

KINGDOM

RULEBOOK

1 INTRODUCTION

Kingdom is an exciting board game of knight-hood, chivalry and adventure during the legendary times of King Arthur and the Knights of the Round Table.

2 OBJECT OF THE GAME

The object of the game is to become King of Arthurian Britain by eliminating all rival players from the board.

3 GAME EQUIPMENT

- i 6 Royal Challengers.
- ii 120 Mounted knights. (Each mounted knight is referred to as a company of mounted knights and represents 60 knights on horseback.)
- iii 150 footsoldiers. (Each footsoldier is referred to as a footsoldier detachment and represents 120 armed men.)
- iv 150 standards.
- v 84 gold coins in seven denominations.
- vi 9 magic tokens.
- vii 16 guardian cards.
- viii 47 cards of fortune.
- ix 36 riddle cards.
- x 1 blue and 1 red combat dice.
- xi 6 Royal Challenger's Record Cards.

4 PREPARATION FOR PLAY

Before play commences, players should:

- i Shuffle the 3 packs of cards and place them face downwards in their respective positions on the board.
- ii Appoint a banker (hereafter referred to as the moneylender.)
- iii The moneylender now gives each player 500 gold coins in the following denominations.
 - 1 × 200 gold coin.
 - 1 × 100 gold coin.
 - 2 × 50 gold coins.
 - 3 × 25 gold coins.
 - 2 × 10 gold coins.
 - 1 × 5 gold coin.



GOLD COIN

- iv Decide upon the order of play either by mutual consent or by throwing the red die, the player with the highest throw starting first. Play then continues in a clockwise direction.
- v The player starting first must now select one of the 6 Royal Challengers (as represented by the appropriate coloured crown). eg. Upon Arthur being selected, his crown will be located upon Castle Caerlon and his standards will be positioned upon the 3 villages identified by

Arthur's colours. This is to indicate his control over this particular Kingdom.

- Note At the start of play, one player must elect to play King Arthur.
- vi Every player should now receive a Challenger's Record Card and enter the name of their chosen Challenger on the sheet. In addition, players should record the number of commodity producing villages and castles they control by placing crosses in the appropriate boxes. For example if a Royal Challenger controls Tintagel and Caerlon Castles, the player must enter two crosses in two of the 6 boxes available, and should also enter the sum of 8 gold coins under the column heading "Tax Due". This figure is calculated by multiplying the tax levy (ie 4 gold coins) by the number of castles controlled (ie 2). N.B. Players should amend these records as and when changes in control occur (see rule 24).
 - vii Every player receives an initial defence of 2 mounted knights and 4 footsoldiers which should be positioned upon their respective castles.
 - viii The 9 magic tokens should be turned face downwards. Of the 9 tokens, eight are blank, whilst the ninth displays the symbol of the Holy Grail (see rule 25). Each token should be positioned upon a separate mystic site (ie. the standing stones) ensuring that none of the players are aware of which mystic site conceals the Holy Grail.



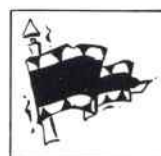
ROYAL CHALLENGER



MOUNTED KNIGHT



FOOT SOLDIER



STANDARD



MAGIC TOKEN
(Holy Grail)

5 ALLEGIANCES

If there are less than 6 players, the remaining Royal Challengers which have yet to be selected must now be incorporated into the struggle for England's crown by means of allegiance. These allegiances are secured by players offering financial sums in return for the loyalty and support of the Royal Challenger/s, as follows:

- i The moneylender chooses one of the unselected Royal Challengers – in this example, Mordred.
- ii Players bid in an attempt to acquire the allegiance of Mordred, and it is the player who offers the highest bid who will succeed in securing his allegiance.
- iii The successful player must now enter the amount offered onto his Challenger's Record Card by the heading "Cost of Allegiance".
- iv The successful player now receives a company of mounted knights and two footsoldier detachments which must be positioned upon Mordred's Castle. In addition, the player also places his standards upon all the villages that would have been controlled by Mordred had he been selected at the start of play. (ie. All the villages marked in brown lettering.)
- v Now that the allegiance has been secured, Mordred will no longer play an active role within the game and must therefore be returned to the box, along with all his military forces.
- vi This process of bidding for allegiances continues until all the remaining Royal Challengers have been allocated.

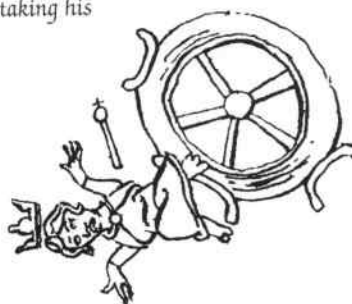
Note In the event that none of the competing players wish to bid for a Royal Challenger, the situation is resolved as follows:

- a Each player will roll the red die.
- b The player with the highest total will form the allegiance with the Royal Challenger.
- c The financial cost of the allegiance will be calculated at 1 gold coin multiplied by the highest die throw. If two or more throws are required, it will be calculated as 1 gold coin multiplied by the accumulative total.

6 SEQUENCE OF PLAY

Each player's turn will take the following form:

- i The topmost card is drawn from the fortune pack and its instructions acted upon.
- ii The player now pays the financial costs of any allegiances he may have formed.
- iii Some, all or none of the player's pieces are moved. (See movement.)
- iv Any battles are resolved.
- v Any additional military pieces can be purchased.
- vi Finally, taxes are collected from all villages and castles under the control or occupation of the player who is taking his turn.



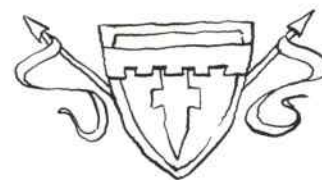
7 CARDS OF FORTUNE

To begin his turn, a player will draw the topmost card from the fortune pack. The instructions on the card are acted upon by ALL players whose military pieces are affected, not just those relating

to the player who drew the card.

Once the instructions on the fortune card have been complied with, the card is returned to the bottom of the fortune pack.

The majority of the fortune cards are straightforward and any cards involving cash payments or receipts should be made through the moneylender; whilst cards relating to the purchase of military equipment, battle and movement are made under their respective headings. However, there is one fortune card which requires further explanation:



A ROYAL JOUSTING TOURNAMENT

A player who draws this fortune card must not engage in battle, nor move any of his troops for the duration of that turn. Instead he must host a Royal Jousting Tournament upon his castle grounds and consequently must return direct to his castle. All Royal Challengers who wish to participate must also move directly to the host's castle and those Challengers who decline the invitation must, for their cowardice, lose the requisite chivalry points (see rule 35), as noted on the event card.

In the event that only the host attends, he is automatically declared the champion and inherits the prize.

A Royal Joust is resolved in the following way:

- i Each Challenger must ride against all competitors present at least once.

ii If player 1 is to ride against player 2 in the first joust, each player will select a number from the red die, after which both in turn throw the die. If either player throws the number they have selected, then they have successfully dismounted their opponent by striking him a blow with their lance. The player striking the successful blow will score 2 points, whilst their unfortunate rival loses 2 stamina points. In the event that both players throw the number they have originally selected, both are said to have landed a successful blow. In this situation, each Challenger will score 1 point towards his tournament total and each shall forfeit 2 stamina points.

iii If both players fail to score the number selected, the Challengers must joust again, but before throwing the die a second time, they now select 2 numbers from the red die. This procedure is repeated, with 3 selections being offered on their third attempt, and this continues until such time as a successful blow is struck.

iv When every Challenger has ridden against his rivals once, the tournament points are totalled and the Challenger with the highest score is declared the champion. In the event of a tie, those players involved must now compete again in the same manner, until an eventual winner emerges.

v Upon the tournament being resolved, all competing Royal Challengers must move directly to their respective castles where they must remain for 1 complete turn to overcome their wounds and celebrate their conquests.

N.B. If a player has drawn the magic lance from the fortune pack, his Challenger is entitled to



receive an additional selection above his normal entitlement. (ie. On his first attempt, he may select two numbers instead of the normal 1, on his second attempt he may select three numbers instead of 2 etc.)

8 PAYING THE COST OF ALLEGIANCES

After the fortune card has been drawn, the player must now pay the cost of any allegiances he may have formed earlier. The amount payable is due at the start of each turn and will be the total of all the amounts entered on the Challenger's Record Card, as outlined under rule 5.

Example

Player 1 has secured two allegiances, the first at a cost of 16 gold coins, the second at a cost of 12. Player 1 must therefore pay 28 gold coins at the start of each of his turns.

9 MOVEMENT

During his turn, a player may move some, all or none of his military pieces. Military pieces can be moved once per turn, unless a "free move" card is played (see rule 10) and subject to the following:

- i Royal Challengers and mounted knights can move up to 5 squares each per turn in any direction. Footsoldiers can move up to a maximum of 3 squares per turn. However, none can move diagonally.
- ii Military pieces can only move across rivers via squares containing bridges.

- iii Passage across forests, marshes and mountains slows movement and military pieces move across these areas 1 square per turn.

10 FREE MOVE CARDS

These are drawn from the fortune pack and kept until required. This card allows a player to move any military piece or Royal Challenger again. A player may use as many free move cards as he wishes during his turn.

11 COMBAT

Combat takes place between military forces positioned within the same square. Opposing military forces which are situated within the same square, but are separated by a river cannot engage in battle unless the square contains a bridge. (See rule 9 ii.)

12 COMBAT SCORES AND COMBAT DICE

- i 1 detachment of footsoldiers has a combat value of one point.
- ii 1 company of mounted knights also has a combat value of one point.
- iii If a player has one or more mounted knights present within a battle square, then the blue combat die is used to determine the result.
- iv If a player has only footsoldiers present within the battle square, then the red die is used.
- v If a player has a combined force of mounted knights and footsoldiers present within the battle square, then the blue die is used. However, if a situation arises whereby the mounted knights are eliminated, leaving only footsoldiers present at the battle, the player must continue the battle using only the red die.

13 FORTUNE CARDS AFFECTING BATTLE

There is one fortune card which affects battle:

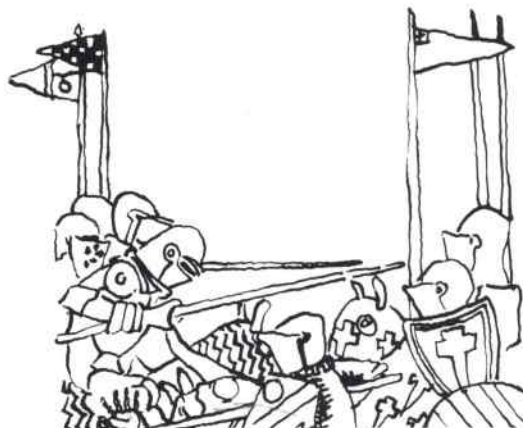
"Keep this card. Add 1 to your battle throw."

Both an attacking and a defending player may play these cards during battle, and they are used to increase battle scores. More than 1 card may be played during any one round of battle, but once used, they must be returned to the bottom of the fortune pack.

14 HOW TO RESOLVE COMBAT

Battle is resolved in the following manner:

- i The attacking player advances his military force/s into a square containing force/s controlled by an opponent.
- ii The attacking and defending players total up the strength of their individual forces, which are then entered onto the player's respective record card. (ie. If player 1 had three mounted knights and two footsoldiers present at the battle, he would enter a score of 5 onto his record card, as this would represent his initial battle score.)
- iii Combat is now resolved by use of battle tables and with the exception of siege (see rules 18 & 20), table 1 must always be consulted first. The attacking player begins each round of battle by rolling the appropriate combat die, his score being read off along the top of the battle table. The defending player now responds by rolling the combat die and his score is read down the side of the battle table. The result, at the point where the two battle score co-ordinates meet, will now determine the action which takes place and the casualties incurred.



15 HOW TO USE THE BATTLE TABLES

- i If the tables read "Defenders Destroyed," the defending player has to remove all his military pieces from the combat square and must consider his army totally routed.
- ii If numbers appear, these will represent the number of casualties inflicted and/or incurred. When sustaining losses, players must remember to reduce their combat values accordingly, before continuing with the next round of battle (see rule 16).
- iii If the table reads "Go to Table 2," table 1 will play no further part in that battle. If a number appears with this instruction, the defending player must reduce his combat value by the amount shown. (N.B. In some circumstances, a battle may be resolved without the need to consult table 2.)
- iv Table 2 operates in the same manner as table 1.
- v If in table 2 the table reads "Reverse," the defending player has launched a counter attack, and instead of being on the defensive, will assume the attacking role and initiate the next round of battle. There is no limit to the number of times the roles can be reversed during the course of a battle.
- vi A battle is concluded when the combat value for attacker or defender is reduced to nil or below.

16 AN EXAMPLE OF BATTLE

Player 1 advances 3 footsoldiers and a mounted knight into a square containing 2 footsoldiers and 2 mounted knights controlled by player 2. Each player enters his combat value on his own record card, and as both players have a company of mounted knights present at the battle, they both use the blue die to resolve combat.

Upon the first round of battle, player 1 rolls a score of 2, and thereby engages his opponent in battle (see table 1). Player 2 manages a fighting retreat by throwing a 5. The resultant casualties are read off on the table where the two co-ordinates meet, and in this example player 1 suffers a two point loss to his initial combat value of 4 points (see rule 12 i & ii). To represent these losses, player 1 must reduce his initial combat value, and must also remove two military pieces from the battle. As player 1 has a combined force of mounted knights and footsoldiers, player 2 must determine which of these forces are to be eliminated, by rolling the red die. If an even number is thrown, then the company of mounted knights is eliminated; if an odd number is thrown, then the detachment of footsoldiers is eliminated.

Note *If a situation arises whereby the combat value of both players falls to 0 or below simultaneously, both players must remove their military forces from the battle square and the battle itself is considered inconclusive.*

17 THE FINANCIAL COST OF BATTLE

- i To secure the services of a company of mounted knights in battle incurs a cost of 2 gold coins.

- ii To secure the services of a detachment of footsoldiers incurs a cost of 1 gold coin.

Example

Player 1 advances 3 mounted knights and 2 footsoldiers into a square containing 2 mounted knights and 1 footsoldier controlled by player 2. Before battle commences, player 1 sets aside 8 gold coins in lieu of wages (ie. 6 gold coins for the mounted knights and 2 gold coins for the footsoldiers), whilst player 2 sets aside 5 gold coins. The battle is won by player 1 and he subsequently pays the 8 gold coins to the moneylender. However in winning the battle, player 1 now receives the 5 gold coins set aside by player 2, as this represents the spoils of war.

- N.B. Had the battle been inconclusive (see rule 16), both players would pay the gold set aside for wages to the moneylender.



18 TO CAPTURE A CASTLE

If a castle is undefended (ie. there are no military pieces positioned upon the castle square), the attacking player need only move into the square to assume control. However, to capture a castle which is defended, an attacking player must first eliminate all defending forces and this is done by consulting battle table 3. This table operates in the same way as tables 1 and 2 (see rule 14 iii); However special attention should be given to the following:

- i If the battle table reads "Assault Delayed," the attacking player must break off his assault and await the next turn, before resuming his attack.
- ii When an assault is delayed, the outcome of the siege is considered inconclusive and both players must pay the moneylender the gold set aside for wages (see rule 17).
- iii To reflect the defensive advantage of protecting a castle, the defending player is entitled to add 1 point to every die roll thrown and to subtract 1 point from every score thrown by his opponent.

19 TO CAPTURE CASTLE CAMELOT

Castle Camelot has been enchanted by the wizard Merlin, and only the bravest of the Royal Challengers may enter. To gain entry, a Challenger must first acquire 13 or more chivalry points (see rule 35). If the Challenger is able to meet this requirement and providing he is the only Royal Challenger within the castle, he will receive 25 gold coins for each complete turn he remains upon the castle square. However, a rival Challenger may at any time enter the castle (even if it is still occupied by an opponent), providing he has also acquired 13 or more chivalry points. When such a situation arises, the two Royal Challengers must "fight to the death," which is resolved as follows:

- i The two Royal Challengers take it in turn to roll the red die.
- ii The lowest score is then subtracted from the highest. The resulting difference is subtracted from the losing Challenger's endurance points.
- iii This procedure is now repeated and continues until one of the Challengers is killed. (ie. His

endurance points fall on or below nil.)

- iv Upon eliminating an opponent, the victorious Challenger may now remain within the sanctuary of the castle and may continue to receive 25 gold coins at the end of each round, providing of course that he remains upon the castle square.

- N.B. No military pieces other than Royal Challengers may enter Castle Camelot.

When the ninth and final magic token is removed from the board (see rule 28), Merlin's enchantment over Castle Camelot is broken and the castle is immediately raised to the ground, crushing any unfortunate Royal Challenger who may be there present. From that moment onwards, the castle is considered to be a place of evil and that square remains out of bounds to all players for the remainder of the game.

20 TO CAPTURE A VILLAGE

The same rules apply to the capture of villages as apply to the capture of castles, but with one significant difference:

- i The defending player is only entitled to increase his own die score by one point. He cannot influence the die roll thrown by his opponent.



21 TO CAPTURE A ROYAL CHALLENGER

A Royal Challenger may be captured in one of two ways:

- i If a Royal Challenger is present during battle, and all his military forces within that square

have been eliminated, then the Royal Challenger is open to capture. To escape, the Challenger must throw the red die and score an even number. If he succeeds, the Royal Challenger may flee unharmed to the nearest friendly castle. If he fails, then he is automatically captured by the attacking force, which may deal with him in one of several ways. (See rule iii below.)

- ii If a Royal Challenger is travelling alone and without protection (ie. there are no military forces travelling with him), then an opponent may capture him simply by moving one or more of his military forces into the same square. The Royal Challenger has no option of escape in this instance, and the captor may once again deal with him as he pleases.

N.B. A Royal Challenger cannot be captured by another Royal Challenger, but only by one of his opponent's military forces.



- iii Royal Challengers cannot by themselves act as either a defending or an attacking force; they represent individual rulers, and as such are vulnerable to capture and should therefore be protected at all times.

Should a Royal Challenger be captured by an opponent he must:

- a Be sent directly to his captor's castle.
- b Forfeit 2 complete turns. Upon the completion

of his second turn in imprisonment, the Royal Challenger must pay 30 gold coins to his captor to secure his release. The Challenger's ordeal in the dungeons results in the Challenger losing 5 endurance points, and upon his release, the Challenger must be returned to his castle, where he must remain for a further turn.

- c If the Royal Challenger is unable to raise the 30 gold coins required for his release, the captor can either negotiate a less severe penalty, or he may choose to execute his prisoner.

22 PURCHASING MILITARY EQUIPMENT

A player may, during the course of his turn, strengthen his military power by purchasing additional knights and/or footsoldiers.

A player may purchase as many military pieces as he requires during his turn, subject to their availability (ie. a player can only purchase up to a maximum of 20 mounted knights at any given time, since only 20 knight pieces are available to any one player). The cost of each military force is as follows:

- i Mounted knights – 20 gold coins.
- ii Footsoldiers – 15 gold coins.

Note Upon entering the game, newly acquired military pieces must be positioned on a castle square currently controlled by the Royal Challenger (eg. If a Royal Challenger controlled Tintagel and Caerlon Castles, the player may position his forces upon either square).

23 RESTRICTIONS UPON RECRUITMENT OF ADDITIONAL MILITARY FORCES

Military forces can only be purchased if the

player's own castle square is free from enemy occupation. If the castle has been captured by an opponent, no additional forces can be obtained until the castle square has been freed from enemy occupation for the duration of one complete turn.

24 COLLECTION OF TAXES

On completing his turn, a player shall receive:

- i 5 gold coins for controlling the gold-producing village.
- ii 4 gold coins for each silver-producing village he controls.
- iii 3 gold coins for each iron-producing village he controls.
- iv 2 gold coins for each barley-, wheat-, fish- and fruit-producing village he controls.
- v 1 gold coin for each leather-, pottery- and textile-producing village he controls.
- vi 4 gold coins for each castle he controls.



25 THE HOLY GRAIL

The Holy Grail is an ancient and sacred relic which holds magical powers. In keeping with the legend, the Holy Grail has been stolen from Arthur's court and hidden upon one of the nine mystic sites (see rule 4 viii).

26 THE QUEST FOR THE HOLY GRAIL

The 6 Royal Challengers alone are entitled to search for the Holy Grail and only one of them will be fortunate enough to inherit its coveted prize of wealth and good fortune.



27 MYSTIC SITES

- i Entry to the 9 mystic sites is only granted to Royal Challengers, and only one Royal Challenger may be present upon a mystic site at any given time.
- ii All other military forces are denied entry to the mystic sites. However, military forces are permitted to escort their Royal Challengers to within a square adjacent to any of the nine mystic sites.



28 BREAKING THE ANCIENT SPELL OF THE MYSTIC SITES

Each mystic site is protected by a *Guardian*, who from ancient times has preserved the secret of the location of the Holy Grail.

Once the Royal Challenger has entered the mystic site, he must then overcome this *Guardian*, who will use all his power of evil to thwart the intruder. Unless the *Guardian* is slain by the Royal Challenger, the secret of this site will remain undiscovered, for another Challenger to seek. (ie. The site's magic token is not upturned.)

To prepare for combat and to discover the nature and potency of the *Guardian* which is to be faced, the challenging player asks the player to his left to draw the topmost card from the *Guardian* pack. Combat now commences in the following way:

- i The player to the Challenger's left turns over a card from the *Guardian* pack. Upon the card are detailed the *Guardian*'s endurance points and the combat die which is to be used.
- ii The player who drew this card, now rolls the combat die for the *Guardian*. The Royal Challenger now throws his combat die (as specified on the *Guardian*'s card). If the Royal Challenger's throw is greater than the *Guardian*'s, the difference between the two throws is subtracted from the *Guardian*'s endurance level, to reflect the extent of the creature's wounds. N.B. If the *Guardian*'s throw is greater than the Royal Challenger's, the difference is subtracted from the Challenger's endurance level.
- iii This procedure is repeated until the endurance level of either the *Guardian* or the Royal Challenger falls to 0, or below.
- iv The Royal Challenger may retreat from this combat to any square adjacent to the mystic site at any time if he feels overpowered, but in so doing, will lose endurance and chivalry points, as specified on the *Guardian*'s card.
- v If the Royal Challenger retreats, he will be unable to return to the mystic site for 2 complete turns. The *Guardian* on the other hand, whether victorious, slain or injured, is returned to the bottom of the *Guardian* pack at the end of combat. Therefore if any Royal Challenger returned to that site, a new *Guardian* would be drawn from the *Guardian* pack.

29 THE MAGIC TOKENS

If the Royal Challenger defeats the *Guardian* of Darkness in combat, then the *Guardian* is

banished from the sacred site. The Royal Challenger may now turn over the *magic token* to reveal whether or not he has found the Holy Grail. If the *magic token* is blank, the player has failed to locate the Grail. The *magic token* is now removed from the board, and as a consequence, the enchantment that bewitched the site is broken.



30 FINDING THE HOLY GRAIL

If the Holy Grail is revealed by the *magic token*, then the Royal Challenger has come to the end of his quest, but one last task still remains; he must answer a riddle, which will be drawn from the "Riddle Pack" and read to him by the player to his left.

If the Challenger fails to answer the riddle, he must immediately depart from the sacred site to one of the adjacent squares and cannot return for the duration of 2 complete turns. The riddle card used must then be placed at the bottom of the riddle pack and its answers kept secret by the player who has been fortunate enough to learn the answer to a magic riddle. If any Royal Challenger should choose to return to the mystic site, then he must fight another *Guardian* as before.

If, however, the Royal Challenger is able to answer the riddle, then he inherits the Holy Grail and is now known as the Royal *Guardian*.

31 INHERITING THE HOLY GRAIL

- i If at the start of the game, the Royal *Guardian* formed allegiances with unselected Royal

Challenger/s (see rule 5), then he will have since been paying "Cost of Allegiance" funds at the beginning of each of his turns. These sums of money, as recorded on the Challenger's Record Card are henceforth paid to the Royal Guardian at the beginning of each of his turns, rather than collected from him.

- ii The military forces under the command of the Royal Guardian are now entitled to use the blue die in all combat.
- iii If the Royal Guardian is eliminated (ie. his endurance points fall to 0, or below), then the Holy Grail becomes forever lost in time. If, however, the Royal Guardian is captured and killed, or is held to ransom by an opponent, then the captor inherits the Holy Grail and all its attendant advantages.

32 BANKRUPTCY

A player who cannot pay his dues in full is considered bankrupt and is eliminated from the game. However, a player who wishes to raise funds may:

- i Attempt to sell any fortune cards which might be of value.
- ii Attempt to form an alliance with an opponent.

33 ALLIANCES

Players may on occasion wish to unite under an alliance, to repel or attack an opponent. Although players must clearly state their intentions to form an alliance, a player can terminate an agreement at any time. Therefore it is important for players to choose their allies carefully and guard against those players who are "potentially treacherous".

34 ELIMINATION

A player can be eliminated when:

- i He becomes bankrupt.
- ii His endurance level falls to 0, or below.

When a player is eliminated, all his military forces are removed from the board. All fortune cards are returned to the pack and any remaining money is returned to the moneylender.

If an eliminated player was in possession of a castle or a village, they must now be considered undefended. To capture them, a player need only position one or more of his military forces upon the castle or village square. Under these circumstances there is no need for battle to capture the site. Once captured however, an opponent must adhere to the original rules governing the capture of castles and villages (see rules 18 & 20).



35 CHIVALRY POINTS

During the course of the game, opportunities abound for Royal Challengers to undertake feats of chivalry, for which points are scored or allocated. When a chivalry point has been awarded, the player must mark his acquisition upon his Challenger's Record Card. However, just as there are opportunities for points to be won, so there is

a chance to lose points and although a Royal Challenger's chivalry score cannot fall below nil, any losses that are incurred, must be marked accordingly.

36 WINNING

The winner of the game is the player who controls the last remaining Royal Challenger, and who may therefore consider himself to be King of Arthur's Realm. Second place shall be determined by the player who has scored the highest number of chivalry points and likewise for the remaining positions.

37 EPILOGUE

In some circumstances, the eventual winner may have scored the least number of chivalry points. In such an event, those players who finish in the minor placings should take comfort in the knowledge that although vanquished, their deeds were noble and their challenge courageous, and, had they received the blessings of Merlin, Britain may well have been ruled by a worthier king.

38 FOOTNOTE

Players may agree a time limit for the game's duration, at the end of which the declared winner will be the Royal Challenger with the highest number of chivalry points.

BATTLE TABLES

TABLE 1 ENGAGING THE ENEMY

| | | A T T A C K E R | | |
|---|-------------|----------------------|-------------------|---------------------|
| D | Dice Scores | 1-2 | 3-5 | 6-8 |
| E | | BATTLE ACTION | | |
| F | | Engage | Charge | Ambush |
| E | 1-2 | Retreat in confusion | 1 / 0 | 2 / 0 |
| N | | | | Defenders Destroyed |
| D | 3-5 | Fighting Retreat | 0 / 2 | 0 / 1 |
| E | | | | |
| R | 6-8 | Engage | Go to table 2 / 1 | Go to table 2 / 1 |

TABLE 2 COMMENCE BATTLE

| | | A T T A C K E R | | |
|---|-------------|-------------------|------------------|---------|
| D | Dice Scores | 1-2 | 3-5 | 6-8 |
| E | | BATTLE ACTION | | |
| F | | Encircle | Maintain Assault | Charge |
| E | 1-2 | Hold | 0 / 1 | 1 / 0 |
| N | | | | |
| D | 3-5 | Hold at all costs | 0 / 1 | 1 / 1 |
| E | | | | |
| R | 6-8 | Counter Attack | Reverse | Reverse |

TABLE 3 SIEGE

| | | A T T A C K E R | | |
|---|-------------|--------------------|-------------------|-------------------|
| D | Dice Scores | 1-2 | 3-5 | 6-8 |
| E | | BATTLE ACTION | | |
| F | | Siege | Broadside Assault | Attempt to Breach |
| E | 1-2 | Sally | 1 / 0 | 2 / 1 |
| N | | | | |
| D | 3-5 | Repel | 1 / 1 | 2 / 2 |
| E | | | | |
| R | 6-8 | Repel at all costs | 0 / 2 | 1 / 2 |

| | |
|-----------------------|-----------------------|
| Defender's casualties | Attacker's casualties |
|-----------------------|-----------------------|