

Chivalry at Bay

Tactical Battles of the Hundred Years War (1337-1453)

SEQUENCE OF PLAY

1. Initiative Check
2. Initiative Player Sub-Sequence
 - a. Discard Decision
 - b. Disengagement Check
 - c. Leader Commitment Decision
 - d. Combat Phase
 - e. Movement Phase
3. Non-Initiative Player Sub-Sequence
4. Status Check
5. Game End Check

MOVEMENT COMMANDS

- Advance (2)
- Retreat (1)
- Withdraw (2)
- Change Battle (2)
- Deploy (1)
- Regroup (*)
- Rally (*)
- Charge (*)
- Flank Move (1)
- Flank Attack (1)

STRATAGEM PLAY

1. Hand Size = Best Leader Command + 1 per additional, eligible leader
2. Discard and Draw = Best Leader Command
3. At beginning of movement, play any number of stratagem cards to create a pool of command points
4. A Leader may provide one command to each unit in starting area OR
5. An uncommitted Leader may provide commands equal to Command value to any unit in their location (Battlefield, Reserve, or Rout box)
6. Leader commands may be combined with stratagem card commands

CLASH OF ARMS BONUS

LONG RANGE BONUS

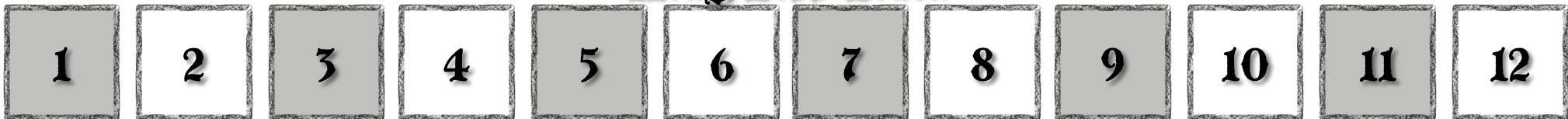
DEFENDER	BL	CB	CV	KT	LB	LV	MA	PK	AY	CB	LB
BL	-	-	-	+1	-	-	-	-	-	-	-
CB	+1	-	-	+1	-	-	+1	-	-	-	-
CV	-	-	-	+1	-	-	-	-	+1	+1	+1
KT	-	-	-	-	-	-	-	-	+1	+1	+1
LB	+1	-	-	+1	-	-	+1	+1	-	-	-
LV	-	-	-	+2	-	-	+2	+1	-	-	-
MA	-	-	-	-	-	-	-	-	+1	-	-
PK	-	-	-	-	-	-	-	-	+1	-	+1

FLANK COLLAPSE

1. Remove units in flank areas (not eliminated)
2. Move leaders to Reserve area
3. Place Flank panel
4. Remove units in enemy rear area (not eliminated)
5. Remove units in enemy approach area that fail a disengagement test or move to enemy flank area
6. Remove units in middle ground area that fail a disengagement test (-1) or move to shared flank area
7. Remove units in friendly approach area that fail a disengagement test (-2) or move to friendly flank area
5. Move units in friendly rear area to Reserve area
6. Slide Flank panel over captured battle



Army Loss Track



Turn/Momentum Track

