Right Fierce & Terrible
Sluys 1340

RULES of PLAY

READ THIS FIRST

We've organized the overall structure of the rules of this LPS simulation game to follow this game's sequence of play in introducing concepts. The rules themselves are written in a format known as the Case System. This approach divides the rules into Modules (each of which deals with a major important aspect of play). Modules are numbered sequentially as well as possessing a title. Each Module is divided into Sections (that deal with a major sub-topic inside the Module) which are also numbered sequentially. Modules and Sections are introduced by some text that briefly describes the subject covered by that particular Module or Section. Finally, the majority of each Section consists of Cases. These are the specific, detailed rules that govern play. Each Case is also numbered sequentially. The numbering follows a logical progression based upon the number of the Module of which the Cases are a part. A Case with the number 7.51, for example, is the first Case of the fifth Section of the seventh Module of the rules. The numbering system is designed as an organizational aid. Use it to determine where a Case is located in the rules.

3.1.4

The example above is the number of the fourth Case of the first Section of the third Module of the rules.

LEARNING TO PLAY THE GAME

Begin by familiarizing yourself with all of the components listed for this game. Then skim through the charts and rules, reading all the titles of the Modules and Sections. Set up a game scenario or portion of a scenario (after reading the applicable Module) and play a trial game against yourself. During this trial game, try referring to the rules only when you have a question and remember the numbering system we employ makes it easy to look up rules when you do. While a trial game may take you an hour or two, it is the quickest and most pleasant way to learn (short of having an experienced friend teach you). We also don't recommend attempting to learn the rules word-for-word. Memorizing all the details is an effort that few can do. We've written these rules to be as comprehensive as possible, but they are not designed to be memorized. Taking in the rules in this way (as you play along) is the best approach to mastering this game. We're always open to suggestions on how to improve the comprehension of our rules. Write to us if you have an idea on how we can communicate better with you.

1.0 INTRODUCTION

This battle was right fierce and terrible, for the battles on the sea are more dangerous and fiercer than the battles on land, for on the sea there is no reculing nor fleeing, there is no remedy but to fight and to abide fortune, and every man show his prowess. – Jean Froissart, c. 1370

Right Fierce & Terrible is a two-player game, with one player commanding the English fleet and marines, while the other commands the French fleet and its marines. The French fleet includes mercenary allies.

The game simulates the battle in 1340 between English King Edward III and a French fleet assembled to carry King Philip VI's invasion across the English Channel. It was the first major battle of the Hundred Years War, and although it was a naval encounter – the English fleet attacked their French adversaries in the estuary before Bruges – it was decided by sword, hammer, and arrow. Confined to cog and barge, retreat was not an option, and despite being outnumbered, the English fleet annihilated its adversary. Edward captured nearly all his rival's ships, and slew a horde of soldiers and mariners that day, boasting that bodies were washing onto Flemish beaches for days.

This battle was anything but a typical naval clash, so by necessity this is not a typical naval game. It was a land battle fought on boards and planks, which means players "build" the battlefield as they go. Squadrons are both

agents of movement and terrain, and players create this unstable "field" upon which they will send knights and men-at-arms to vie for supremacy. Success hinges on the ability to deliver marines and archers against weak points, or in giving your opponent no choice but to hit your fleet where it is strongest. The battle is likely to ebb and flow; squadrons can be captured, liberated, and captured again. Leaders, including King Edward, can also be captured and liberated, or killed by a stray arrow; or if captured, executed on the spot. Knights can perform heroism to avert disaster, but at great cost to themselves. Each fleet's morale will gradually deteriorate as the battle grows more desperate…until at last one fleet breaks and the day is won!

Sluys *The town's proper name is Sluis, but the principal historical source for the battle is Jean Froissart, who transliterated the name into French as L'Ecluse, and in turn, it was translated by Lord Berners in the sixteenth century into English as Sluys. Since historians in English use Froissart's term as translated, and since this design is as much a study of that history as it is of that battle, we use the English here as well. Apologies to our Dutch audience.*

1.1 Components

Your copy of *Right Fierce & Terrible* should contain the following components:

• Game map (22″ x 34″)
• 32 1″ squadron counters and markers
• 140 1/2″ marine, leader and marker counters
• These rules
• Player Aid Charts (PAC)

Not supplied with this game, but needed for play are two six-sided (D6) dice and an opaque cup or container.

If any of these parts are missing or damaged, write to:
> *Against the Odds* Magazine
> PO Box 165
> Southeastern, PA 19399-0165 USA
> Attn*: Right Fierce & Terrible*

Or e-mail us at: gamesupport@atomagazine.com

We hope you enjoy this game. Should you have any difficulty interpreting the rules, please write to us at the above postal address, or send an e-mail to: support@atomagazine.com phrasing your questions so that a simple sentence, word, or number can answer them. If you send a letter by mail, you must enclose a stamped, self-addressed envelope to receive a reply. We recommend e-mail as the best way to resolve a query. Although we welcome comments and suggestions about the game's interpretation of events, we cannot promise to respond to questions on theory or design intent.

1.2 Terminology

(an alphabetical list)

Active and Activated An "activated" unit is eligible to perform game functions such as movement and grappling. Squadrons are activated when their command is activated, and marines and leaders are activated when the squadron they are aboard is activated. During the sally sequence, however, ALL marines and leaders are activated.

Archery Factor Some marines and squadrons have archery factors, a number indicating the die roll modifier of the unit's archery attack. If a unit does not have an archery factor, it is not an archer and may not use archery attack. An archery factor of zero means the unit is an archer and may use archery attack, it just doesn't benefit from a positive die roll modifier. English archers are armed with longbows, while other archers are armed with crossbows, as indicated by the icon printed on the counters.

Castle Factor Some squadrons have a castle factor that corresponds to the fortifications added to the ships represented

by the counter. Castles were typically constructed in the front (forecastle), rear (stern or aft-castle) and sometimes at the top of the mast (maincastle). Fortifications could effectively raise the freeboard of a ship, which made it more difficult to board and capture. Castles also gave archers and stone-throwers an advantage against the enemy (stone throwing is integrated into archery attacks, mêlée, and ramming). In game terms, the castle factor is employed as a modifier in grappling, archery, and mêlée resolution, and it is also used to determine the value of a captured squadron for morale purposes.

Command Each fleet is organized into three commands ("command" here is an approximation of a line formation that may have been employed by one or both sides in this battle). Each command is recognizable by the colored bar at the bottom of the counter (Module 4.0).

Damage This is the degradation of a ship's structural integrity, and therefore it refers exclusively to squadron counters. Damage does not directly affect the men aboard ships, although it is presumed that manpower is diverted to attend to damaged vessels (which is why damage reduces the mêlée strength of a squadron). Damage is the only way to sink a squadron.

DR Dice Roll

DRM Dice Roll Modifier

Friendly The term "friendly" is used to designate units and leaders belonging to the same fleet. For the English player, for example, friendly units are all English squadrons and marines and any French squadrons he has managed to capture. If the French player has managed to capture an English squadron, it no longer is considered friendly to the English player.

MA (Movement Allowance) The total number of movement points a squadron can spend during the Sails and Oars Segment.

Marines This is a generic term that refers to men-at-arms, mariners, and knights in the game.

Mêlée Factor (MF) The MF of a marine or squadron unit is a DRM for mêlée combat (Section 8.3). A unit with a mêlée factor of zero or lower is still capable of mêlée. The mêlée factor corresponds to manpower capable (and willing) to fight in mêlée and represents a combination of sub-factors, including the numbers of fighting men depicted by the counter, their equipment, training (or lack thereof), and especially fighting spirit. Knights represent only a small number of men, but their MF is higher than the other marine types because of their zeal, organization, skill, and equipment. In the case of squadrons, the MF represents crew that can be diverted to hand-to-hand combat as well as relatively unskilled but armed fighting men. It is generally believed that the French had quite a number of such men, in comparison to the better prepared English, and to reflect this imbalance the French player has larger squadron MFs and a number of marine units called "mariners."

MP Movement Point

Reduced The term "reduced" refers to squadron and marine units that have suffered one or more step losses (such units will have their back-sides facing up). A reduced unit is one that is not at full mêlée strength (reduction also affects archery and a squadron's MF, usually, but has nothing to do with damage).

Step Refers to manpower and applies to marines and squadrons. If a unit "loses a step" it must be flipped to its reduced side, thus representing a loss of men (wounded, killed, captured). Squadrons have 2 steps. Marines can have up to 4 steps. Step loss is different from damage.

Unit Refers to either a squadron, marine, or leader counter. Marines and leaders are the 1/2″ square playing pieces, and squadrons are the 1″ square playing pieces.

1.3 Scale

Each game turn represents about twenty or thirty minutes of time. A nautical mile measures a little more than eight hexes. Squadron counters represent a group of ships, either sailing vessels (cogs and nefs), or oared vessels (barges, balingers, or galleys). The number of ships represented by a squadron counter varies between 8 and 14. Each marine counter represent upwards of 500 pikemen, men-at-arms, archers, and fighting mariners, or a small but very dangerous coterie of knights. It must be emphasized that this game is an approximation of the combatants, and that the dearth of reliable sources precludes an exact order of battle.

1.4 The Map

The game takes place on the grid of hexagons printed on the map.

1.4.1 All units must remain in a hex, and partial hexes are treated just like full hexes.

1.4.2 Grapple markers must be placed between hexes, effectively connecting one hex to another.
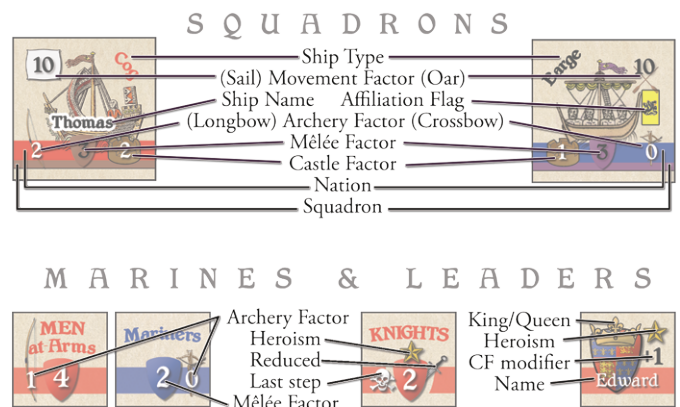
1.4.3 There are two kinds of hexes, "deep" and "shallow."

1.4.4 Squadrons with Sailed movement are penalized when in a shallow hex (Case 6.1.8d).

1.4.5 Red Entry Zone: the brick red shading on the map's edges represent points of access to the North Sea. In most scenarios the English fleet enters play via these edges as each command is activated. When activated, a squadron enters play by being placed in a hexagon on the map edge next to one of the two red zones, and then moving normally from there (Section 12.3). Placement counts as the first movement point expended, and all entering squadrons in a command must first be placed before they are moved during the sails and oars phase.

1.4.6 Exiting The Map: squadrons may not exit the map; they must remain on the map.

1.5 The Units

S Q U A D R O N S

Ship Type
(Sail) Movement Factor (Oar)
Ship Name   Affiliation Flag
(Longbow) Archery Factor (Crossbow)
Mêlée Factor
Castle Factor
Nation
Squadron

M A R I N E S   &   L E A D E R S

Archery Factor
Heroism
Reduced
Last step
Mêlée Factor

King/Queen
Heroism
CF modifier
Name

Note: Markers are shown by their pertinent rules.

1.5.1 The English counters have a red stripe across the bottom of their units (top portion of the bar on squadrons).

1.5.2 The French counters (and allies) have a blue stripe across the bottom of their units (top portion of the bar on squadrons).

2.0 SEQUENCE OF PLAY

Each turn is comprised of activities as detailed below. After all six commands have finished their activations, the turn proceeds to a Sally Phase and then concludes with a jointly conducted End Phase. Each Phase is subdivided into segments (an outline of the sequence of play is printed on the map, and you use the Phase marker to keep track of which segment is currently being performed).

2.1 Activation Phase

2.1.1 Chit Draw Players alternate drawing activation chits (one chit each activation phase, English player pulling the first chit). The randomly selected chit determines which player selects a command to activate (he may choose his own or insist that one of his opponent's commands be activated – see Module 4.0). When a command is activated, it performs the following segments in order:

2.1.2 Sails and Oars Segment If using the optional command rules (Section 13.1) determine if the activated squadron's units are in command. All squadrons in an activated command may move (Section 6.1). All marines and leaders onboard these squadrons are automatically carried along. Place a Ram marker on eligible units that do so (Section 8.1). Captured leaders may be executed in this phase (Case 3.4.10).

2.1.3 Ram Resolution Segment Activated squadrons designated to Ram perform their attack against enemy squadrons (Section 8.1). Remove the Ram marker after each attack is resolved.

2.1.4 Archery Segment Activated squadrons and marines with them that are capable of archery fire may attack enemy targets in range (Section 8.2).

2.1.5 Grapple Segment Activated squadrons may attempt to grapple adjacent squadrons (Section 7.1). They may also attempt to disengage from adjacent squadrons that they are grappled to (Section 7.2). Each squadron may make one attempt to grapple and one attempt to disengage, and may do so in either order.

2.1.6 Boarding Segment Marines and leaders aboard activated squadrons may move (Section 6.3). Place a Mêlée marker on marines that move into a hex containing enemy squadrons, marines, or leaders. They must attack in the mêlée segment (Section 8.3).

2.1.7 Mêlée Segment Activated squadrons may attack enemy squadrons they are grappled to (the enemy squadron is the defender and its hex is referred to as the defending hex). Activated squadrons may attack enemy marines that they are stacked with (Section 10.3). Marines marked with a Mêlée marker must attack (the hex they occupy is the defending hex). Remove the Mêlée marker after the mêlée is resolved. Friendly marines and leaders in a defending hex must participate in the attack, even if they were not activated during the Boarding Segment.

2.1.8 Maneuver Segment Activated oared squadrons may move one hex. Instead of moving, they may perform a Ram Attack (Section 8.1), a Disengage attempt (Section 7.2), or a Grapple attempt (Section 7.1). Squadrons with Sailed movement do nothing this phase.

2.1.9 If there is still more than one command to activate at the conclusion of the current activated command's Maneuver Segment, the player who did not draw the last Activation chit draws a new Activation chit, thus initiating another Activation Phase (Cases 2.1.2 to 2.1.8). If there is only one command left to activate, the owning player will perform that command's Activation Phase.

2.1.10 Once all six commands have been activated, play proceeds to the Sally Phase.

2.2 Sally Phase

The Sally Phase is a potentially chaotic round of archery fire, boarding and mêlée. Activation of marines and leaders in this phase has no relation to command (as it does in the Activation Phase). Each Segment of the Sally Phase has players first determining initiative, and then the initiative player performs the segment's actions with all his eligible forces first, followed by the non-initiative player. Note that the Sally Phase may end prematurely, and if fate wills it… it may not take place at all.

2.2.1 Sally Archery Segment Players roll for initiative (Section 4.2). If the result is a tie (Case 4.2.3), the Sally Phase ends (proceed immediately to the End Phase). The initiative player may activate all, some or none of his archery-capable marines and/or squadrons, and attack eligible targets in the **SAME** hex. After resolving all of his attacks, the non-initiative player conducts archery fire with all, some, or none of his archery-capable squadrons and/or marines (and again, archers may only target units in the archer's hex).

2.2.2 Sally Boarding Segment Players roll for initiative again (Section 4.2). If a tie (Case 4.2.3), the Sally Phase ends (proceed immediately to the End Phase). Otherwise, the player with initiative may move all, some, or none of his marine units and leaders by boarding adjacent squadrons (all movement [Section 6.3] and stacking rules [Case 3.3.5] for marines and leaders apply). Squadrons may not move. Do not mark any marine units with a Mêlée marker.

2.2.3 Sally Mêlée Segment Again roll for initiative (Section 4.2). If a tie (Case 4.2.3), the Sally Phase ends (proceed immediately to the End Phase). Otherwise the initiative player may conduct mêlée attacks with all his eligible marines and squadrons against defenders in the same hex. Attacks **may not** be conducted against enemy units in adjacent hexes in this segment (this is different from mêlée during the Activation Phase). After the initiative player finishes conducting all mêlée attacks (if any), the non-initiative player may conduct his own mêlée attacks against enemy units in the same hex. *Note that during this segment, mêlée attacks are never mandatory, even if marines boarded an enemy controlled squadron in the previous segment (that's why the mêlée markers are not used in the Sally Phase). Likewise, marines and squadrons may attack even if they did not move (but remember, attacks may only target units in the same hex).*

2.3 End Phase

At the conclusion of the Sally Phase, both players perform the following segments simultaneously, and in this order:

2.3.1 Collapse Check Segment If a player's fleet's morale is below 6, he must perform a Collapse Check (Case 11.2.1). If the Fleet's morale is 0 (zero), it automatically collapses. **Note** Collapse may be averted by Heroism (Case 11.2.2).

2.3.2 Rally Segment Each player may rally one unit, and each leader may rally an additional unit in its hex (Module 9.0).

2.3.3 Squadrons Afire Segment Check for the progress of fires (Module 10.0). For every squadron that is on fire, roll a die and refer to the Squadron Afire table on the Player Aid Charts (PAC).

2.3.4 Wind and Current Change Segment Each turn a check is made to see if the wind and/or current changes. Roll a die once for each. If a result is a 6, then roll again to see the direction of rotation of the marker on its Display on the map. If the roll's result is odd, rotate its direction arrow one hexside counter-clockwise, and if even, rotate it one hexside clockwise.

Once all Segments of the End Phase are done, place the Phase marker on the Chit Draw box of the Turn Sequence Track. Place all five activation chits back in the cup. The English player starts a new turn by pulling the first chit (Case 2.1.1).

3.0 FORCES
3.1 Squadrons

Squadrons represent a group of vessels, their crews, and inherent soldiers. In terms of movement, a squadron is rated for either sails or oars, paying different costs in MPs depending upon its desired direction of movement in respect to the direction of wind and current (Section 6.3).

3.1.1 Stacking Only one squadron counter may occupy a hex, although a squadron may share the same hex with friendly or enemy marines and leaders. (**Exception** French Chains, Section 3.2).

3.1.2 Steps Squadrons have two steps. If a squadron suffers a step loss as a result of archery or mêlée, flip the counter to its reduced side. A reduced squadron is vulnerable to capture (Section 5.2). An already reduced squadron may never suffer any additional step losses (that is, you may not eliminate a squadron via step loss). A squadron may only be eliminated if it is sunk, a condition resulting from damage (Case 3.1.4).

3.1.3 A reduced squadron may be rallied (Module 9.0).

3.1.4 Damage This refers to hulls, masts, and other structural elements. Each squadron has three levels of damage: Damaged, Severely Damaged, and Sunk.

a) A squadron can only be damaged as a result of ramming and/or fire.

b) A squadron that receives its first result of damage has its movement and mêlée ratings reduced by 1 (as indicated by placing the Damage marker Damaged side up).

c) If damaged again, a Damaged squadron becomes Severely Damaged. Flip the Damaged marker over to its Severely Damaged side. A Severely Damaged squadron has its mêlée and movement factors reduced by 2. *Note that a squadron's mêlée factor may be reduced below zero in this way.*

d) Sunk If a Severely Damaged squadron is damaged again, it is sunk. Remove the squadron counter from play as well as any markers on the ship (Mêlée or Afire). Leaders aboard the squadron are killed while marines in the same hex are eliminated. Adjust the Morale Track as required (Module 11.0).

e) When a squadron sinks, squadrons grappled to it may be damaged (this applies to both friendly and enemy squadrons). Check each grappled squadron separately by rolling a die. If the result is a 6, that squadron is Damaged (if already Severely Damaged, it is sunk, necessitating another round of checks for all squadrons grappled to the newly sunk squadron–thus, the effect can ripple outward). When a squadron sinks, remove its grapple markers after you make these checks.

3.2 French Chains

At the start of battle, the French fleet may have been chained together to maintain a compact formation. This rule simulates that condition. Note that this rule may only be used at set-up, and only by the French player.

During set-up only, French squadrons may be deployed chained.

3.2.1 Chained Stacking

a) Chaining permits two squadrons to occupy the same hex and they act as a single squadron.

b) This also means that up to four marines may also stack in such a hex (and four English marines may board such a hex).

c) If the stacked squadrons belong to two separate commands, the stack is considered to belong to the command of the top squadron in the stack.

3.2.2 A chained squadron may not move in the Sails and Oars Segment (except to Cut Loose) or only Cut Loose in the Maneuver Segment.

3.2.3 Cutting Loose A chained squadron that is not grappled may un-stack.

a) During the Sails and Oars Segment, the owning player declares he is cutting loose and moves one of the chained squadrons to an adjacent unoccupied hex.

b) Once one squadron has moved out of the hex, neither squadron may move further this phase.

c) If there is no unoccupied hex to move into, the squadrons may not cut loose.

d) Marines and leaders may remain with either squadron (player's choice) maintaining regular stacking limits (Case 3.3.5).

e) Once cut loose, squadrons may not re-stack.

3.2.4 Chained squadrons may not perform a ram attack (even when cutting loose).

3.2.5 Archery Only the top squadron in the hex may conduct archery attacks.

3.2.6 Mêlée

a) The MFs of both squadrons are combined for mêlée combat.

b) The two must attack together (they may not each attack a separate target).

c) Only the castle factor (if any) of the top squadron is used as a modifier for combat.

3.2.7 Step Loss If the stack must suffer a step loss due to archery or mêlée combat, the top squadron must suffer the first loss before the bottom squadron suffers a step loss. This means the bottom squadron may not suffer a step loss as the result of archery or mêlée unless the top squadron is already reduced.

3.2.8 Capture

a) Both squadrons must be reduced in order to be captured.

b) When captured, both squadrons are captured together and marked by a single Captured marker.

c) The English player may cut loose captured chained squadrons, at which time he places a Capture marker on the second squadron (assigning it to any command of his choice).

3.2.9 Damage, Sinking and Fire

a) Damage affects only the top squadron in the stack.

b) If the top unit sinks, check for damage to the bottom unit just as though it was grappled to the top unit (Case 3.1.4e).

c) After removing the sunken squadron, check for damage to each grappled squadron (Case 3.1.4e) and then remove Grappled markers

d) Fire (Module 10.0) initially only affects the top squadron, but if the top squadron sinks, the bottom squadron is automatically afire.

3.3 Marines

3.3.1 Marines are not considered part of a command *per se*, although they ride aboard the squadrons of an activated command. They may move from one command to another. *For example while on board a squadron in one command, a marine unit may board an adjacent squadron in another command, and, on a subsequent activation phase, it may be activated again when that new command is activated.*

3.3.2 Marine Types

a) Knights They have a total of four steps represented by two counters (Case 3.3.7). Knights are heroism-capable when they are at full strength (MF of 5), and when on their last step (MF of 2). Knights do not perform archery attacks. They can be rallied only when on their reduced side of either counter.

b) Men-at-arms: Similar to knights, they have four steps represented by two counters (Case 3.3.7). At full strength, men-at-arms may perform archery attacks. They may only be rallied when on their reduced side of either counter.

c) Mariners They have one counter and thus two steps. Only the French player has mariners, and at full strength they may perform archery attacks. They may rally when on their reduced side.

3.3.3 During the Activation Phase, marines may use archery and board only when the squadron they are riding on is activated. In other words, unless stacked with a friendly activated squadron, a marine unit may not perform archery fire or boarding during its Activation Phase (Section 4.1).

3.3.4 During the Sally Phase, all friendly marines may activate when it is their player's portion of the segment.

3.3.5 Stacking All marine units must be carried on board squadrons, and no marines may occupy a hex without a squadron. Two friendly marine counters may occupy the same hex, which means that up to four marines may share a hex together (2 English and 2 French). This limit is doubled aboard a chained French squadrons hex (Section 3.2).

3.3.6 Activation A marine unit may be activated either during the Activation Phase (when the friendly squadron it is aboard is activated), or during the Sally Sequence (when ALL marines are activated no matter where they are).

3.3.7 Steps

a) When a marine unit suffers a step loss due to mêlée or archery, the owning player flips the counter to reveal its reduced strength side.

4.0 ACTIVATION

4.1 Activation Phase Procedure

4.1.1 At the beginning of the Activation Phase, place the 5 activation chits into an opaque container (cup). Player's will alternate blindly drawing an activation chit, the English player drawing first each turn.

4.1.2 When an English chit is drawn, the English player may select an English command and activate it, or, force his opponent to choose one of his French Commands and activate it.

4.1.3 When a French Chit is drawn, the French Player decides if he will activate one of his commands or force his opponent to choose one of his English Commands and activate it.

4.1.4 If a player draws the ANY chit, he may select one of his own commands to activate, or he may select one of his opponent's un-activated commands and force his opponent to activate it (owning player remains in full control of the command).

4.1.5 To keep track of which commands have activated, the mapsheet is printed with command boxes (look for them on Cadzand Island for English player or by Sluys for the French). Place the activation chit, that was drawn and caused the command to activate into the activated command's box to indicate it cannot activate again this turn.

4.1.6 When all five chits have been drawn, the player with the remaining un-activated command activates that command.

4.1.7 If all of one player's commands have been activated, the opposing player must then activate all his remaining un-activated commands, one at a time until all his commands have been activated.

4.2 Sally Phase Procedure

4.2.1 At the beginning of each segment of the Sally Phase, each player rolls one die, and the highest roll wins the initiative.

4.2.2 The initiative player performs all his eligible unit actions first and then the non-initiative player performs his.

4.2.3 If the result is a tie (exact same die roll), the Sally Phase is ended immediately and play proceeds to the End Phase.

Example *It is the Sally Archery Segment; the French player rolls a 2 and the English player also rolls a 2, which is a tie. This immediately ends the Sally Phase (the Archery Segment is cancelled) and play proceeds to the End Phase.*

5.0 COMMANDS

Thereupon the King caused all his ships to be drawn up in line.
– Froissart

5.1 General Rules

5.1.1 Each player's squadrons are grouped into three commands; each command is recognizable by a colored line at the bottom of the counter and the same color in the background of its MF shield

The controlling command color is the background color of the MF shield on the Captured/Liberated markers.

Game Play Note *There are only five Captured/Liberated markers for each command, a deliberate design limit intended to prevent a single command from growing ahistorically large during the course of the battle.*

5.1.2 Only one command at a time may be activated during the Activation Phase, and a command may be activated only once per turn (Section 4.0). It is possible, however, for a squadron to be activated more than once, due to capture or liberation (Case 5.2.3b).

5.1.3 Only squadrons belong to a command. The leaders and marines onboard the squadrons are considered part of that command when it activates.

5.1.4 Commands are not used during the Sally Phase.

5.2 Capturing and Liberating

The Christofer, *which, as has been said, came first of all the French fleet, was taken again, and all in her were either killed or made prisoners. The English, having taken her, filled her with archers, and sent her against the men of Genoa.* — Froissart

The game hinges on the capturing (and liberating) of squadrons. This section of the rules details the conditions that must be satisfied for capture.

Game Play Note *Protect your reduced squadrons from capture by stacking them with marines and leaders.*

5.2.1 A reduced squadron, with no friendly marines and/or non-captured leaders onboard, is captured the moment an enemy marine and/or leader is stacked with it. This may happen during boarding, or as a result of archery or mêlée.

5.2.2 A defending reduced squadron, with no friendly marines and/or non-captured leaders onboard, is also captured if it loses a mêlée attack from an adjacent squadron at the conclusion of the mêlée. *Note Unlike Case 5.2.1, here the squadron must have been reduced at the START of mêlée resolution.*
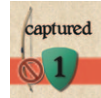
5.2.3 Effects of Capture Place a Captured marker on the squadron (the Captured marker will indicate which command the squadron now belongs to (Section 5.1).

a) Adjust the Morale Track (refer to the morale chart on the PAC – see Module 10.0). The adjustment is dependent upon the squadron's castle factor.

b) A captured squadron is now controlled by the player who captured it. Henceforth the capturing player performs all actions for that squadron when its new command is activated (it may possibly activate again this turn).

c) Captured squadrons may not make archery attacks (indicated on the Captured marker) and they may not rally (although friendly marines on a friendly captured squadron may do both).

d) A captured squadron has a maximum MF of 1 (as indicated on the Captured marker), although it may be reduced below that by damage.

5.2.4 Liberating A captured squadron may be recaptured (i.e., liberated), in which case a Liberated marker must replace the captured marker.

a) The Liberated marker will indicate which command the squadron now belongs to.

b) Liberating a squadron will modify the Morale Track (Module 10.0).

c) A liberated squadron also has a maximum MF of 1, and remains incapable of archery fire.

d) Liberated squadrons may not be rallied.

e) If a liberated squadron is captured again, it counts as another liberated squadron for morale point purposes, and a new Liberated marker is placed on it to indicate its new control and command.

In other words, the first time a squadron is captured, place a Captured marker on it. Every time it is re-captured thereafter, a Liberated marker is placed on it. Once captured, a squadron will always have one or the other marker on it for the rest of the game (or until sunk).

5.2.5 Control A captured squadron is considered controlled by the capturing player, and thus may be activated only by the capturing player.

a) It must be attached to ANY friendly command immediately upon capture. The new controlling player must indicate which command it belongs to by placing the appropriate Captured marker on the squadron.

b) A captured squadron that is liberated may be assigned to ANY command (indicated by the color of the Liberated marker).

c) If a liberated squadron is assigned to its original command, it still must be marked with a Liberated marker. Once marked, a captured or liberated squadron may not change commands (until it is captured or liberated again).

b) Reduced strength units may be rallied (Module 8.0).

c) If the marine unit is already on its reduced strength side and it suffers another step loss, then the counter must be replaced with its corresponding lower strength counter (if there is no counter to replace it, the unit is eliminated instead).

d) Once a counter is removed from the game, it cannot be returned to the game via rally.

e) A marine unit with only one step remaining (indicated by the skull and crossbones symbol) is permanently removed from the game if it loses another step.

f) Squadrons have only one step to lose by combat and are never eliminated by archery or mêlée attacks. A reduced squadron may be rallied, although a captured or liberated squadron may never be rallied.

Example An English knight unit (starts the game with an MF of 5) loses a step and is flipped over to its reduced side (now with an MF of 4). If it suffers another step loss the counter is removed from the game and replaced with a knights counter with an MF of 3. This new counter may not rally, unless it loses a step. If it loses a step it must be flipped to its reduced side (MF of 2) and it may be rallied back to its new full-strength side (MF of 3). The MF 3 knight may never be rallied back to its MF 4 strength counter. With an MF of 2 the knight unit has but one step remaining, and if it suffers another step loss it is eliminated.

3.3.8 Heroism and Heroic Sacrifice Knights have a special ability called "heroism" that may be used during mêlée (Section 8.3) and Collapse Check (Section 11.1). They may also use "heroic sacrifice" to prevent a friendly leader from being killed as the result of a Casualty Check (Case 3.4.5). In order to perform either heroism or heroic sacrifice, the friendly knight unit must be heroism-capable at that moment (which means it must have the heroism-star visible on the face-up side of the counter).

3.4 Leaders

3.4.1 All leaders, friendly and enemy alike, may occupy the same hex. There are no stacking limits for leaders, with one exception: they must stack with a squadron (no swimming allowed).

3.4.2 Leaders activate and move in identical fashion as marines.

3.4.3 Leaders have no effect on ramming or archery, and they may not attack by themselves.

3.4.4 Each leader (even if captured) adds +1 to the MF of one friendly unit in its hex. *Even if captured? The prospect of liberating one's leader inspires strength, fortitude, and courage. Ye neareth yonder prize, lads, sally forth!*

When alone aboard an enemy squadron, a leader may be attacked in mêlée (having an MF of 0 and without benefit of its MF modifier).

3.4.5 Casualty Check If a leader is in a hex where an archery or mêlée attack occurs, check to see if the leader is a casualty (check for each leader in the hex, even captured leaders).

A casualty check is necessary even if the attack fails to incur a step loss and even if no step loss was possible. *That's right, an attack may be motivated by the remote prospect of causing a leader casualty.*

Procedure Roll 2 dice and add them together. If the result is a 12, the leader is killed (unless nullified by heroic sacrifice, see below). Remove the leader from play and adjust the morale track (Module 11.0).

3.4.6 Heroic Sacrifice If a casualty check results in a leader being killed, the owning player may nullify the result if he has a heroism-capable knights unit in the hex with the leader. To perform heroic sacrifice, the owning player reduces the knight unit one step, and the leader (miraculously) remains in play. If this was the knights' final step and it is eliminated, adjust the owning player's morale (Module 11.0).

3.4.7 Leaders can Rally units, one unit per leader (Case 9.1.2).

3.4.8 Capturing Leaders Capture can only happen as a result of mêlée, and is determined at the conclusion of mêlée resolution.

a) A leader may only be captured when he/she is without friendly marines in a hex with enemy units (marines and/or squadrons). As long as a leader is with friendly marines, he/she may not be captured.

b) If the leader is stacked on a friendly reduced squadron at the start of the mêlée resolution, the leader is captured only as a result of mêlée, and ONLY if the leader and its squadron loses the mêlée, in which case both the leader and the squadron are captured (Section 5.2).

Game Play Note This means a leader, without marines in the same hex, may prevent a reduced strength squadron that is boarded by enemy marines from being captured (during the boarding segment, that is). At the conclusion of mêlée resolution, however, those enemy marines are likely to capture both the leader and the reduced squadron, unless the leader and its squadron can win the mêlée.

Example An English squadron on its reduced side shares a hex with an English leader. The hex is boarded by an enemy knights unit. Neither the leader nor the squadron is captured by this boarding (with the squadron on its reduced strength side, it would have been immediately captured by the knights had the leader not been there). The knights must attack the squadron and the leader during the mêlée phase in order to capture both the squadron and the leader. (Why can a leader single-handedly stave off the enemy? No matter how decimated the decks might be, a resourceful leader can always be counted on to scrounge up a few scalawags and make a stand!)

3.4.9 Captive Leaders

a) Captured leaders move normally (at the discretion of the new owner).

b) Captive leaders continue to influence mêlée (Case 3.4.4) (i.e. an English leader captured by the French adds +1 to one English marine unit or a friendly squadron, while a French leader in captivity adds +1 to a French unit – this simulates the zeal to liberate the captured leader).

c) A captured leader cannot rally troops.

d) If a captured leader finds itself in a hex free of enemy marines and not on an enemy squadron, the leader is no longer captured and returns to normal operation under the control of its original owner. *For example, a French leader is held captive on an English squadron. The squadron becomes reduced (from archery, let's say), and then during mêlée it is boarded by French mariners. Voila, the leader is liberated!*

e) A Captured leader may be executed (eliminated from play) by the capturing player during his Sails and Oars Segment. No die roll is necessary; execution is automatic.

3.5 King Edward

In addition to the above leader rules (all of which apply to Edward), the King has a mulligan opportunity.

3.5.1 King Edward's Jolly Good Luck Once per game, the English player may re-roll a die or dice roll that involved Edward or units stacked with Edward.

a) It may be used to:

• Re-roll a Collapse Check (Section 11.2)

• Re-roll both players' dice for mêlée.

• Re-roll initiative during a Sally Segment.

b) If he is captured, this mulligan opportunity may not be used until he is liberated.

c) If he is killed, it is lost.

3.5.2 Heroism Edward bestows Heroism to one unit he is stacked with and that unit can perform Heroic Sacrifice (Case 3.4.6) or Mêlée Heroism (Case 8.3.21). His counter has a star on it to denote this. Only one unit per game may use the bestowed Heroism (in other words, it may be used only once).

6.0 MOVEMENT
6.1 Squadron Movement

Activated squadrons move during the Sails and Oars Segment.

6.1.1 There are two types of movement, sails and oars. A squadron is capable of one type or the other; no squadron is capable of both types.

6.1.2 Each squadron has a Movement Allowance (MA), which is the number of MPs that it may expend each Sails and Oars Segment.

6.1.3 When a command is activated, the owning player moves each of the command's squadrons, one at a time. Each squadron carries with it any and all marines and leaders that are onboard.

6.1.4 Movement is voluntary; each activated squadron may use all, some, or none of its available MPs.

6.1.5 No squadron may expend MPs in excess of its MA, nor may it save MPs for later or loan them to other squadrons.

6.1.6 Grappled squadrons (Section 7.1) and Chained squadrons (Section 3.2) may not move.

6.1.7 Squadrons move from one contiguous hex to another, paying a cost for every hex moved into.

6.1.8 Movement Costs The cost to enter a hex is contingent upon a number of things: the type of movement (sails or oars), wind direction, direction of current, proximity to other squadrons and to the shore. These costs are cumulative, and are explained below.

a) Sailed Squadrons: In general, moving into the wind costs more MPs than moving with the wind, and the exact costs are indicated on the Wind Dial counter itself. Refer to the Wind marker on the Wind Display (see map) for the cost to enter each hex based on their orientation. A sailed squadron moving into a hex directly against the wind incurs a 5MP cost, while a sailed squadron moving into a hex directly with the wind pays only a 1MP cost. When moving directly with or against the current's direction, modify the MP cost to enter the hex as indicated on the Current Marker (**Exception** Case 6.1.9).

b) Oared Squadrons Each hex an oared squadron moves into costs 2 MPs, except when moving directly into the wind, which costs 3 MPs. Moving directly against the current increases the hex's entry cost by +1 MP, while moving in the direction of the current reduces the hex's entry cost by 1 MP (refer to the Current display on the map).

Game play Note An oared squadron moving directly into the wind and directly against the current would have to pay 4 MPs to enter the hex.

c) Proximity to Other Squadrons An activated squadron moving into a hex adjacent to another squadron (belonging to either player) incurs an additional +1 MP cost. This is a cumulative modifier. *For example, if a squadron moves into a hex adjacent to two other squadrons, the cost is +2. This simulates the difficulty of navigating crowded waters.*

d) Proximity to Shore (Sails only) A shallows hex (Aqua blue) incurs a +1 MP cost per hex for squadrons with sails. Also, a squadron using Sailed movement is considered (do not mark it so) to be one level higher in damage while in a shallows hex. So, if an already Severely Damaged squadron moves into a shallows hex, or it becomes Severely Damaged by combat while in the shallows, it is sunk and removed from the game. This extra damage consideration lasts only so long as the squadron remains in a shallows hex.

Design Note This penalty isn't because cogs and nefs had deep keels or delicate rudders, but because they were less maneuverable than oared vessels. The estuary was full of the kind of surprises that a sluggish cog might not be able to avoid as easily as a galley.

6.1.9 Minimum Cost Each hex moved into has a minimum cost of 1 MP. There is no maximum cost, and if the cost to enter a hex exceeds a squadron's remaining MA, then that squadron may not move into that particular hex. It is possible, and permissible, that a situation may arise in which a squadron is unable to move at all.

6.2 Oared Squadrons and the Maneuver Segment

It is generally believed that oared vessels such as galleys had an advantage close to shore and in proximity to other ships. This rule is intended to reflect that maneuverability. It applies only to squadrons with Oared movement.

6.2.1 Each active Oared squadron is permitted to move 1 hex in this segment except if chained (Case 3.2.2)**.**

a) No MPs are calculated or expended.

b) Only squadrons that are not grappled may move. If a squadron is grappled, it may attempt to disengage.

c) Stacked squadrons may use the maneuver phase to cut loose (Case 3.2.3).

d) Instead of moving, a non-grappled oared squadron may conduct a ram attack (Section 8.1).

6.3 Leader and Marine Movement

6.3.1 Boarding An activated leader or marine unit (Case 5.1.3) is eligible to move during the Boarding Segments of the Activation and Sally Phases.

6.3.2 They may move one hex to an adjacent squadron, provided the two squadrons are grappled together (Section 7.1).

6.3.3 They may enter a hex occupied by an enemy squadron and marines (within stacking limitations, Cases 3.2.1b or 3.3.5).

6.3.4 A leader may not move into a hex by itself unless it is occupied by at least one friendly marine unit.

6.3.5 During the Activation Phase, if friendly marines move into an enemy squadron hex, with or without enemy marine units, place a Mêlée marker in the hex (the marker indicates that a mêlée must be fought there during the following Mêlée Segment).

7.0 GRAPPLING AND DISENGAGING

And that they might not be separated by the moving of the vessels, they had large grappers, and iron hooks with chains, which they flung from ship to ship to moor them to each other. – Froissart

An active squadron (grappled or not) may attempt to attach itself (grapple) to an adjacent squadron (grappled or not). An active squadron may also attempt to un-grapple (disengage) from an adjacent squadron. An active squadron may attempt to grapple one squadron and disengage another in the same segment, and in either order (one grapple and one disengage attempt per active squadron). *For example, a squadron may first attempt to disengage from a squadron it is grappled to, and then try and grapple a different squadron.*

7.1 Grappling

7.1.1 Procedure: Select an active squadron and a target squadron adjacent to it (friendly or enemy), and roll one die. Modify the DR by the DRMs listed below the Grappling Table (see PAC). Reference the modified DR on that Table to determine if the attempt succeeds or fails.

7.1.2 Effect If the attempt fails, there is no effect. If the attempt succeeds, the squadrons are now grappled together (place a Grapple marker between them). Both are affected by the following:

- A grappled squadron may not move in the Sails and Oars Phase, nor in the Maneuver Phase.

- In the boarding phase, marines and leaders may move across a Grapple marker to an adjacent squadron (Case 3.3.7).

Game Play Note When three squadrons are grappled to each other, place a single Grapple marker on the vertex of their intersecting hexagons. This will reduce clutter.

7.2 Disengaging

7.2.1 Only one grappled condition may be removed by a squadron's disengagement attempt per Grapple Segment (that is, if an activated squadron is grappled to two or more squadrons, it may attempt to disengage from only one of them).

7.2.2 Procedure: Select a pair of grappled squadrons (one of the two must be the activated squadron). Roll a die and modify the roll's result by the listed DRMs below the Disengagement Table (see PAC). Reference the modified DR on that Table to see if the attempt succeeds or fails.

7.2.3 Effect If the attempt succeeds, the pair of squadrons is no longer grappled (remove or change the Grappled marker as necessary). Failure means there is no effect, the pair remain grappled.

8.0 COMBAT

Never was battle fiercer and more murderous than this.
– Froissart

Delivering hurt to the enemy is split into three separate actions. They happen at different segments during a turn. Ramming is an attempt to damage an enemy squadron (and it is also another way of grappling). Archery is ranged attacks aimed at targets either in the same hex or against a target in an adjacent hex. Mêlée is hand-to-hand combat intended to crush and capture.

8.1 Ramming

An activated squadron may ram another squadron during the Ramming Segment. A friendly squadron may be the target of a ram attack. Oared squadrons may also ram during the Maneuver Segment.

Design Note Vessels – even Mediterranean galleys – were not equipped with the sort of prow-rams that once adorned the galleys of ancient fleets. Ramming was thus not usually intended to tear the target's hull or sink it; rather, the aim was usually to give it a good bash and grapple with it. There were cases where ramming with the intention to damage and destroy was indeed perpetuated, but doing so risked damage to the perpetrator's own ships. King Edward III, in fact, was known to maniacally sail into French vessels with sufficient recklessness to entangle his maincastle with the target. At Sur le Mer in 1350 he damaged his cog so badly that it had to be abandoned. Fortunately, he had just captured a Spanish galley and used that for the rest of the battle.

8.1.1 A squadron may perform a ramming action only against a target squadron in an adjacent hex.

8.1.2 The ramming squadron may not be grappled (Section 7.1), nor may it be chained with another squadron (Section 3.2).

8.1.3 The ramming squadron may not have expended more than 3 MPs to enter the hex adjacent to the target squadron. The ramming squadron may have moved any number of hexes prior to that last hex, as long as that final hex does not cost more than 3 MPs to enter. (*This simulates the difficulty of maneuvering against the wind and/or tide and in close proximity to the enemy*).

 8.1.4 If necessary, place a Ram marker overlapping the attacker and target during the Sails and Oars Segment to indicate that the squadron is eligible to resolve a ram attack. If the number of eligible squadrons exceeds the number of available ram markers, use any convenient marker (e.g. a penny).

8.1.5 If ramming during the Maneuver Segment, the active squadron may not otherwise move during that same Maneuver Segment (Case 6.2.1d).

8.1.6 A squadron moving via sails may not ram a target if moving against the wind (see Wind Direction Marker, the 3 and 5 Sail's MP cost directions).

8.1.7 An oared squadron may not ram a target against the current (the current's direction in which there is a +1 MP cost). This restriction applies even during the Maneuver Segment. (*Yes, we don't bother with MPs during the Maneuver Segment, but this rule precludes an Oared squadron from ramming directly against the current.*)

8.1.8 Ram Resolution During the Ram Resolution Segment, resolve each ram attack separately, in any order the active player chooses. To resolve an attack the active player rolls two dice and modifies the roll by the DRMs listed below the Ram Chart on the PAC. Reference this modified result to the Chart and apply the attack result immediately.

8.1.9 Results: If one or both squadrons are damaged, place damage markers as described in Case 3.1.4. If the result indicates "Mark Grappled," place a Grappled marker connecting the two involved squadrons.

Example *During the Sails and Oars Segment, the English player activates a cog and moves it three hexes. The third hex places it adjacent to a French barge he wishes to ram. The third hex costs 2 movement points to enter, so the cog is eligible to ram the barge and he marks it with a Ram marker. During the Ramming Segment, the English player rolls two dice and applies all the modifiers applicable (his cog's castle factor is higher than the barge's for a +1, but the barge has a higher movement factor, and the barge is not grappled to another squadron). Net DRM is a +1. Rolling a 7 with the +1 DRM results in an 8, so both squadrons are damaged and they are marked grappled.*

8.1.10 If the attack sinks either the target or the attacker, and the attack's result indicated "Mark Grappled," the surviving squadron needs to check for damage as per Case 3.1.4e.

8.2 Archery

Most historical assessments credit the longbow as the decisive factor at Sluys. The crossbow took more time to reload and had a shorter range.

Activated squadrons and marines with archery factors of 0 or higher may perform archery fire on targets in range. English archery factors represent longbowmen, while all other archery factors represent crossbowmen.

8.2.1 An archer is considered to be any squadron or marine unit with an archery rating (even if it is 0). If a unit does not have an archery rating, it is not an archer.

8.2.2 An archer may fire once per Archery Segment.

8.2.3 Archers may not combine fire; they must each attack separately.

8.2.4 An archer with a longbow rating (longbow symbol behind the numerical value) may either fire at a target in the same or an adjacent hex.

8.2.5 An archer with a crossbow rating (crossbow behind value) may fire at a target in the same hex. An archer with a crossbow rating may only fire at an adjacent hex provided the archer's squadron is grappled to the squadron in the target hex.

8.2.6 During the Sally Phase, archery attacks may **only** fire into the same hex occupied by the archer.

8.2.7 Archers target a hex, not a specific unit. A target hex may also have friendly units in it, but the archery attack never affects friendly units (**Exception** archery triggers Casualty Checks, Case 3.4.5).

8.2.8 A target hex may be attacked by more than one archer in the same segment, but each attack is resolved separately.

8.2.9 To resolve an archery attack, the attacking player rolls one die and modifies the roll by the DRMs listed by the Archery Table (see PAC). Apply the result immediately.

8.2.10 The targeted player chooses the unit that suffers the step loss. The unit chosen must be able to lose a step; for example, a player may not choose a squadron that is already reduced.

8.2.11 Whether the attack is successful or not, each leader, friendly and enemy alike, must check for leader casualty (Case 3.4.5).

8.3 Mêlée

Mêlée is hand-to-hand combat. Marines and squadrons have inherent MFs that represent their relative ability to fight short but bloody confrontations. Leaders may augment the MF of a squadron or marine unit in their hex, but may not attack by themselves. Mêlée occurs in the Mêlée Segment of the Activation Phase and the Sally Phase.

8.3.1 Mêlée is voluntary except if mandated by a Mêlée marker.

8.3.2 Marine units may only mêlée attack in their hex.

8.3.3 Squadrons may make a mêlée attack in their hex (during the Mêlée Segments of the Activation and Sally Phases), or if grappled, into an adjacent hex if that hex has an enemy squadron (during the Mêlée Segment of the Activation Phase).

8.3.4 Squadrons in different hexes may attack together as long as each attacker is grappled to the defending enemy squadron.

8.3.5 If alone, a leader may not attack, and defends with an MF of 0. Otherwise, a leader augments the MF of one unit by adding +1 to its MF (even to a squadron that he is on which is performing a mêlée attack).

8.3.6 Only one defending hex may be attacked by a single mêlée attack and each defending hex can only be attacked once per Mêlée Segment.

8.3.7 All defending enemy squadrons, marines, and leaders in a hex in which mêlée is being performed must be attacked together as a single group.

8.3.8 Only marines and leaders onboard friendly activated squadrons may perform a mêlée attack during their Activation Phase Mêlée Segment. Marines and leaders onboard enemy squadrons may not be activated at this point (**Exception** Case 8.3.9).

8.3.9 Marines and leaders that moved into an enemy occupied hex (units and/or Squadron) during the Activation Phase's Boarding Segment **must** mêlée attack those defenders during the immediately following Mêlée Segment and are marked with a Mêlée marker to indicate this.

8.3.10 A Mêlée marker activates all friendly units in its hex, who must attack (including a squadron that would otherwise be inactive because it belongs to another command).

8.3.11 All friendly units in a hex in which a player declares a mêlée attack must attack.

8.3.12 If the mêlée is in a hex with a friendly squadron, then friendly squadrons in adjacent hexes may not join the attack.

8.3.13 A friendly squadron with enemy marines onboard may not join a mêlée attack against an adjacent hex.

8.3.14 If marked with a Mêlée marker, friendly eligible squadrons in adjacent hexes may join the mêlée attack during the Activation Phase Mêlée Segment.

8.3.15 The player whose squadron the mêlée is being fought on adds its Castle Factor to his MF total (**Exception** Case 10.1.1).

8.3.16 Attackers may only mêlée units in the same hex during their portion of the Sally Phase's Mêlée Segment.

8.3.17 All marines and leaders onboard enemy squadrons are activated during the Sally Phase Mêlée Segment and may perform a mêlée attack.

8.3.18 Mêlée Procedure

a) The active player designates the mêlée hex and determines his total of attacking MFs (add all attacking MFs together based on the rules above).

b) The defending player determines the total of his MFs involved in the mêlée hex (add all defending MFs together based on the rules above).

c) Each player rolls two dice and adds to their rolls their respective MF totals (determined in **a** and **b** above).

d) Compare the modified rolls and determine the mêlée result (Case 8.3.19).

e) Remove the Mêlée marker (if any) and check for any leader casualties (Case 3.4.5).

8.3.19 Mêlée Results

a) If the modified totals are a tie There is no winner or loser; each player must select one of their units to suffer a step loss (also see Case 8.3.20). Roll for Leader Casualties if applicable.

b) Otherwise The highest modified total is the Victor of the mêlée while his opponent is the Vanquished, and each player applies the results as described below:

Victor:

> **Victor's total is greater than but not double the Vanquished's total**: The Victor must lose one step from one participating marines or squadron. Roll for any leader casualty. (**Exception** If at the beginning of the mêlée the Victor has only one unit with one step remaining, and the Vanquished has only one unit with one step remaining as well, then the victor does not lose a step.)

> **Victor's total is double or more than the Vanquished's total:** The victor suffers no effect (but still must roll for Leader Casualty if applicable).

Vanquished:

> Multiply the Vanquished's total by three.

> **If this new total is more than the Victor's total:** Each Vanquished unit (squadron and/or marine) must lose a step.

> **If this new total is equal to or less than the Victor's total:** Each Vanquished marine unit must lose two steps. Any full strength squadron takes a step loss. A reduced squadron suffers no effect.

Example if the victor's modified dice roll was 18 and the Vanquished's total was 5. Multiplying the Vanquished's total by 3 equals 15. This is lower than the Victor's total so each of the Vanquished's marines must each lose two steps and possibly have the Vanquished's squadron take a step loss.

8.3.20 If the result of the mêlée was a tie (either the unmodified die rolls or the modified dice roll totals), mark the squadron on which the mêlée was resolved with an Afire marker (Module 10.0). If an Afire marker is already on the squadron, no further effect occurs.

Example 1 Prior to adding modifiers, the English player rolls a 7 and the French player also rolls a 7, which would require marking the squadron in the mêlée hex with an Afire marker.

Example 2 If the English player rolls a 9 and adds 3 as a modifier, for a modified total of 12, and the French player rolls a 4 and adds 8 for his mêlée and castle factor strengths, for a 12, that too would necessitate placement of an Afire marker on the squadron.

8.3.21 Mêlée Heroism If a unit with Heroism (star face up) is available and involved in the mêlée, then the owning player may opt to declare Heroism at the conclusion of step **d** of the Mêlée procedure; the mêlée continues and another round is fought.

a) If both players have Heroism-capable units involved in the mêlée, the attacker has the first option of declaring Heroism, followed by the defender.

b) If a player declares Heroism, the mêlée combat is performed again, but the player who declared Heroism must first reduce his Heroism-capable unit before beginning this continuation of the mêlée.

c) Leader casualty must still be checked before starting the next round of mêlée and leader casualties must be checked again after the conclusion of the new mêlée round.

d) A single knight unit may not perform both Mêlée Heroism and Heroic Sacrifice (Case 3.4.6) during the same mêlée resolution (each mêlée continuation round is a new mêlée resolution).

e) Mêlée Heroism may be declared as many times as there are Heroism-capable units involved in the mêlée (which means the mêlée can continue for a number of rounds if there is more than one knight involved).

9.0 RALLY

During the Rally Segment of the End Phase, players may rally some of their units.

9.1 General Rules

9.1.1 Each player may rally any ONE marine or squadron unit.

9.1.2 Additionally, each leader may rally one marine or squadron unit it is stacked with (when not captured).

Game Play Note *If the conditions are right, each player may rally up to four units in a turn.*

9.1.3 Only reduced squadrons and marines on their reduced side ("R" for squadrons, and sword behind MF shield for marines) may be rallied. Marine units cannot use rally to return their stronger counter to play once removed (Case 3.3.7). *For example, an English marine with an MF of 2 may not be rallied to its MF 3 counter.*

9.1.4 No die roll is necessary (success is automatic). Just flip the counter over to its full-strength side.

9.2 Restrictions

9.2.1 A squadron may not be rallied if it has enemy marines onboard, or if it is grappled to an enemy squadron.

9.2.2 Captured or liberated squadrons may not rally.

9.2.3 A marine unit may not rally if it is in the same hex as an enemy marine unit or onboard an enemy-controlled squadron.

10.0 SQUADRON AFIRE

A squadron may catch fire during mêlée (Case 8.3.20).

Much is considered to be happening within a hex during mêlée. Besides the clang and thud of pike, sword, axe, and hammer, rocks are being thrown, boulders are falling maliciously from above, small and crude guns are being fired, there is oil, torches…sometimes things just get out of hand

10.1 General Rules

10.1.1 Ignore the castle factor of a squadron while an Afire marker is on it.

10.1.2 Afire Check During the End Phase, check each squadron with an Afire marker on it to determine the progress of the fire.

10.1.3 To check, roll one die for each squadron afire, and refer to the Afire Table (see player aid card)

10.1.4 There are no DRMs to this check.

10.1.5 Results

Extinguished Remove the Afire marker (the castle factor is restored).

Damage The squadron is Damaged. If undamaged, place a Damage marker on the squadron. If already Damaged, flip the marker to its Severe Damage side. If already Severely Damaged, the squadron is sunk (Case 3.1.4). Unless sunk, the Afire marker remains on the squadron.

10.1.6 If damage has occurred, check to see if the fire spreads. Roll a die once for each squadron that is grappled to the Afire squadron. If the result is a 6, the fire has spread to that squadron. Place an Afire marker on the newly burning squadron.

11.0 MORALE AND VICTORY

You win the game by forcing your opponent's fleet to suffer a collapse of morale (in which case it ceases to be a coherent force and its individual parts scatter and flee for safety). Players must keep track of their fleet's current morale state by adjusting their marker on the Morale Track printed on the map as events occur.

11.1 General Rules

11.1.1 Each fleet begins the game with 17 morale points (as indicated on the morale track on the map). For a shorter game, start each marker on the 15 space of the track.

11.1.2 Listed events on the Morale Table (see PAC) immediately add or subtract points to a fleet's morale when they occur.

11.1.3 A fleet's morale may never exceed 20, and it may never be reduced below 0.

11.1.4 If a fleet's morale is already at 0 and it loses further points, these lost points are ignored.

11.1.5 Morale will change when a squadron is sunk, captured, or liberated, when a leader is killed, captured, liberated, or executed, and when a knight unit is completely eliminated (that is, when the last step is removed from the board). Refer to the Morale Table on the PAC for specific point values.

Game Play Note *Keep in mind that a captured squadron is considered to belong to the capturing player, so if it is sunk later, the capturing player's morale will be affected (not the original owner's morale).*

11.2 Collapse

11.2.1 The game is over when one fleet's morale collapses.

11.2.2 A Collapse Check must be performed when a fleet's morale is below 6 during the Collapse Check Segment.

11.2.3 If a fleet's morale is 0 at the start of the Collapse Check Segment, the fleet automatically collapses and the owning player is defeated. Heroism cannot be used to avert this and the game is over.

11.2.4 Collapse Check: Player rolls one die.

a) If the result is greater than his fleet's current morale, his fleet collapses and the game is over (**Exceptions** Cases 3.5.1 and 11.2.5).

b) If the die roll is equal to or less than the morale of the fleet, there is no effect and play continues.

c) If the morale of both fleets is below 6, neither player checks for collapse (in which case play continues until one side, but not the other, is below 6 and then fails his or her Collapse Check).

11.2.5 Averting Collapse If a player fails a Collapse Check, he may avert this via Heroism.

a) He may lose one step from a Heroism-capable knight unit in order to nullify the failed Collapse Check result.

b) Each player is allowed this use of Heroism only once per game.

c) Once nullified, the collapse check phase is over and play proceeds to the Rally Segment.

d) A knight unit on its last step that performs Heroism to avert collapse is eliminated, which immediately reduces the morale track by 1. If this reduces the morale to zero, the fleet **DOES NOT** collapse. Performing Heroism immediately concludes the Collapse Check Segment, and the player has another turn to try and pull-off a come-from-behind victory.

Game Play Note *Also keep in mind that the English player may use King Edward's mulligan capability to re-roll the collapse check die roll if it has not already been used (Case 3.5.1).*

11.2.6 Draw: if both fleets automatically collapse (Case 11.2.3) during the same Collapse Check Segment, the game is a draw. *An ugly, bloody, expensive brawl that settled nothing and ruined two fleets.*

11.3 Decisive Victory

Besides forcing the enemy's fleet to collapse (Section 11.2), there is another way to win the game. A player also wins by eliminating and/or capturing all enemy units and leaders before the same can be done to him, regardless of the number of points on the morale chart.

That's pretty much how King Edward did it.