

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

- Hand Size equals the best Leader's Command Rating, plus one per additional eligible leader.
 - Discard and Draw up to the best Leader's Command Rating.
 - A player may "pass" by discarding all cards and drawing up to hand size. A passing player must skip combat and movement steps.
 - At beginning of movement, play any number of stratagem cards to create a pool of ancillary command points to assist in movement costs.
 - Any Leader may provide one command to each unit in starting area
- OR**
- An *uncommitted* Leader may provide commands equal to Command Rating to any unit in their location (Battlefield, Reserve, or Rout box).
 - Leader commands may be combined with stratagem pool commands.

WEATHER EFFECTS

- Fog:** Ranged Combat Ability reduced by -1 (minimum of 1) and Deployment cost is increased to 2.
- Heat:** Movement order cost for units not stacked with Leader increased by +1 (Rash Advance and Control unaffected).
- Rain:** Ranged Combat Ability reduced by -1 (minimum of 1), and Movement cost for units not stacked with Leader increased by +1 (Rash Advance and Control unaffected).
- Winter:** Ranged Ability reduced by -1 (min 1), and Disengagement rolls increased by +1.

ADVANCE TO CONTACT

When a unit moves normally (i.e., does not use flank movement) to engage a longbow (LB), crossbow (CB) unit or an area with artillery (AY), the defending missile unit may immediately fire upon the engaging unit with its ranged ability value. Any hits scored on the engaging unit force an immediate disengagement check.

IMMEDIATE ROUT

If the number of hits sustained equals or exceeds a unit's current cohesion, that unit immediately routs from the battlefield. Place the unit in the Routed box and reduce its Cohesion value by the amount its current Cohesion was exceeded.

IMMEDIATE ELIMINATION

If a unit sustains hits that equal or exceed twice its current cohesion, that unit is eliminated and removed from the game.

BREAKTHROUGH ATTACK

If the number of hits sustained equals or exceeds a unit's current cohesion, that unit immediately routs from the battlefield. Place the unit in the Routed box and reduce its Cohesion value by the amount its current Cohesion was exceeded.

DEFENDER	CLASH OF ARMS BONUS								RANGED BONUS		
	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	-	-	-	-
LV	-	-	-	+2	-	-	+2	-	-	-	-
MA	-	-	-	-	-	-	-	-	+1	-	-
PK	-	-	-	-	-	-	-	-	+1	-	+1


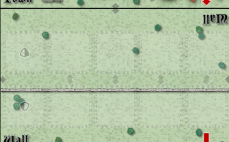
FLANK COLLAPSE

Note: Units removed during this process are not counted as army losses.

1. Remove units in flank areas.
 2. Move leaders to their Reserve area.
 3. Place a Flank panel on top of flank area adjacent to captured battle.
 4. Remove units in enemy rear area.
 5. Units in the captured battle's Enemy Approach area must make a disengagement test. Units that fail the test are removed. Units that pass are moved to the Enemy Flank area.
 6. Units in the captured battle's Middle Ground area must make a disengagement test. Units that fail the test are removed. Units that pass are moved to the
- 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

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Terrain Effects Chart

	Terrain Type	Disengagement Effect	Movement Effect	Combat Effect	Card Effects
	Battlefield Church	All disengagement rolls are reduced by two.	None	None	None
	Bridge	Units controlling a bridge have disengagement rolls reduced by one.	The orders cost to enter through bridge terrain is increased by one.	None	None
	Clear	None	None	None	None
	Hill	None	Mounted units may charge as if the “Charge” event card were played when activated for movement from hill terrain.	Longbow and Crossbow units have their long range ability value increased by one. Pikes and Billmen have their ability value increased by one. Intervening hills disallow longbow units from firing at a distance of two areas.	None
	Improved Position	All disengagement rolls are reduced by three.	Charges are not allowed. Troops moving into improved positions must stop. Mounted units can only enter improved positions if starting adjacent. The cost to exit by non-controlling units is increased by one.	Attacking in improved positions reduces close combat ability by one.	The impetuous card cannot be played against troops controlling improved positions.
	Impassable	None	No unit may enter.	Not applicable	None
	Stream	Controlling units reduce disengagement checks by two.	The orders cost to move units from the reserve into stream terrain is increased by three.	None	None
	Town	Controlling units reduce disengagement checks by one.	Knights and Cavalry may not charge into or through town terrain.	Knights and Cavalry attack units in Towns with one less die. Long range fire against units controlling towns is automatically ineffective. Intervening towns disallow long-bow units from firing at a distance of two areas.	None
	Wall	Controlling units reduce disengagement checks by two.	The orders cost to enter an uncontrolled walled area from a center-to-approach or approach-to-rear areas is increased by one for foot units and by three for mounted units.	Longbow and crossbow units controlling walls have their long-range abilities increased by one. Mounted units may not charge through wall terrain, but may charge units within it.	None
	Woods	None	Units must stop upon entering woods terrain.	Halve the number of long-range missile hits (rounding down) sustained in woods before applying them. Knights and Cavalry units may not charge into or through woods. Knights attack units in woods with one less die. Intervening woods disallow longbow units from firing at a distance of two areas.	None