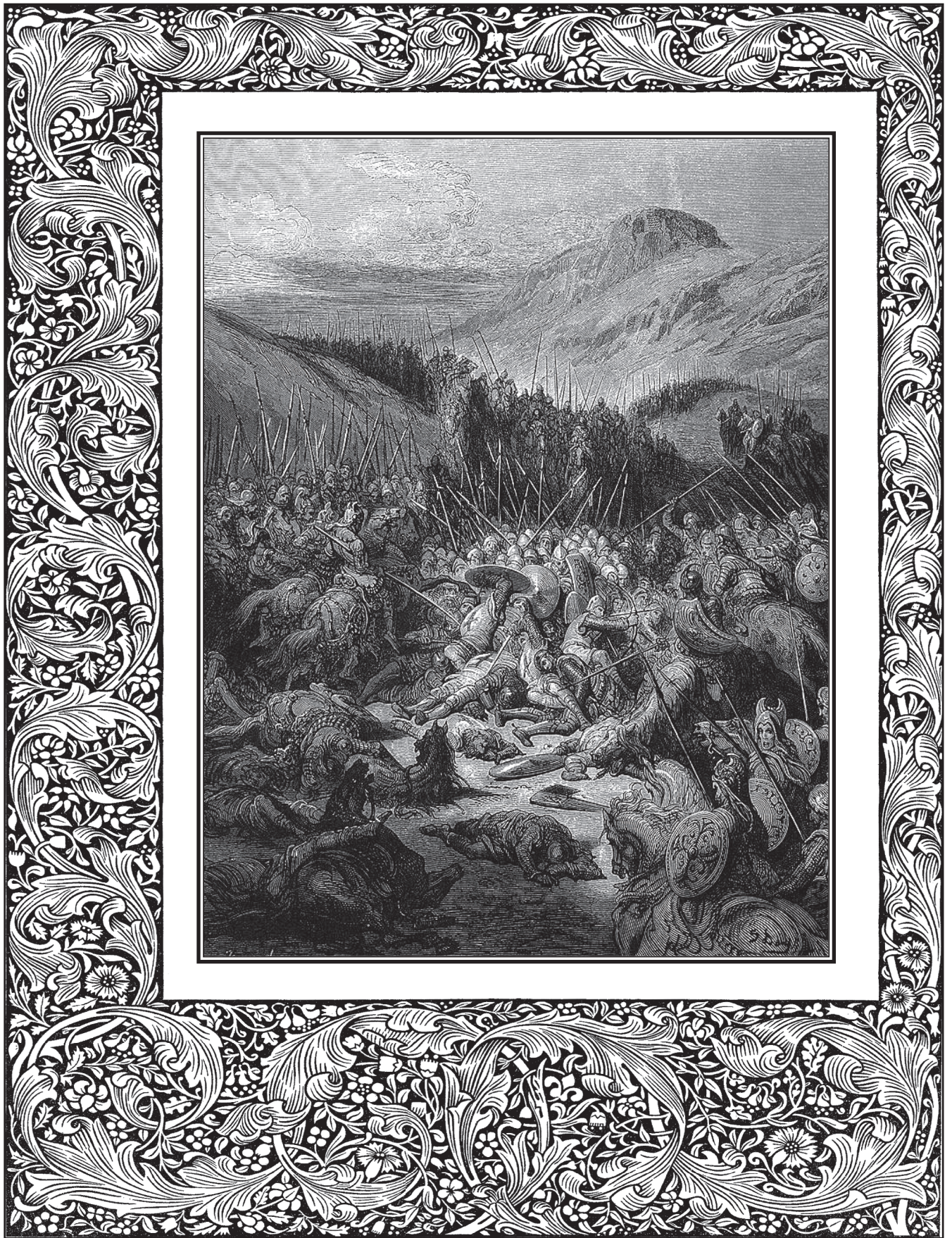
AFTER THE BATTLE

DETERMINE THE VICTOR

The Battle of Mearcred Creek results in an Indecisive Victory. Sometimes — as is the case here — the victory results are dictated by the scenario, whether it's from *The Great Pendragon Campaign*, or one of the Gamemaster's devising.

CALCULATE TOTAL GLORY

To calculate the Glory for the knights, players just add up all the numbers in the "Glory" column, rounding any fractions up, and put the total — in this case 78 — in the "Combat Glory" space near the bottom of the *Player's Battle Record*. Since the Battle of Mearcred Creek is a medium-sized battle, there is no bonus award for Battle Size. *The Great Pendragon Campaign* tells us the battle is considered an "Indecisive Victory" so no Victory Modifier is applicable, either. In this case, the players' Unit Commander, Sir Elad, gets 30 Glory, which is also transferred to the players. So their Total Glory for this battle (as shown in the example) is 108. 🏰





EXAMPLE

THE BATTLE OF MEDBOURNE

In the Year 485, the foul Saxons mount a raid against Medbourne, and Lord Wolf musters his local troops to defend his lands.

ROUND 1: FIRST CHARGE

STEP 1: PLAYER KNIGHT STATUS

Lord Wolf is a Unit Commander *and* the Army Commander of his army. He personally leads an *eschille*, with nine other vassal knights. Two other player knights are under his command, Sir Bledri and Sir Adaman.

Lord Wolf's player notes that he has seven followers (the non-player knights of his *eschille*) and one squire in the battle. The other players note that each has one squire attending, and they record the

ages of their squires for Squire rolls, and the horses they ride.

Everyone notes their Passions. Not surprisingly, all three have Hate (Saxons): Wolf at 18, Bledri at 14, and Adaman at 15. The Gamemaster rules that the followers also have Hate (Saxons) 15.

Player Knights: Lord Wolf, Sir Bledri, and Sir Adaman.

NPC Knights: 7 Vassal Knights of Lord Wolf.

PLAYER KNIGHTS	COMBAT STATS	ARMOR AND SHIELD	PASSIONS	FOLLOWERS
Lord Wolf	Battle 15 Spear Expertise 19 (6d6) Sword 22 (6d6) Charger (6d6) [5]	Chain: 10 Shield: 6	P Hate (Saxons) 18 Loyalty (Lord) 18 Loyalty (Vassals) 15	7 vassals 1 squire (age 19)
Bledri	Spear Expertise 19 (5d6) Sword 16 (5d6) Charger (6d6) [5]	Chain: 10 Shield: 6	P Hate (Saxons) 14 Loyalty (Lord) 14	1 squire (age 16)
Adaman	Spear Expertise 17 (6d6) Sword 19 (6d6) Charger (6d6) [5]	Chain: 10 Shield: 6	P Hate (Saxons) 15 Loyalty (Lord) 14	1 squire (age 16)



The players should also inform the Gamemaster about what arms, horses, wondrous items, or non-combat followers (retinue or manorial personnel) they brought to the battle. In this case, none of the player knights has anything else of note with him.

STEP 2: CALCULATE INTENSITY

The Gamemaster calculates the First Charge Intensity.

Base Opening Intensity: 20

Starting Conditions: The two armies meet on the flat fields near Medbourne and are evenly matched. +0 Intensity

Battle Events: The Gamemaster s 3d6-10 and gets a 12-10=+2. He consults the Battle Events Table, picks an appropriate phrase, improvises for a bit for drama, and says out loud: "The Saxon leader is rallying his troops! They're bashing their shields with their axes and screaming curses at you!" +2 Intensity

Army Intensity: 22 (20 + 0 + 2)

Unit Cohesion: Unless otherwise specified by the Gamemaster, all player units start the battle as Disengaged. -20 Intensity

Battle Zone: Unless otherwise specified by the Gamemaster, all player units start in Zone 4, the players' Second Rank. Lord Wolf's knights are there, at the front of the army. +5 Intensity

First Charge Intensity: 7 (22 - 20 + 5)

Army Commander's Battle roll: Lord Wolf, as Army Commander, now puts his leadership skills to the test. He must oppose his Battle skill and the greater of either the First Charge Intensity (7) or the enemy Army Commander's Battle skill (19); in this case the enemy Commander's Battle skill. Lord Wolf (Battle 14) rolls a 12, a success; the enemy Army Commander rolls a 4, also a success but lower than Lord Wolf's roll: Lord Wolf wins the contest! The players receive the +5 First Charge Bonus against their opponent for this round only.

STEP 3: UNIT MANEUVER

The Charge maneuver is required for the First Charge. It's what knights do best, after all. Later on, clever, desperate and prudent knights may do differently.

STEP 4: MELEE COMBAT

Now the player knights will each fight one opponent for one round of melee.

Discover Opponent Phase: The Charge maneuver allows one random opponent. Usually, a d20 is used for this, but armies generally put their toughest guys in the front ranks, so d6+14 is used when determining enemies in the First Charge. The Gamemaster rolls a 12 on the Attacking Saxon Army Table and finds that the opponent will be a band of Warriors Frothing with Hate. The Gamemaster says, "You are charging into a mass of slaughtering Saxons, who fix their Great Spears to meet your Charge."

Conditions: a +5 bonus is gained, for fighting vs. Infantry

Determination Phase: The players should make sure they have their combat modifiers in order.

Immediate Conditions: Since the knights are charging Warriors armed with Great Spears they *do not get* the normal +5 Charge bonus to their Lance skill (in this case, Spear Expertise, since they're all Cymric).

Unit Cohesion: Normal. No modifier.

Missile Phase: The Gamemaster didn't get a Missile Unit when he rolled on the Attacking Saxon Army Table, so no arrows are flying towards Lord Wolf's unit.

Melee Phase: Each player makes an opposed resolution roll. The usual Opposed Resolution system is used: the knight's appropriate Weapon skill vs. the enemy's Weapon skill, which is either Great Spear (17).

Combat Results: Lord Wolf has a notable (higher than 15) Hate (Saxons) Passion of 18, so he **MUST** roll his Passion the first time he enters a fight with them (unless the player decides he wants to actively suppress the Passion). Lord Wolf rolls 13, a success; is impassioned and gains a +10 bonus to his Weapon skill for one battle round.

Sir Bledri and Sir Adaman have Hate (Saxons) Passions of 15 or less. They can decide if and when they want to roll their Passion. Both decide to wait for a more favorable moment.

Lord Wolf: Spear Expertise 19; with the +15 bonus

(+5 Charge, +10 Passion) it becomes 34. He rolls a 7 (+14 = 21); a critical success! The enemy has Great Spear 17. The Saxons also have a Passion: Hate Britons 20. They roll a 13, successfully invoking it. So now the Saxon's Great Spear is 27. He rolls 7 (+7 = 14): a success, but lower than Lord Wolf's critical. Win for Lord Wolf.

Sir Bledri: Spear Expertise 19, which becomes 24 (+5 Charge). He rolls a 10 (+4 = 14); success. The enemy also makes his Passion roll, increasing his Great Spear to 27. Attacking, the frothing Saxon rolls 5 (+7 = 12): a success, but lower than Bledri. Win for Sir Bledri.

Sir Adaman: Spear Expertise 17, which becomes 27. He rolls a 3 (+7 = 10): a success. The enemy (with the penalty) has Spear 15. He rolls 12: success, and higher than Adaman, which is struck by the enemy's spear (but adds the shield score to his armor). The enemy warrior rolls 5d6 and obtains 13; Sir Adaman's Chain + Shield is equal to 16 armor points: no damage. Loss (but his armor absorbed the damage).

Players do not roll damage done to the enemy, unless they want to for the fun of chopping enemies up. These are not men with ransoms (no "£" symbol next to their name), and are not worth capturing.

Bodyguard Bonus Phase: Since Lord Wolf has more than five knight followers, he may use the Bodyguard Bonus. Since he Succeeds, Lord Wolf chooses not to use the bonus this round.

Follower's Fight Phase: Lord Wolf rolls for his

followers against their opponents. His followers have a default skill of 15, and receive the Charge Bonus, plus that for attacking infantry (+10), while the opponents receive the -5 penalty for fighting mounted foes. The unit wins. No followers are lost.

STEP 5: END OF THE ROUND

The players take stock of how their unit fared for the first round and record the information on their Battle Records.

Unit Results: Win! Half or more of the knights succeeded or tied. -1 *Intensity*. This means that the unit pushes deeper into the Saxon's Second Rank and advances intact to Zone 5, the Killing Zone.

Glory for the round: The players make note of their Glory gains. The basic Glory for Chanting Warriors is 15, modified by the combat results:

Lord Wolf: 15 x 1 (Win) x 2 (Critical) = 30

Sir Bledri: 15 x 1 (Win) = 15

Sir Adaman: 15 x ½ (Loss) = 8

Squires: Lord Wolf, Sir Bledri and Sir Adaman attempt their Squire rolls vs. the respective squire ages (19, 16 and 16 years). They roll 13, 4 and 12, respectively, and all succeed. Their squires are unharmed.

Army Intensity Adjustment: Because of their collective Win, the unit brought the Army Intensity for the entire army down by 1 *point*. So the Final Army Intensity is 21 (22 - 1).

ROUND 2

STEP 1: PLAYER KNIGHT STATUS

Last round was a Win. No one is Alone, everyone has squires and Lord Wolf has all his followers.

STEP 2: CALCULATE INTENSITY

The Gamemaster calculates the Army Intensity and Unit Intensity. Since this is the second round, the Starting Conditions (for Army Intensity) is ignored from this point on.

Last Round's Army Intensity: 21

Battle Events: the Gamemaster rolls 3d6-10. Gets a -2, and says, "The Saxons were a bit taken aback by your valiant Charge and seem hesitant." -2 *Intensity*

Army Intensity for this round: 19 (21 - 2)

Unit Cohesion: Normal. +0 *Intensity*

Battle Zone: Lord Wolf's unit has pushed into Zone 5, the Killing Zone. +10 *Intensity*

Unit Intensity for this round: 29 (19 + 0 +10)

STEP 3: UNIT MANEUVER

Lord Wolf attempts his Battle skill of 14 and rolls 10, a success. This is opposed to the Unit Intensity of 29. The Unit Intensity rolls 13, for a total of 22 (13 + 9), and a critical success. This is a partial success vs. a critical, thus the unit will be Attacked by Two!

On the Maneuver Choices, under "Unit Commander partial success," Lord Wolf finds that he can choose to Stand vs. Two, Run Away, or Pull Back. He decides that the unit will Stand vs. Two.

STEP 4: MELEE COMBAT

Discover Opponent Phase: The Gamemaster will choose two opponents from three rolls on the Attacking Saxon Army Table. He rolls 16 (Mounted Mercenaries - French riders), 6 (Grunting Spearmen) and 1 (Elite Axe Men) and determines that the party will face Mounted Mercenaries (French riders) and Grunting Spearmen. Each player knight will have to fight against an opponent from each unit.

Determination Phase: Again, players should check combat modifiers.

Immediate Conditions: None.

Unit Cohesion: Normal. No modifier.

Missile Phase: No arrows or bolts from the heavens this time.

Melee Phase: Lord Wolf decides that he will ignore the Grunting Spearmen to focus on the Mounted Mercenaries, whom he thinks are the more dangerous foes (no +/-5 bonus!). Luckily, the spearman misses, but Lord Wolf fumbles his roll against the mercenary and is critically hit! Lord Wolf opts to use his Bodyguard Bonus.

His vassals throw themselves in the way and block the apparent doom!

The Gamemaster and Lord Wolf roll again, and this time Lord Wolf beats the mercenary. Since he ignored the Grunting Spearman, who also failed to hit him, that counts as neither a Win nor a Loss to determine the Unit Results. Sir Bledri and Sir Adaman both divide their attacks and both overcome all their foes.

Combat Results:

Lord Wolf: Win (Mounted Mercenaries), Tie (Spearmen)

Sir Bledri: Win (Mounted Mercenaries), Win (Spearmen)

Sir Adaman: Win (Mounted Mercenaries), Win (Spearmen) 5 Wins, 1 Tie.

Body Guard Bonus Phase: Lord Wolf's player notes that he used the Bodyguard Bonus this round. The Bodyguards roll a 7 against their standard Loyalty (Lord) 15, obtaining a success: they gain a +10 bonus to their weapon skill of 15, for a total of 25. They win their opposed roll against the Mounted Mercenaries, thus Lord Wolf's player rolls 2d6-4 to find how many bodyguards are lost. His 2d6 turn up 7, so he loses 3 (7 - 4) followers. Just 4 of them remain.

Follower's Fight Phase: No Followers' Fight Phase this round since Lord Wolf has used his Bodyguard Bonus.

STEP 5: END OF THE ROUND

Unit Results: Everyone has either Won or Tied: Triumph! -2 *Intensity*. Moreover, the enemy units are severely damaged: the Gamemaster notes that the next time these units (Grunting Spearmen, Mounted Mercenaries) are encountered on the battlefield, they will be at half strength.

Glory for the round: The players make note of their Glory gains. Basic Glory is 10 for Grunting Spearmen and 15 for Mounted Mercenaries.

Lord Wolf: 15 x 1 (Win, grunting spearman) + 10 x 1 (Tie, mounted mercenary) = 25

Sir Bledri: 15 x 1 (Win, grunting spearman) + 10 x 1 (Win, mounted mercenary) = 25

Sir Adaman: 15 x 1 (Win, grunting spearman) + 10 x 1 (Win, mounted mercenary) = 25

Squires: All players attempt their Squire rolls. Sir Bledri fails, and so his squire has been lost in the battle. He was a good lad.

Army Intensity Adjustment: Because of their collective Triumph, the unit brought the Army Intensity for the entire army down by 2 *points*. Thus the Final Army Intensity is 17 (19 - 2).

ROUND 3

STEP 1: PLAYER KNIGHT STATUS

No one is Alone, Sir Bledri has lost his squire, and Lord Wolf has 4 remaining Followers.

STEP 2: CALCULATE INTENSITY

The Gamemaster calculates the Army Intensity and Unit Intensity again.

Previous Army Intensity: 17

Battle Events: the Gamemaster rolls 3d6-10 and gets a 3. He checks out the Battle Events Table and says, "You notice that there seems to be confusion in your ranks!" +3 *Army Intensity*.

Army Intensity for this round: 20 (17 + 3)

Unit Cohesion: Normal. No modifier.

Battle Zone: The player knights are still fighting in Zone 5. +10 *Unit Intensity*.

Unit Intensity for this round: 30 (20 +10)

STEP 3: UNIT MANEUVER

Lord Wolf rolls for his Battle skill (14). He obtains a 14, a critical success! This is opposed by the Unit Intensity of 30. The roll is 3 (for a total of 13), a success but not a Critical. Lord Wolf wins and so can choose a maneuver from the Unit Maneuver Results Table, as usual, but also has a chance for an Opportunity.

The Gamemaster rolls a 19 on the Opportunity Table and determines that Lord Wolf's unit has a chance to attack the enemy Battalion Commander! Lord Wolf could ignore this result and choose one of the other available maneuvers, but decides that the Battalion Commander is too good a target to pass up. He chooses the Push Deeper maneuver.

STEP 4: MELEE COMBAT

Discover Opponent Phase: The enemy Battalion Commander is protected by his Elite Bodyguard, who are the Opponents for the first phase. Their stats are given in the Generic Noble Leaders Table.

Determination Phase: Again, players should check combat modifiers.

Immediate Conditions: +5 vs. Infantry. Further, Infantry opponents are at a -5 penalty for attacking Mounted foes.

Unit Cohesion: Normal. No modifier.

Missile Phase: Luckily no missiles, again!

Melee Phase: In the first phase, each player fights one Bodyguard. This time, the players will roll for damage when they hit, since every remaining foe will again fight against them in the following Extended Melee Round (if they decide to enter it).

Combat Results:

Lord Wolf: Win; Bodyguard isn't seriously wounded.

Sir Bledri: Win; Bodyguard is seriously wounded and is out of the scenario.

Sir Adaman: Win; Bodyguard is seriously wounded and is out of the scenario.

Lord Wolf can end the round with a Unit Triumph (everyone has won!), but with no other benefits, or enter an Extended Melee Round to try to capture, disable or kill the enemy Battalion Commander. Lord Wolf and the players like their chances and decide to enter an Extended Melee Round.

EXTENDED MELEE ROUND 1

The surviving Bodyguard that had faced Lord Wolf remains, and is joined by three others, one of whom is the enemy Battalion Commander himself. His stats are also given in the Generic Noble Leaders Table (Young Commander).

The Gamemaster determines that Sir Adaman is actually facing the commander in combat, and the extra Bodyguard will join to fight Lord Wolf, because he has the highest Glory.

Combat Results:

Lord Wolf: Wolf fights defensively, adding +10 to his roll, and divides his attack evenly between both bodyguards. He Wins against one and Loses against the other, but does not take a significant amount of damage. However, since he fought defensively, both his results count as Losses for the Unit Results.

Sir Bledri: Loss (Bodyguard); Bledri takes a little damage.

Sir Adaman: Opposed to the enemy Army Commander, Adaman decides that it's time to activate his Hate (Saxons) 15 Passion; he rolls a 15 and criticals! His Sword 19 skill is doubled to a monstrous 38. He easily obtains a critical success against the Commander's normal success; the Commander is knocked to the ground and takes a Mortal Wound!

The players could continue to fight another extended round to try to capture the dying Commander and his Bodyguards for ransom, but they don't like their odds, so they end the round.

Follower's Fight Phase: Lord Wolf rolls for his followers against the skill of their opponent and Wins. No followers are lost this round.

STEP 5: END OF THE ROUND

Unit Results: normal round, three Wins; extended round, one Win and three Losses: the unit Wins with four Wins and three Losses! *-1 Army Intensity*. The unit pushes further into the Saxon host and advances to Zone 6, the Saxon's Second Rank.

Glory for the round: The players make note of their Glory gains. Basic Glory: 50 for Bodyguards, 100 for the Battalion Commander. There is a bonus of 100 Glory to all combatants for having killed (or

severely disabled) the enemy Battalion Commander.

Lord Wolf: Normal round, 50×1 (Win) = 50 extended round, $50 \times \frac{1}{2}$ (Loss) $\times \frac{1}{2}$ (fought defensively) = 13; extended round, 50×1 (Win) $\times \frac{1}{2}$ (fought defensively) = 25. Total = $50 + 13 + 25 + 100 = 188$

Sir Bledri: Normal round, 50×1 (Win) = 50 extended round, $50 \times \frac{1}{2}$ (Loss) = 25. Total = $50 + 25 + 100 = 175$

Sir Adaman: Normal round, 50×1 (Win) = 50 extended round, 100×1 (Win) $\times 2$ (Critical) = 200. Total = $50 + 200 + 100 = 350$

Squires: Lord Wolf and Sir Adaman attempt their Squire rolls (Sir Bledri's squire has been missing since last round). Lord Wolf rolls a critical success: a captured horse! He rolls on the Captured Horse Table for mounted opponents and obtains a 6: his squire has caught a Rouncy. Lord Wolf doesn't want to bother his squire with the burden of Guiding, so he orders the horse to be set free.

Army Intensity Adjustment: Because of their collective Win, Lord Wolf's unit brought the Army Intensity for the entire army down by *1 point*. In addition, the loss of the enemy Battalion Commander reduces the Army Intensity by *10 points*. Since the Army Intensity was 20 at the beginning of the round, now it becomes 9! ($20 - 1 - 10 = 9$).

ROUND 4

STEP 1: PLAYER KNIGHT STATUS

Again, no one is Alone, Sir Bledri has no squire, and Lord Wolf has 4 Followers.

STEP 2: CALCULATE INTENSITY

The Gamemaster calculates the Army Intensity and Unit Intensity again.

Previous Army Intensity: 9

Battle Events: The Gamemaster rolls 3d6-10 and gets a 1. He checks the Battle Events Table and says, "The loss of the Battalion Commander has caused some indecision among the Saxon warriors. They are trying to reorganize..." + *1 Army Intensity*.

Army Intensity for this round: 10 ($9 + 1$). The Gamemaster notes that the Army Intensity for this round is less than 11. If it stays at 10 or less the next round as well (i.e., for two consecutive rounds), the enemy army will Retreat.

Battle Zone: The player knights are now in Zone 6, the Saxon's Second Rank. +*10 Unit Intensity*

Unit Intensity for this round: 20 ($10 + 10$)

STEP 3: UNIT MANEUVER

Lord Wolf makes his Battle skill roll, but loses to the Unit Intensity; a partial success. He decides his unit is too deep into the enemy host and so orders

a Pull Back. The players note that their weapon skills will be at -5 because they're attempting to retreat.

STEP 4: MELEE COMBAT

Discover Opponent Phase: Consulting the Retreat Table, the Gamemaster sees that he should choose 1 opponent from three rolls. He rolls 8 (Javelineers), 16 (Mounted Mercenaries - French Riders), and 5 (Howling Warriors - Full of Hate). He thinks it's a good idea for the Howling Warriors to fight the players.

The Gamemaster also notes that the Howling Warriors are wielding Great Spears, so they don't suffer any penalty against mounted foes.

Determination Phase: Again, players should check combat modifiers.

Immediate Conditions: +5 vs. Infantry.

Unit Cohesion: Normal. No modifier.

Maneuver Bonus: - 5 to Combat skills, because they're attempting to Pull Back.

Missile Phase: Because one of the rolled opponents (the Javelineers) is equipped with missile weapons, but not Engaged, the Gamemaster rolls to see if they will attack the players anyway. The player knights are in Zone 6 and according to the Table ("Missile Fire from Non-Engaged Units") the Javelineers will shoot on a roll of 1-4. The Gamemaster rolls 1d6 and gets a 2. The Javelineers will hurl their javelins at Lord Wolf's unit.

The players must now decide if they will split their attacks between the Javelineers and the Howling Warriors (Full of Hate).

Combat Results:

Lord Wolf is wary of these infamous brutes, and with the -5 Maneuver Bonus, he does not want to risk being hit by them. He chooses to ignore the Javelineer, who attacks and hits (a Loss for Lord Wolf).

The Gamemaster rolls 11 points of damage for Lord Wolf or his horse. The odd number means that the horse is hit instead of Lord Wolf. The horse has 5 points of natural armor, and 6 damage isn't enough to cause a Major Wound to his valiant Lad, but Lord Wolf must make a Horsemanship roll or fall off. Luckily, he makes the roll. "Good lad, steady now!"

Sir Bledri, who is less wary than his lord, splits his attack between both Javelineers and the Howling Warriors (Full of Hate). He fails his Combat skill roll, but luckily, so does the Javelineer! No damage and a Tie.

Sir Adaman sees the wisdom in his lord's actions and also ignores the missile unit; however, he is hit by a javelin, which does 10 points of damage. He doesn't get his Shield Bonus, but his Chainmail protects him from any damage. "Tink!" Anyway, this is a Loss for Sir Adaman.

Melee Phase: The players now engage the Howling Warriors (Full of Hate). The Gamemaster informs the players that these Saxons will try to inspire their Passion: Hate (Britons) 20. Since this is the 4th round of melee, he rolls 3d6 (1d6 for each elapsed round), and none of them shows 6. This means that these Saxons have not yet inspired their Passions for this battle, and may attempt to do so during the melee phase.

Combat Results:

Against Lord Wolf, the Gamemaster rolls 1d20 for the Saxon's Passion and succeeds, granting the warrior +10 to his Great Spear (11) skill, which becomes Great Spear (21). The howling warrior criticals and Lord Wolf scores a normal success (even with the -5 for Pull Back). A Loss and some damage for Lord Wolf.

Sir Bledri's Combat skill (Spear Expertise 21) is at half value (11), for having split it to face the Javelineer. He decides this is a good time to try to become impassioned and rolls a 10, — lower than his Hate (Saxons) 14 — for a +10 bonus: his Spear Expertise becomes 21 again. However, the -5 Pull Back penalty means his effective skill is 16. His opponent succeeds at his Passion roll, but still loses the melee. Win!

Sir Adaman's foe becomes impassioned, and Succeeds in his attack. However, Sir Adaman counters the enemy's success with a Critical and defeats him. Win.

Follower's Fight Phase: Lord Wolf rolls for his followers against the skill of their opponent and fails. Some of his followers have been killed. He rolls 1d6 and loses three of his vassals to the Saxon butchers. But now's not the time to grieve...

Combat Results (Summarized):

Lord Wolf: Loss (Javelineers), Loss (Howling Warriors)

Sir Bledri: Tie (Javelineers), Win (Howling Warriors)

Sir Adaman: Loss (Javelineers), Win (Howling Warriors) 3 Losses, 1 Tie, 2 Wins.

STEP 5: END OF THE ROUND

Unit Results: Since (Wins + Ties = Losses), this is a Win! (barely) - *1 Army Intensity*. The party has Pulled Back. They move back 1 Zone and are now in Zone 5, the Killing Zone. They begin the next round Disengaged.

Squires: Lord Wolf and Sir Adaman attempt Squire rolls. Both succeed, so their squires are fine.

Glory for this round: The players make note of their Glory gains. The Javelineers' base Glory value is 8, that of the Howling Warriors (Full of hate) is 15.

Lord Wolf: $8 \times \frac{1}{2}$ (Loss vs. Javelineer) + $15 \times \frac{1}{2}$ (Loss vs. howling warrior) = 12

Sir Bledri: 8×1 (Tie vs. Javelineer) + 15×1 (Win vs. howling warrior) = 23

Sir Adaman: $8 \times \frac{1}{2}$ (Loss vs. Javelineer) + 15×1 (Win vs. howling warrior) $\times 2$ (critical) = 34

Army Intensity Adjustment: Because of their collective Win, Lord Wolf's unit brought the Army Intensity for the entire army down by *1 point*. The Final Army Intensity, which was *10* at the beginning of the round, is now *9*.

ROUND 5

STEP 1: PLAYER KNIGHT STATUS

No one is Alone, Sir Bledri has no squire, and Lord Wolf has just one follower remaining.

STEP 2: CALCULATE INTENSITY

The Gamemaster calculates the Army Intensity and Unit Intensity again.

Previous Army Intensity: 9

Battle Events: The Gamemaster rolls 3d6-10 and gets a 0. He says aloud, "The Saxons are at a standstill, almost bewildered." +0 *Army Intensity*.

Battle Intensity for this round: $9 + 0$

Automatic Action: Since the Army Intensity is 10 or less for two consecutive rounds, the enemy army will now Signal for a general Retreat. Trumpets blare, the standards dip and rise, and the enemy army groans to a halt.

Unit Cohesion: Disengaged. The players have backed away from the fray to survey their options. - *20 Unit Intensity*

Battle Zone: The player knights are in Zone 5, the Killing Zone, though. +*10 Unit Intensity*

Unit Intensity for this round: $-1 (9 - 20 + 10)$

STEP 3: UNIT MANEUVER

Lord Wolf rolls on his Battle skill and Succeeds. The Gamemaster rolls for the Unit Intensity (-1, so it's considered 1), but rolls 20 and fumbles!

Lord Wolf's player looks under Unit Commander's Battle roll results and decides that the unit will Charge. Due to the Unit Intensity fumble, the opponent they face will be Disordered and suffer a -10 penalty to their Combat skill!

The enemy Unit Commander has now the choice to Pull Back (-5 to Combat skill) or Run Away (a stupid thing to do).

STEP 4: MELEE COMBAT

Discovering Opponent Phase: The Gamemaster consults the Offensive Maneuvers Table and rolls for one random opponent. He rolls 6 (Grunting Spearmen), who have Great Spear 15 as their Combat skill. Since this unit was already badly damaged in Round 2, they're at half strength (their Great Spear skill is at 8).

*Again, these Saxons wield Great Spears, so they don't suffer the -5 penalty against Mounted foes.

Determination Phase: As always, players should check combat modifiers.

Immediate Conditions: +5 vs. Infantry.

Unit Cohesion: Normal. None.

Maneuver Bonus: +5 Lance (Charge bonus)

Missile Phase: Not this round.

Melee Phase: The players now fight the Grunting Spearmen with some positive modifiers: the knights have a +5 Lance Charge bonus and a +5 vs. Infantry bonus (total: +10); the Saxons have a -10 Disordered penalty and a -5 Pull Back penalty (total: -15).

Combat Results (Summarized):

All three knights easily win!

Follower's Fight Phase: Lord Wolf rolls for his follower against the Combat skill of the Spearman. The same modifiers apply. Lord Wolf wins and his only follower lives.

STEP 5: END OF THE ROUND

Unit Results: All three knights succeeded in their combat rolls. Triumph! -2 *Army Intensity*.

A Triumph on a Charge also moves the players forward two Zones. The Gamemaster notes that the Grunting Spearmen have been damaged two times: the unit is eliminated from the Enemy Table and will not be encountered again in this battle.

Squires: Lord Wolf and Sir Adaman attempt Squire rolls. Both succeed, so the squires are fine.

Glory for this round: The players note their Glory gains. Basic Glory for Howling Warriors is 10.

Lord Wolf: 10 x 1 (Win) = 10

Sir Bledri: 10 x 1 (Win) = 10

Sir Adaman: 10 x 1 (Win) = 10

Army Intensity Adjustment: Because of their collective Triumph, the players brought the Army Intensity for the entire army down by 2 *points!* The Final Army Intensity is now 7 (9 - 2). As the players prepare for the next round the Gamemaster announces a Scripted Event and informs them that the battle is drawing to a close as most of the enemy units withdraw successfully from the field.

AFTER THE BATTLE

DETERMINE THE VICTOR

Though the Saxons were defeated, the Army Intensity was not reduced to zero for two consecutive rounds. Thus the battle is considered an Indecisive Victory for the player knights.

CALCULATE TOTAL GLORY

The battle was a small one, so there are no adjustments to the players' Glory per round. As a Unit Commander, Wolf earns an additional 15 Glory.

Lord Wolf: 30 (round 1) + 25 (round 2) + 188 (round 3) + 12 (round 4) + 10 (round 5) + 15 (Unit Commander) = 280

Sir Bledri: 15 (round 1) + 25 (round 2) + 175 (round 3) + 23 (round 4) + 10 (round 5) = 248

Sir Adaman: 8 (round 1) + 25 (round 2) + 350 (round 3) + 34 (round 4) + 10 (round 5) = 427

LOOT

No loot is gained since the battle was not decisive.

RANSOM

No enemy knights were captured, so no ransom can be gained.

LOST SQUIRES

Sir Bledri attempts a Squire roll and succeeds — he is able to find his squire! Good lad!

FOLLOWER LOSSES

For Lord Wolf's Followers, the losses are grim.

Of the seven followers of Lord Wolf, three were lost when the Bodyguard Bonus was used, and three were lost in round 6. He rolls on the Followers' Return Table to see how many return, with a -10 penalty for having used the Bodyguard Bonus. He obtains a final score of 5 and finds that only ¼ of them (two followers) return to service, but the other four succumb to their wounds. Lord Wolf attempts a roll on his Loyalty (Vassals) 15 Passion and succeeds. He will be Melancholic for one week for each man lost — four weeks total.

Lord Wolf has prevented his lands from being ravaged this year. But no doubt the Saxons will be back next Spring, in force. 🐉

Appendix A: Glossary

This battle system uses many common terms of war in a specialized manner for specific rules. Here is a vocabulary of those terms for the game.

Alone: An unhorsed knight may find himself separated from his unit and in big trouble. He acts as his own Unit Commander, with a +10 to his Unit Intensity.

Army Commander: One Army Commander commands each army. He is the commander in chief, the ultimate leader of this body of troops.

Army Intensity: A measure of how tough the fight is for the entire army, taken as a whole.

Assault vs. Position: A maneuver that's an attack against men in a prepared position, such as a hilltop or behind hedges. The defenders have sacrificed maneuvering in favor of the defensive works.

Attached (knight): A player character knight who follows a Unit Commander is Attached. Non-player knights are Followers, not Attached.

Attack: A maneuver where the players' units enters battle with an enemy unit.

Attack Enemy Rear: A unit that finds itself deep behind enemy lines can use this maneuver to attack the enemy from the rear, where he may be most vulnerable.

Battalion: A *King Arthur Pendragon* term (taken from modern terminology) for medieval *battle* (below). An army is commonly divided into three, and sometimes more, battalions, called "battles" in medieval vocabulary. They are called Vanguard (on the right), Center, and Rearguard (on the left). In a huge battle each army might have as many as ten.

Battalion Commander: Battalion Commanders lead a major segment of the entire army, and report directly to the Army Commander. Battalion Commanders are usually ignored in the battle game, save as targets of Opportunity.

Battle: (1) A violent conflict between two bodies of armed men; (2) a medieval term for part of an army, called in *King Arthur Pendragon*, a battalion (above).

Bodyguard Bonus: Loyal Followers sacrifice them-

selves to give the player leader the only "saving roll" in *King Arthur Pendragon*.

Broken: A Broken unit is no longer a unit, though individuals may survive. Its integrity has been lost and everyone formerly in that unit is Alone in the battle. The best thing for surviving knights to do after that is to get to the rear.

Burdened: Carrying an unconscious person on horse gives a -5 Horsemanship penalty, or, on foot, a -1 Movement Rate.

Camp: Temporary settlement of pavilions and tents where the army rests at night.

Charge: To attack from horseback, using a lance and the horse's size and speed to build up momentum. This is the most effective method for a knight to attack.

Chase: When an enemy is routing or running away, Chase is used. The knight uses his Hunting skill to resolve a Chase.

Clash: A battle including a couple of hundred knights, whose armies are often led by a baron.

Combat Skills: When used collectively, "combat skills" includes Battle, Siege, Horsemanship and all weapons (see *King Arthur Pendragon* 5.1 p. 112)

Combat Zone: Zones 3 through 7 in the battlefield, where troops can always be found.

Commander: See Army Commander and Unit Commander; also Leader for comparison.

Crush: A Unit Result where all the knights lose their melee phase. Each enemy fought counts toward the total tally.

Decisive Victory/Defeat: Most battles end in a draw, but when the enemy flees the field or suffers hugely disproportional casualties the effects last for a long time; hence "decisive."

Disengaged: Being out of combat. A large number of possible actions are possible for knights who are Disengaged. Disengagement is necessary for a Lance Charge.

Disordered: The unit is confused, out of formation, milling about, in each others' way, recovering from a bad fight, and otherwise not being ready for melee. Two effects occur. First, Unit Cohesion is diminished (Step 2), which gives a +5 to the Unit Intensity. Second, the Unit Combat Modifier (Step 4.1 gives a -10 to the unit Combat skills.

Dug In: This indicates that a unit is in a thoroughly prepared position that greatly enhances its defensibility. These might be ditches, ramparts, stakes and hidden pits. They will not charge out, or (in general) leave their position. Defenders are normally infantry, or, if cavalry, must be dismounted. The position grants both a melee bonus to the defenders and penalty to attackers.

Encumbered: A horse loaded with two riders is encumbered, and causes a -5 penalty to the rider's Horsemanship. Note that if the second rider is also unconscious, being Burdened imposes another -5 penalty.

Extended Melee Phase: An additional phase beyond the normal single combat of a battle phase. Special Actions require extended melee phases.

First Charge: The first round of every battle usually begins with a Charge maneuver, unless otherwise stated by the Gamemaster. Play then proceeds to the second round.

Flank: The side of a unit. When marching in column, the flanks are long; when in line for battle, the flanks are a few ranks of men thick. Flanks are very vulnerable to attack, with the unshielded (right) side more vulnerable than the left.

Flee Fighting: A maneuver that allows mounted archers to shoot arrows at their attacker and retreat at the same time.

Follow: Useful to pursue an enemy when he attempts an orderly Withdraw.

Follower: Loyal non-player knight or man-at-arms who is under the actual or nominal command of a leader. Followers are always non-player characters, and player knights in the same unit are instead Attached.

Followers Detachment: The NPCs who follow a Lord into battle; typically, a banneret has his vassals, but this could be from 5 to 25 people, and from any

source (mercenaries, friends, assigned, or family.)

Guiding: When someone leads a horse (without riding it) over the battlefield he is guiding it, and he gets a -5 penalty to all Horsemanship rolls. Squires get -5 to their Squire roll.

Having a prisoner: It's possible for a player knight to capture a prisoner for ransom. This is part of a Special Action.

Help Friends: A Special Action. It's not a maneuver, but a motivation to do something. When a character is unhorsed in melee the other players may choose to invoke the Help Friend Special Action.

Intensity: A measure of how tough the press of battle is. See: "Army Intensity" and "Unit Intensity."

Leader: A Leader is a player character who has his own following of knights and is not a Unit Commander, but is Attached to one.

Loss: A Unit Victory Result where more than half the knights lose their melee phase. Each enemy fought counts toward the total tally. Against missile units, a knight tallies a loss if the missile unit wins.

Maneuver: A movement or attempted movement of the unit upon the battlefield. Maneuvers include Assault, Attack, Chase, Pursue, Push, Remove, and Withdraw. See also "Reaction."

Melee Phase: Step 4, when knights fight man to man.

Mesnie: The armed retainers of a knight; his household combatants.

Move Back: This is a Reaction, the cause of which varies. The movement is in good order and the unit doesn't receive a penalty or bonus next round.

Move Forward: This is not a maneuver but a type of movement whose causes vary.

Move on Flank: A risky maneuver to try to get an advantage over a unit, by being off to their side instead of in front of them.

Mystery Unit: An enemy that the unit is going to fight, but whose composition is unknown until after the commitment is made to fight the melee.

Normal (results to unit): Remain in same Zone, no modifiers.

On a Flank: You are in an advantageous position, on your enemy's side.

Opportunity: An unusual chance has presented itself! The player unit has a chance to take one of several unusually risky, yet potentially rewarding, options.

Out of Combat: Knights who end up in Zone 2 are considered out of the fighting, though pursuing enemy troops may change this. See page 53 for more.

Phase: A part of a Step, such as the Missile Phase and Melee Phase. A complete battle round has 5 Steps.

Position of Honor: The right side is more honorable than the left, because it's weaker and so the best unit is sent to hold it. The unit at the most rightward, most frontward position is the Position of Honor.

Prisoner: An enemy combatant who has been captured, generally to hold for ransom or information. See also "Having a Prisoner."

Pull Back: A maneuver in which the unit withdraws while engaged in combat with the enemy.

Pursue: A reckless attack against enemy units that are Withdrawing in an orderly manner (though they're still hampered by having to go backwards).

Push Deeper: A risky maneuver where knights press hard against the enemy lines, trying to push deeper into their ranks.

Rally: A Special Action wherein an individual causes a group to coalesce around his leadership.

Ransom: Certain enemy units display a "£" icon which means the enemy warrior may be ransomed back to his people, if captured on the battlefield.

Reaction: A movement on a unit that's not voluntary, including Recoil, Move Back, Move Forward and so on.

Rearguard: The Rearguard protects a retreating army. They like to catch knights who are Alone.

Recoil: The unit moves one or two Zones backwards against its will, driven before their foes, and always starts the next round Disordered. This is never a voluntary act, but always imposed on a unit that was defeated in combat.

Remove from Battle: This means going away from the battle to the camp. If there's no opposition knights can probably ride to the camp in one battle round. It can only be done outside a Combat Zone.

Reserves: Sometimes a unit or two are kept back from the battle to be rested and fresh, more able to throw back enemy units that penetrate the battle formation. They are also especially effective in a Chase.

Retinue: A knight's followers, both combatants (*mesnie*) and others.

Retreat: A retreat is any move back 1 Zone, whether voluntary (Withdraw, Run Away maneuvers) or not (Recoil 1 Zone or Move Back 1 Zone results).

Rout: A unit is routed when has taken so many losses that its members drop their weapons and run. In game terms this is when: a player unit recoils two Zones, or the player unit achieves complete triumph, or the Gamemaster says so.

Run Away: A maneuver useful to knights who finds themselves Alone on the battlefield. They choose which unit to run past, and success allows the fugitive to get Out of the Battle.

Run Down Sprinters: When an enemy turns and runs, use this maneuver to chase him down.

Scripted Events: Modifiers to the battle that are based on canonical events, story considerations or Gamemaster's whim.

Special Action: This is when knights try to do something, such as Rally, Help Friends, Take a Prisoner or engage in melee with a hero, commander or other individual. Special Actions require some prerequisite (e.g. Withdraw Rout, have a friend in need, etc.) and always require an extended melee phase.

Squire Retreat: The action of a squire attempting to rescue his knight from the battlefield.

Squire roll: A d20 roll, where the target number is the same as the squire's age.

Stand Fast: When units stand in place and taking whatever attacks them.

Stand vs. Charge: This maneuver notes the special effects of receiving the effects of a full lance charge. Even if the Unit Commander chose to use Defense,

the results of the impact would still be these.

Stand vs. Two, Three: Some multiple ($\times 2$, $\times 3$) individuals or units attack at once, and this maneuver shows the results of such.

Stand with Another: This maneuver is useful for supporting other friendly units.

State of Unit: Being Alone, Disordered, On a Flank, Routing, and Triumphant are all temporary states. All of these are unusual and proffer a bonus or penalty to the Unit Intensity and/or individual melee Weapon skills of the knights in the unit. The norm is to have no special state. The state of unit can change every round.

Stop: Use this maneuver when the enemy is retreating and you do not wish to pursue them.

Triumph: A Unit Result where all the knights win their melee phase. Each enemy fought counts toward the total tally.

Turn Around: This maneuver may be used to counter an Attack from Rear, when the enemy ends up behind you and you're in danger of being surrounded.

Unit: The unit is the most basic organized group of men under a single leader. All combat for players is based on being part of their unit

Unit Cohesion: An abstract measure of how well the men in a unit are working together.

Unit Commander: The leader of a unit. Typically, this is held by a player knight. The army is made up of many small tactical units.

Unit Intensity: The particular Intensity for one unit, derived from the more general Army Intensity.

Victory: A win on the battlefield is a victory, but most are indecisive; a decisive victory is most desirable.

Win: A Unit Result where half or more of the knights win their melee phase. Each enemy fought counts toward the total tally. Against missile units, a knight tallies a win if the missile unit loses.

Withdraw: An orderly pulling back from combat, with stands and feints and weapons to the foes, fighting when necessary, but deliberately going back with the intent to disengage.

Appendix B: Complete Unit Cohesion Modifiers

This is the complete list of Unit Cohesion Modifiers, mentioned on p. 30 in Step 2 and on p. 64 in Step 4. Consult this list when calculating Unit Intensity for the round (Step 2) and Melee skill for the round (Step 4).

TABLE 21: COMPLETE UNIT COHESION MODIFIERS

CONDITION	UNIT INTENSITY MODIFIER	MELEE MODIFIERS	OTHER EFFECT
Ambushed	Varies. See p. 31.		
Broken	n/a	Not applicable	Alone in battle
Disengaged	-20	Not applicable	Disengaged. See: p. 35
Disordered	+5	-10	None
Fresh Reserves (Enemy)	none	-10 to the Unit Commander's Battle skill.	None
Fresh Reserves (Friendly)	-10	Enemy $\times \frac{1}{2}$	Maneuver will change
On Enemy Flank	-5	+5	None
Position of Honor	+5	None	Increased Glory

Appendix C: Maneuver Summary

MANEUVER	PREREQUISITE	OPPONENT	UNIT RESULTS			
			Triumph	Win	Loss	Crush
Advance	Disengaged, in a Non-combat Zone	No foes, no fight, move up to two Zones forward; Disengaged on next round.				
Assault vs. Position	Position	nearby unit(s) in position	-2 Intensity; Move forward 1 Zone; Special!	Enemy holds! Normal	Enemy holds! Recoil one Zone	+2 Intensity; Recoil one Zone
Attack	None	3 random foes; player chooses 1	-2 Intensity	Normal	Normal	+2 Intensity
Attack vs. Two	None	3 random foes; player chooses 1, Gamemaster chooses 1	-3 Intensity	-1 Intensity, Move forward one Zone	Recoil one Zone	+2 Intensity; Recoil one Zone
Attack w/ Another	None	3 random foes; player chooses 1; enemy $\times \frac{1}{2}$	-1 Intensity	Normal	Normal	+2 Intensity; Recoil one Zone
Charge (+5 bonus)	Disengaged	1 random foe	-2 Intensity; Move forward two Zones	-1 Intensity; Move forward one Zone	Move forward one Zone	+2 Intensity; Move Forward one Zone; Disordered
Chase (Hunting)	Enemy Routing; Unit Breaks	1d6 foes, each $\times \frac{1}{2}$; Rearguard 20	Not applicable. All knights are Alone.			
Follow	Enemy Withdrawing and Intensity 10 or 15	1 random foe; +5 bonus to foe	-2 Intensity; Move forward two Zones	Move forward one Zone	Move forward one Zone	+2 Intensity; Disengaged
Move on Flank	None	1d6-2 foes	-1 Intensity; on flank or charge next	Normal; on shielded flank	Normal	+2 Intensity; Disordered
Pull Back (-5 penalty)	Engaged, partial success at Battle	3 random foes, Gamemaster chooses 1	Move back one Zone; Disengaged; -2 Intensity	Move back one Zone; Disengaged	Recoil one Zone	+2 Intensity; Broken
Pursue	Enemy Retreating and Intensity of 14 or less	2 foes, each $\times \frac{1}{2}$; Rearguard 18-20	-2 Intensity; Move forward two Zones; Disordered	Move forward two Zones; Broken	Move forward one Zone; Disengaged	+2 Intensity; Recoil one Zone; Disengaged
Push Deeper	None	3 random foes; Gamemaster chooses 1	-2 Intensity; Move forward one Zone	Move forward one Zone	Normal; Disordered	+2 Intensity; Disordered

KING ARTHUR PENDRAGON

MANEUVER	PREREQUISITE	OPPONENT	UNIT RESULTS			
			Triumph	Win	Loss	Crush
Rally Battalion	Intensity greater than 30	×3 random melee and 1 missile	-20 Intensity	-10 Intensity	Broken	+2 Intensity; Broken
Remain Disengaged	Unit is Disengaged	No foes, no fight, no move; perform a Disengaged action; Disengaged on next round.				
Remove (Self)	Unit is in a Non-combat Zone or Disengaged	No foes, no fight, move 1 or 2 Zones back; Disengaged on next round.				
Run Away (Horsemanship)	None	3 random foes, player chooses 1	Move back one or two Zones; Disengaged	Recoil one Zone; Disengaged	+2 Intensity; Broken	+2 Intensity; Broken
Run Down Sprinters +5 bonus	Enemy Unit is Sprinting	The Sprinting Unit	Move forward two Zones, Disordered; Check Reckless	Move forward one Zone	Move forward one Zone; Disordered	+4 Intensity, Recoil one Zone; Check Cowardly
Sprint	Marked w/“Sprint” as a skill	Any attacking non-missile opponent; +5 to attack	Move back two Zones	Move back one Zone; Disordered	Broken	Broken
Stand Fast	Unit is Attacked	3 random foes; Gamemaster chooses 1	Disengaged; -2 Intensity	Normal; Engaged	Recoil one Zone	+2 Intensity; Recoil one Zone
Stand vs. Charge	Unit is Charged (i.e. Unit Commander fumbles)	3 random mounted foes; Gamemaster chooses 1	-3 Intensity	Normal; -1 Intensity	Recoil one Zone	+2 Intensity; Broken
Stand vs. Two	Unit is Attacked by multiple foes (i.e. Gamemaster Criticals)	3 random mounted foes, Gamemaster chooses 2	-2 Intensity	Normal	Recoil one Zone	+2 Intensity; Recoil one Zone
Stand w/ Another	None	3 random foes, Gamemaster chooses 1; enemy ×½	-1 Intensity	Normal	Recoil one Zone	+2 Intensity; Recoil one Zone
Withdraw (+5 bonus)	Engaged, win at Battle	3 random foes, Gamemaster chooses 1	Move back one Zone; Disengaged; -2 Intensity	Move back one Zone; Disengaged	Move back one Zone	+2 Intensity; Recoil one Zone
Flee Fighting	Shoot n’ Scoot	Any non-missile horse unit that attacks	Move Back one Zone; Disengaged	Move Back one Zone; Disengaged	Move Back one Zone; Disordered and Disengaged	+1 Intensity; Move Back two Zones; Broken

Appendix D: Complete Terrain Modifiers

Terrain Modifiers are optional, to be used when your players are familiar with the system and up to the challenge. Some battles in *The Great Pendragon Campaign* feature difficult terrain as well. This is the complete list, mentioned on p. 62 in Step 2. Consult this list when calculating Unit Intensity for the round on difficult ground.

TERRAIN	UNIT INTENSITY MODIFIER	MELEE MODIFIERS	OTHER EFFECT
Pre-selected, equal battlefield	None	None	None
Bushes and brush	Mounted Units +5	On Foot +5, Mounted -5	None
Cliff (Below)	+10	Missile +5 (if atop it)	No melee possible or movement up or down
Ditch	+10	+5 defender, -5 attacker	Crossing requires Climb or Jump maneuver; no Charge
Earthworks (DV=2)	None	Defender +10, Attacker -15	Assault is required; successful Horsemanship roll to attack
Fence or Rail	None	None	Crossing requires Climb or Jump maneuver
Hedge	None	Spear or missiles only	Crossing requires Climb or Jump maneuver
Hedgerow	None	No attack possible.	No movement across
Ladders	None	-15 to climber	Allow assault up a wall, cliff
Marshy ground	+5	Mounted Combat -10; No charge.	Horsemanship roll required before melee
Muddy ground	+5	Mounted Combat -5; Lance Charge -10	-5 to Horsemanship; -10 to Charge
Rain	+5	No missile troops can shoot.	-5 to Awareness; may cause muddy ground
Ravine or trench	+20	Below -10, Above +10	Move along it, or climb out
Rise or hill	none	-5 Below -5, Above +5	None
Rocky ground	+5	Mounted Combat -5	-5 to Horsemanship
Trees, dense stand	Mounted Units +5	-5 infantry, or Mounted Combat -10	-5 to Horsemanship
Trees, thin copse	None	On Foot +5, Mounted -5	-5 to Horsemanship
High walls (≥ 10 ft.)	+5	Defender +5, Attacker must use ladders	No melee, except w/ ladders. Assault is required
Low walls (waist high)	+5	-5 vs. men on foot protected by them (KAP, p. **117, "Cover")	Crossing requires Climb or Jump maneuver
Water (≥ 1 ft. deep)	None	None	None
Water (1-3 ft. deep)	+5	-10 to infantry, +/-0 to mounted; No charge possible	-5 Horsemanship; slows individual movement,
Water (3-4 ft. deep)	+10	-20 to infantry, +/-0 to mounted; No charge possible	-5 to Horsemanship; slows individual movement
Woods, amidst	Mounted Units +5	-5 infantry, or Mounted Combat -10	-5 to Horsemanship



Appendix E: Battle Summary

BEFORE THE BATTLE

Each player receives *Player's 1-page Battle Reference* and *Player's Battle Record*

Unit Leader receives *Leader's Battle Record*

FIRST CHARGE

1. Figure Opening Army Intensity
2. Figure First Charge Intensity
3. Army Commander's Battle roll
4. Combat

IN THE BATTLE

Step 1: Determine Player Knight Status

Step 2: Intensity

- a. Calculate Army Intensity
- b. Check for Automatic Actions
- c. Calculate Unit Intensity

Step 3: Unit Maneuver

- a. Unit Commander Makes Battle roll
- b. Choose a maneuver

Step 4: Melee Combat

- a. Determine Opponent
- b. Calculate Player Knight Melee Skill
- c. Determine Missile Attack Results
- d. Determine Melee Attack Results
- e. Take Bodyguard Bonus (Optional)
- f. Determine Followers' Fight Results

Step 5: End of the Round

- a. Determine Unit Results
- b. Calculate Player Knight Glory
- c. Attempt Squire roll and actions
- d. Extended melee phase (Optional)
- e. Adjust Army Intensity

AFTER THE BATTLE

1. Determine Victor
2. Calculate Total Glory
3. Distribute Loot (Decisive Victory only)
4. Calculate Ransom
5. Find Lost Squires
6. Recover Lost Followers
7. Perform Healing



A MILITARY SYNOPSIS OF THE GREAT PENDRAGON CAMPAIGN

Knights, battles and wars go together. This synopsis shows relevant facts of interest to them. This is a list of the major battles of *The Great Pendragon Campaign* and shows the evolution of horses, armor, and anachronistic styles over 84 years, from 483 to 567. Note that the magic of Camelot ends after 566, and arms revert back to 6th-century norms.

Year	KAP Era	KAP Period	Major Battles	Military Trends	Best Armor and Horse	Historical Analog
485	EARLY	UTHER	Mearcred Creek	CODE OF COURTESY (NOBLES) Footmen are called levy; horsemen, milites; servants, armigier; mercenaries, soldeier. By the Anarchy Period, Horsemen and their servants are called Knights and Squires.	Chainmail and nasal helm, Charger	10th c.
492			St. Albans			
495		ANARCHY		“War is Life”		11th c.
498			Maldon			
507			Netley Marsh			
510		BOY KING	Bassus Bedegraine, Carlion Carohaise	CODE OF CHIVALRY (KNIGHTS) Footmen are now paid, urban professionals, rather than rural peasants.	Reinforced chainmail and closed helm, Charger	12th c.
513			Terrabil			
516			BADON Caledonia Humber			
519		CONQUEST	Alclud Loch Lomond			
525			Saussey Milan	Mercenary companies and <i>scutage</i> start (paying cash in lieu of military service).		
528			Tara			
531	LATE	ROMANCE TOURNAMENT GRAIL QUEST		CODE OF CHIVALRY AND ROMANCE (KNIGHTS AND LADIES) “War is sport”	Partial plate and closed helm, Andalusian	13th c.
534			Paris			
537						
540			Pax Arthuriana (no major battles)	Private troops of <i>livery and maintenance</i> start. In lieu of land, nobles pay their troops and dress them alike.	Full plate and closed helm, Destrier (Romance), Friesian (Tournament)	14th c.
543						
546						
552						
555			Camelot			
558		TWILIGHT		The Golden Age of Livery and Maintenance	Gothic plate and sallet helm, Great Horse	15th c.
561			Joyous Garde	Urban Self-defense Infantry “War is business”		
564			Barham Down CAMLANN			
567					Pre-Uther arms	6th c.





Battle _____ Date _____
 Size _____ Length _____ Enemy _____
 Place _____ Outcome _____
 Enemy Army Commander _____ Battle Skill _____
 Player Army Commander _____ Battle Skill _____
 Player Unit Commander _____ Battle Skill _____

Gamemaster's Battle Record

Round	Opening Army Intensity	Starting Conditions	Battle Events	Army Intensity	Terrain	Battle Zone	Unit Cohesion	First Charge Intensity	Maneuver	Enemy Unit	Unit Results	Modifier	Final Army Intensity
First Charge	20					5	-20		Charge				

[illegible]

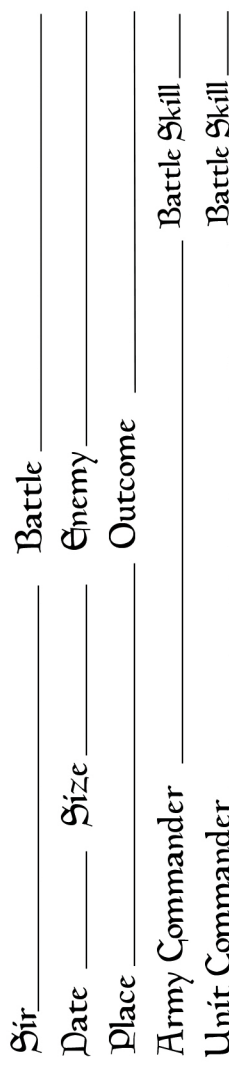


Battle _____ Date _____
 Size _____ Length _____ Enemy _____
 Place _____ Outcome _____
 Enemy Army Commander _____ Battle Skill _____
 Player Army Commander _____ Battle Skill _____
 Player Unit Commander _____ Battle Skill _____

Leader's Battle Record

Round	Opening Army Intensity	Starting Conditions	Battle Events	Army Intensity	Terrain Modifier	Battle Zone	Unit Cohesion	First Charge Intensity	Battle Roll Result	Maneuver	Enemy Unit	Unit Results	Casualties	Modifier	Final Army Intensity
First Charge	20					5	-20			Charge					

[illegible]



Squire	Age	horse	Followers
<input type="checkbox"/> 1	_____	_____	<input type="checkbox"/> 1 _____
<input type="checkbox"/> 2	_____	_____	<input type="checkbox"/> 2 _____
<input type="checkbox"/> 3	_____	_____	<input type="checkbox"/> 3 _____
			<input type="checkbox"/> 4 _____

Squire	Age	horse	Followers
<input type="checkbox"/> 1	_____	_____	<input type="checkbox"/> 1 _____
<input type="checkbox"/> 2	_____	_____	<input type="checkbox"/> 2 _____
<input type="checkbox"/> 3	_____	_____	<input type="checkbox"/> 3 _____
			<input type="checkbox"/> 4 _____

Squire	Age	horse	Followers
<input type="checkbox"/> 1	_____	_____	<input type="checkbox"/> 1 _____
<input type="checkbox"/> 2	_____	_____	<input type="checkbox"/> 2 _____
<input type="checkbox"/> 3	_____	_____	<input type="checkbox"/> 3 _____
			<input type="checkbox"/> 4 _____

Notes _____	
_____	Combat Glory
_____	x Battle Size Mod.
_____	x Victory Mod.
_____	+ Leader Glory
_____	= Total Glory

Notes _____	
_____	Combat Glory
_____	x Battle Size Mod.
_____	x Victory Mod.
_____	+ Leader Glory
_____	= Total Glory

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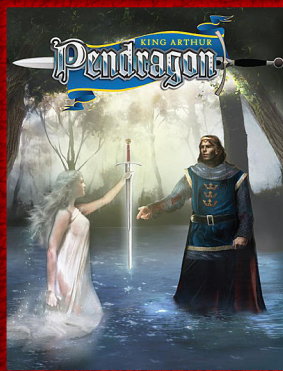
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