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Contents

- [1.0] Introduction
- [2.0] How to Play the Game
- [3.0] Game Equipment
- [4.0] Sequence of Play
- [5.0] Movement
- [6.0] Stacking
- [7.0] Terrain Effects on Movement & Combat
- [8.0] Fire Combat
- [9.0] Melee Combat
- [10.0] Unit Morale
- [11.0] Rout Movement
- [12.0] Leaders
- [13.0] Fatigue

Exclusive Rules

The Black Prince

- [14.0] Introduction
- [15.0] Changes & Additions to the Standard Rules
- [16.0] Unit Modes
- [17.0] Leaders & Nationalities
- [18.0] The Najarilla River
- [19.0] Victory Conditions

The Battle of Crécy, 1346

- [C14.0] Introduction
- [C15.0] Changes & Additions to the Standard Rules
- [C16.0] Unit Modes

[C17.0] Leaders & Nationalities
[C18.0] Historical Scenario
[C19.0] French Discipline Scenario
[C20.0] Victory Conditions

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Crecy Map & Counter Errata

Counters: There is an extra levy infantry unit. The movement allowance of the Welsh units should be 4 not 6. The movement allowance of the French Merc units should be 6 not 4.

Map: The indicated scale is incorrect. See C14.0 for correct scale. There should be an obstacle hex on the “English side” of 1528 (shared with hexes 1427 & 1428) marked as Alternate Abatis hexsides listed in C18.16 & C18.41 are correct.

[1.0] Introduction

The diversity of doctrines, weapons, training methods and leadership qualities in medieval armies was a function of the geographical and cultural diversity of the settings from which those armies stemmed. Consequently, these systems developed along divergent lines until the widespread use of gunpowder, which dominated Renaissance warfare. This issue we will show two of these battles: *Black Prince: The Battle of Navarette* and *A Sky Full of Arrows: The Battle of Crécy, 1346*.

Each game uses this common set of Standard Rules, as well as its own Exclusive Rules, a game map, and counters representing the military units and leaders which fought in the battle. In each game, the players command the actual forces available to the historical army commanders.

[2.0] How to Play the Game

The players set up their units. After the players have decided which side each will play, they set up on the map the pieces (counters) that represent their units and leaders. The counters are placed as indicated in 15.1 of the Exclusive Rules of each game and the set up positions printed on the maps. Lance counters are placed on units so designated in the Exclusive Rules. The player who is to go first in the game is indicated in 15.1 of the Exclusive Rules.

The sequence of activities in the game is based on a three-tiered structure. These tiers are the *Game Turn*, the *Player Turn* and the *Phase*. Each game consists of the play of 10 complete game turns. Each game turn consists of a first player’s turn and a second player’s turn. Finally, each player turn is composed of a series of six different phases during which certain activities are performed. The following is a description of the play of a player turn. The player whose turn is currently in progress is referred to as the *Phasing Player*.

- 1) **The players rally routed units.** Units that have previously been attacked and routed may be rallied if the units are stacked with leaders who are not being disobeyed. Each player may rally all of his units that are stacked with such leaders. Moreover, at the end of the phase, both players remove all Disobeyed Markers stacked with their leaders.
- 2) **The players move routed units.** The phasing player must move all his routed units toward his designated friendly mapedge. Then the non-phasing player must move all of his routed units toward his own friendly map edge. Rout movement is unrelated to normal, voluntary movement of units. Basically, routed units are moved a number of hexes equal to the rout level they have suffered in combat. Each Rout Movement Phase, a routed unit is moved toward the designated mapedge until the unit is either rallied or moved off the map and thereby eliminated from play.
- 3) **The phasing player moves his units.** The phasing player may now move any or all of his leaders and unrouted units. In general, a player moves his units in order to improve their positions for attacking. During the Movement Phase, the phasing player may change the combat mode of his units that possess two modes. Since the different modes represent different combat capabilities, the player must plan his attacks during the Movement Phase. Cavalry units may execute charges, which increase the likelihood of success in the attacks they make in the Melee Combat Phase. Leaders should be moved onto routed units so that those units may be rallied.
- 4) **The players simultaneously conduct fire combat attacks.** Each unrouted unit in Fire Combat mode may attack an enemy unit within its range. During this phase, both players may make attacks with all their units in Fire Combat mode. The outcome of a fire attack depends upon the weapon type of the attacking unit, the armor type of the defending unit, and the range in hexes from the attacking unit to the defending unit. The players cross-reference those three factors on the Fire Combat Results Table, roll two dice, and compare the result with the results on the table. If the defending unit has been hit, the defending unit's morale must be checked. To check a unit's morale, one die is rolled and the result is cross-referenced with the unit's morale rating on the Morale Effects Table. If the morale check indicates the unit has been routed, a Rout Marker is placed on the unit.
- 5) **The phasing player conducts melee attacks.** The phasing player may conduct melee attacks against enemy units adjacent to his unrouted units in Melee Combat mode. The outcome of a melee attack depends on the type of the attacking unit and the type of the defending unit. The player cross-references those two factors on the Melee Combat Results Table, rolls two dice, and compares the result with the results on the table. If necessary, the players check the morale of the defending unit and apply any rout results.
- 6) **The non-phasing player conducts melee attacks.** The non-phasing player now conducts melee attacks as described in the preceding paragraph.

The players maneuver their units and conduct attacks with the aim of destroying their opponent's army. The players are awarded victory points for each enemy unit they destroy and each enemy leader they capture. At the completion of Game Turn 10, the players compare their victory point totals and determine the victor by consulting the Levels of Victory in the Exclusive Rules.

[3.0] GAME EQUIPMENT

[3.1] The Game Map

Each 22x 17" map portrays the battlefield on which that battle was fought. A hexagonal grid is printed on the map to regulate movement and location of the playing pieces and to calculate ranges which affect fire combat. There are several different types of terrain and terrain elevations indicated on each map, all of that are explained in the Terrain Section of the rules and the Terrain Key printed on the map.

[3.2] Charts & Tables

Various charts and tables are provided in the Standard Rules and with each game to simplify and illustrate certain game functions. They include the Terrain Effects Chart and the Morale Effects Table in the Standard Rules, and charts and tables specific to each game.

[3.3] The Playing Pieces

There are single (1/2 x 1/2") and double-sized (1 x 1/2") backprinted playing pieces, called counters, included with each game. The actual military units in the game—the infantry, cavalry, and historic commanders—are represented by combat unit counters. In addition, informational counters are included to convey information about the status of a given combat unit.

[3.33] Armor types. Armor types are represented on the counter by the following letter codes: P= Plate; M= Mail; L= Leather; and N= Non-armored.

[3.4] Inventory of Game Parts

This rules booklet, which contains the Standard and Exclusive rules; one die-cut counter sheet, and one 22 x 34" mapsheet with two maps on it. Players will need two six-sided dice for combat resolution. If any components are missing or damaged please contact S&T Press Customer Service, PO Box 21598, Bakersfield CA 93390.

[4.0] Sequence of Play

The game is played in a sequence of 10 game turns. Each game turn is divided into two player turns. Each player turn consists of a sequence of phases. There are two types of phases that occur in a player turn: those in which only the player whose player turn is in progress is active, and those in which both players are active. Of the phases in which both players are active, there are two phases during which both players perform activities simultaneously: the Rout Removal Phase and the Fire Combat Phase. Both players are also active during the Rout Movement Phase, although they do not move their units simultaneously. To determine which player is the first player, consult 15.1 of the Exclusive Rules. Remember, the player whose player turn is in progress is referred to as the phasing player; the other player is called the non-phasing player.

GAME TURN SEQUENCE OUTLINE:

A. first PLAYER TURN

1. Simultaneous Rout Removal Phase

Both players remove all Rout markers from their combat units that are stacked with leaders who are not being disobeyed (see 12.0). All Disobeyed markers are removed at the end of the phase.

2. Rout Movement Phase

The first player moves his combat units that have Rout markers on them. Then the second player moves his units that have Rout markers on them. That is done according to the rules for rout movement (See 11.0).

3. Movement Phase

The first player may move all, some, or none of his unrouted combat units and leaders within the restrictions of movement. Units that have two modes may change mode. Routed units may not be moved during this phase (see 5.0).

4. Simultaneous Fire Combat Phase

Both players may direct fire at each other's units. Only unrouted units in Fire Combat mode may conduct fire combat attacks. Note that though combat is resolved sequentially, all results are applied simultaneously at the end of the phase (see 8.0).

5. First Player Melee Phase

The first player's unrouted units in Melee Combat mode may melee attack any enemy units adjacent to them. Individual melee results are applied immediately (see 9.0).

6. Second Player Melee Phase

The second player's unrouted units in Melee Combat mode may melee attack any enemy units adjacent to them. Individual melee attack results are applied immediately.

B. SECOND PLAYER TURN

The second player now executes his player turn in a sequence identical to that of the first player's turn, except where otherwise noted.

1. Simultaneous Rout Removal Phase

2. Rout Movement Phase

The second player moves his combat units that have Rout markers on them. Then the first player moves his units that have Rout markers on them.

3. Movement Phase

4. Simultaneous Fire Combat Phase

5. Second Player Melee Phase

6. First Player Melee Phase

Game Turn Indication Interphase

The Game Turn marker is advanced one space on the Game Turn Record Track to mark the passage of one game turn.

[5.0] MOVEMENT

During his Movement Phase, the player may move as many of his leaders and unrouted combat units as he desires according to the movement rules. Single counter units may be moved in any direction or combination of directions. The movement of double-counter units is restricted by their facing. The distance in hexes that each unit may move is restricted by the unit's movement point allowance. Certain cavalry units may conduct charges that favorably affect the probabilities for success when those units attack in the Melee Combat Phase.

During the Movement Phase, the phasing player may move his units in any order he desires. Combat units may be moved either individually or with leaders (see 6.0). During the Movement Phase, the phasing player must complete the movement of each unit or stack before moving another unit or stack.

Each unit or stack is moved separately, tracing a path through contiguous hexes on the mapsheet hexgrid. As each unit enters a hex (or hexes for a double-size unit), a portion of its movement point allowance must be expended. The number of movement points expended varies according to the type of terrain in the hex. The cost for each type of terrain is listed on the Terrain Effects Chart (7.4).

[5.1] How to Move Units

[5.11] During the Movement Phase, only the phasing player's units may be moved. He may choose to move all, some, or none of his eligible units and leaders according to the rules for movement. Units controlled by the opposing player must remain stationary during your Movement Phase.

[5.12] Movement is calculated in terms of movement points. The number of movement points expended by a unit during a Movement Phase may not exceed that unit's movement point allowance. Unused portions of a unit's movement point allowance may never be accumulated from one Movement Phase to another or transferred between units.

[5.13] The total distance (in hexes) a given unit may be moved in a single Movement Phase varies according to the terrain in the hexes the unit enters in tracing its path of movement through the hexgrid. See the Terrain Effects Chart (7.4) for a summary of how terrain affects movement.

[5.14] A combat unit may be moved freely into a hex containing only a leader (enemy or friendly) at no additional movement point cost (see 6.15).

[5.15] A friendly unit may never be moved into or through a hex containing another combat unit (enemy or friendly) during the Movement Phase.

[5.2] Facing

To represent the ability of both large cohesive formations and masses of feudal levies to maneuver, we have used double-sized counters.

Facing represents the orientation of a double-sized counter unit within the hexes it occupies. The direction in which a unit is faced indicates the unit's general direction of march for movement purposes. All double-sized units on the map must be oriented in an unambiguous direction. Each double-counter unit must be oriented so the front (the top of the counter when placed right side up) faces toward three front hexes. If the positioning of a player's double counter is ambiguous, his opponent may decide its exact position. Single counter units have no facing for any game purpose.

[5.21] During the Movement Phase, a double-sized counter unit may reverse direction (turn about face) within the two hexes it occupies at a cost of two movement points.

[5.22] A double-counter unit may pivot its facing by having half the unit enter the hex directly in front of the center of the double-counter unit (never the rear-center hex). To do so, the entire unit must pay the cost for the terrain the half -unit enters.

[5.23] At all times during play, a double-counter unit must clearly occupy two adjacent hexes.

[5.24] A double-counter unit may be moved sideways into an adjacent flank hex. To do so, the entire unit must pay one movement point in addition to the cost of the terrain of the hex the unit enters.

[5.25] Since single-counter combat units and leaders have no facing, they may be moved into any of the six hexes that surround the hex the combat unit or leader occupies.

[5.3] Cavalry Charges

[5.31] To have a plate or mail cavalry unit perform a charge, a player must move the unit during his Movement Phase through at least three clear terrain hexes in a straight line and end its movement adjacent to an enemy unit that is the object of the charge (see illustration). If a charge is executed, a Charge marker, with the arrow of the marker pointing at the target unit, is placed on the charging unit. In the subsequent Melee Phase, the phasing player may perform a melee attack against the target unit using the die-roll modifier listed for charges on the Melee Combat Results Table (9.4). A Charge marker is removed from play immediately after the melee attack is executed.

[5.32] When a charging unit is the object of a fire combat attack, one is added to the number rolled on the dice when consulting the Fire Combat Results Table.

[5.33] Leather armored and non-armored cavalry may never charge.

[5.4] Changing Mode

Some combat units are backprinted with a different status or mode (weapon type, etc.); those modes operate differently in each game and their use is explained in the Exclusive Rules for each game. Not all combat units have the capability of changing mode.

[6.0] Stacking

The placement of more than one counter in a hex is called stacking. In the *Crecy & Navarette*, no more than one combat unit may be in a hex at any given time. One or more leader units may be stacked with a friendly combat unit.

[6.1] Stacking Restrictions

[6.11] A combat unit may not be moved through or into a hex containing another combat unit at any time during any phase.

[6.12] Leaders are not considered combat units and may be stacked freely with friendly combat units and

other leaders. Note that a leader counter stacked with a double-counter unit must always be placed clearly in one of the two hexes occupied by that double-counter unit.

[6.13] Any number of informational markers may be freely stacked in hexes occupied by combat units and leaders.

[6.14] Friendly leaders may never be moved into a hex containing an enemy combat unit or leader.

[6.15] A combat unit may be moved into a hex containing only an enemy leader. When a combat unit is moved through or into a hex with an enemy leader, the enemy leader is immediately captured and removed from play.

[6.2] How Stacking Affects Movement & Combat

[6.21] There is never any additional movement point cost to stack combat units with leaders and informational markers within a given hex.

[6.22] Only a combat unit under attack in a specific hex is affected by melee and fire combat. Leaders stacked with a combat unit that suffers an adverse combat result (i.e., an increase in that unit's rout level) are disobeyed (see 12.3). If a combat unit stacked with a leader is eliminated, the leader is disobeyed and remains in the hex.

[7.0] TERRAIN EFFECTS ON MOVEMENT & COMBAT

The terrain features printed on the map represent the physical characteristics of each battlefield. Those terrain features have various effects on the movement and combat capabilities of combat units and leaders.

[7.1] Terrain Features

[7.11] All of the terrain features depicted on the map are identified on the Terrain Key (see map).

[7.12] To clarify the ground contour, terrain is divided into distinct levels of elevation, each distinguished by a different shade of color. The edges that divide different levels of elevation are called contours. Each contour indicates a three yard difference in ground elevation. Note: a hex is considered to consist entirely of the highest elevation represented in that hex.

[7.2] How Terrain Affects Movement

[7.21] There is a cost of one movement point to move a unit into a clear terrain hex.

[7.22] One additional movement point must be expended to cross a contour hexside if, and only if, the unit is moving from a lower level of elevation to a higher level. If, for example, an entire (or one-half) of a double-counter unit was moved across a contour hexside from a lower to a higher elevation level, one additional movement point from that double-counter's movement point allowance would have to be expended. There is no additional movement point cost to move a unit (or half of a double-counter unit) across a contour level to a lower level or along a contour line.

[7.23] Roads have no effect on movement.

[7.24] Cavalry units may not charge through a contour hexside from a higher to a lower elevation. Once a cavalry unit begins to charge, it may be moved across a contour hexside into a higher elevation, but it may not be moved into a lower elevation (see 5.3, Cavalry Charge).

[7.25] Certain terrain features are indicated to be prohibited for movement on the Terrain Effects Chart. No unit may ever move into or through hexes containing prohibited terrain. Moreover, prohibited terrain blocks rout movement (see 11.2).

[7.3] Moving Units Off the Map

Units may never voluntarily leave the map. Units that leave the map as a result of rout movement are considered eliminated for victory point purposes. Units that leave the map may never return to play.

[7.4] Terrain Effects Chart

(see charts and tables)

[8.0] FIRE COMBAT

Fire combat takes place during the Fire Combat Phase of each player turn. Only units in Fire Combat mode may fire (see 3.31). In general, a fire unit may fire-attack any unit within range to which an unblocked line of sight may be traced. Fire combat is always voluntary and all results are applied simultaneously, after all fire combat has been resolved. Each unrouted unit in Fire Combat mode may make one attack per Fire Combat Phase; however, an enemy unit may be attacked by each friendly unit in Fire Combat mode capable of attacking it.

The owning player announces at which enemy unit his unit is firing and consults the Fire Combat Results Table (8.3). The player cross-references the target unit's armor type with the firing unit's weapon type and range. That will yield the basic chance of affecting the target unit. Two dice are rolled, and if the number rolled is within the range indicated on the Fire Combat Results Table, the target unit must check morale on the Morale Table (10.2).

Note: Fire combat results are not applied until all fire combat has been resolved. Players will have to remember which units must check morale. In practice, the players will find it convenient to alternate their fire combat attacks (and if successful the target unit checks morale). If a target unit suffers an adverse result during a preceding fire combat attack during that Fire Combat Phase, and that unit is also a fire unit which was eligible to fire, that unit may fire since fire combat is considered to be simultaneous.

[8.1] Line of Sight & Other Restrictions on Fire Combat

In order for a unit to be able to fire, the firing player must trace a line of sight from the firing unit to the unit at which the fire is directed. Terrain and combat units may prevent fire combat by blocking the line of sight between a firing unit and its target.

[8.11] A fire unit may never fire at a target unit it is unable to observe. To observe a target, a unit must be able to trace a line of sight free of blocking units and terrain. The line of sight is traced from the central point of the hex occupied by the firing unit to the central point of the hex occupied by the target unit. For double-counter units, the line of sight may be judged from the central point of either of the two hexes the unit occupies. If the line of sight passes through any part of a hex occupied by a combat unit or by blocking terrain (see 8.16), the line of sight is considered blocked and the attack impossible.

[8.12] If a line of sight passes along a hexside between two hexes, only one of which contains blocking units or terrain, the line of sight is not blocked.

[8.13] A line of sight is always blocked by combat units, villages and groves, regardless of the elevations of the target and firing unit. Leader units alone do not block line of sight.

Unit A has a clear line of sight to units B, D, and G, and thus may fire attack any one of them. The line of sight to Unit C, however, is blocked by Unit B. The lines of sight to both Unit E and Unit F are blocked by the village. Consequently, Unit A may not fire attack Units C, E, and F.

[8.14] If the firing and target unit occupy hexes at the same level of elevation, and the line of sight traverses any hex on a higher elevation than either of the two units, the line of sight is blocked.

[8.15] If the two units occupy hexes on different levels of elevation, the line of sight is blocked if it traverses any hex which is on a higher elevation level than both of the units.

Unit A has a clear line of sight to both Unit B and Unit C, and may therefore attack either one. The line of sight from Unit A to Unit D is blocked, however, by the intervening high ground. Consequently, Unit A may not fire attack Unit D in this position.

[8.16] A line of sight may never be traced through a grove hex. Similarly, a line of sight may never be traced through a village hex or into a village hex. However, a unit located in a village hex may fire from that hex. All other terrain types have no effect on lines of sight.

[8.17] Facing has no effect on fire combat.

[8.18] A fire unit can fire at only one unit per phase. A unit may be attacked by more than one unit in a single phase, in which case each attack is resolved separately.

[8.2] Fire Combat Results

If a target unit suffers a fire combat result, that unit must check for morale (using the Morale Effects Table, 10.2) at the end of the Fire Combat Phase (see Section 10.0).

[8.21] A unit must check morale on the Morale Effects Table for each result it has suffered.

[8.22] If a unit suffers a rout result, any subsequent check on the Morale Effects Table, even in that same phase, uses the die-roll modifier for the new rout level.

[8.3] Fire Combat Results Table

(see charts and tables)

[9.0] MELEE COMBAT

Melee combat may occur only between opposing combat units that occupy adjacent hexes during a Melee Phase. A unit may never attack more than one enemy combat unit during a Melee Phase; however, a unit may be attacked by each unrouted enemy unit in Melee Combat mode that is adjacent to it. Melee combats may be initiated in any sequence the owning player desires. Melee combat is always voluntary and all the results are applied immediately, unlike fire combat.

First the owning player announces which unit is to execute a melee attack. The Melee Combat Results Table (9.4) is then consulted. The player cross-references the target unit's type with the attacking unit's type. This will yield the basic chance of affecting the defending unit. Two dice are rolled, and if the number rolled is within the range indicated on the Melee Combat Results Table, the defending unit must check morale on the Morale Effects Table (10.2). Note: Melee combat results are applied immediately; melee combat is not considered to be simultaneous.

[9.1] Restrictions on Melee Combat

[9.11] A melee unit may melee only once per phase. A unit may be melee attacked by more than one unit in a single phase, in which case each melee is resolved separately. If the unit suffers a rout result from an attack, any subsequent check on the Morale Effects Table during that phase uses the die-roll modifier for the new rout level.

[9.12] A double-counter unit may not melee with an enemy unit in one of its rear three hexes. If the enemy unit is in the front center hex (the hex into which the double-counter could normally pivot), that double-counter unit attacks normally on the Melee Combat Results Table. If the enemy unit is in the front left, front right, or a flank hex, that double-counter unit melee attacks with a + 2 on the die-roll (indicated on the Melee Combat Results Table).

[9.2] Melee Combat Results

If a defending unit suffers a melee combat result, that unit's morale must immediately be checked using the Morale Effects Table, 10.2.

[9.3] Lances

Some cavalry units may be equipped with lances. Those units are indicated in the Exclusive Rules for each game. During the set up for play, Lance markers are placed on top of those cavalry units.

[9.31] Lance markers affect the resolution of melee attacks conducted by charging cavalry units in the following manner: when a cavalry unit with a Lance marker charges an enemy unit, two is subtracted from the die-roll on the Melee Combat Results Table. Note that is in addition to the modification for making a charge. If the attack results in the defender consulting the Morale Effects Table, two is subtracted from the defender's morale die-roll.

[9.32] A Lance marker may be used only once; as soon as a lance is used in an attack, it is removed from

play. If a unit has a lance and charges and melee attacks an enemy unit, its lance must be used. If a unit charges and does not melee attack the enemy unit (it might be routed during fire combat), or if the unit melee attacks without charging, the lance is not used.

[9.4] Melee Combat Results Table

(see charts and tables)

[10.0] UNIT MORALE

If a unit suffers a result due to fire combat or melee combat, that unit must check for morale using the Morale Effects Table.

When checking for morale on the Morale Effects Table, find the column corresponding to the morale rating of the affected unit. Roll one die adding or subtracting any applicable modifiers as listed on the Morale Effects Chart, and cross-reference the modified die-roll result with the Morale Rating column.

[10.1] Morale Effects Table

All results on the Morale Effects Table are expressed in terms of rout levels. A Rout Level marker is placed on the affected unit to note its Rout Level. Routed units may not engage in fire combat, melee combat, or normal movement. Routed units are moved during subsequent Rout Movement Phases according to the rules for rout movement (see 11.0). Rout Levels are cumulative; that is, if a unit with a Rout Level of 1 has an additional rout result of Rout-2, the Rout-1 marker would be replaced with a Rout-3 level marker. If a unit is routed above a Rout Level of 4, it is eliminated and immediately removed from play.

[10.2] Morale Effects Table

(see charts and tables)

[10.3] Morale Die-roll Modifications

Under certain circumstances, modifications are made to the die-roll results for the Morale Effects Table. In addition to the standard die-roll modifiers described in the following rules, there are modifiers exclusive to each game. All such modifiers are listed with the Morale Effects Table. All die-roll modifications are cumulative.

[10.31] The current Rout Level of a unit whose morale is being checked is subtracted from the die-roll on the Morale Effects Table. For example, if a unit with a Rout Level of 2 were attacked and forced to check morale, two would be subtracted from the die-roll.

[10.32] When fatigue is in effect (Game Turns 9 and 10), two is subtracted from all die-rolls on the Morale Effects Table.

[10.33] If a double-counter unit is attacked through fire or melee combat, and there is an enemy unit occupying the rear center hex of that double-counter unit, one is subtracted from the die-roll on the Morale Effects Table. The enemy unit in the rear center hex need not be the unit attacking the double-counter unit in order for this modification to be in effect.

[11.0] ROUT MOVEMENT

During the Rout Movement Phase, both players in turn must move all units with Rout markers on them. The phasing player moves all his routed units first. When the phasing player has finished his rout movement, the non-phasing player moves all his routed units. Each player's routed units must move toward the designated mapedge by moving in either of the two directions described in 15.0 of the relevant Exclusive Rules. Routed units move a number of hexes dictated by their Rout Levels and movement point allowances, regardless of movement point costs for terrain. Rout movement is blocked by prohibited terrain and combat units. If a unit's rout movement is blocked, the unit may not be able to move at all or may be forced to deviate from its designated rout directions.

[11.1] Movement of Routed Units

[11.11] Routed units with a movement point allowance of six or less must be moved one hex (regardless of terrain) toward the owning player's map edge for each Rout Level.

[11.12] Routed units with a movement point allowance greater than six must be moved two hexes (regardless of terrain) toward the owning player's map edge for each Rout Level.

[11.13] Leaders stacked with routed units may be moved with those units during rout movement. Such movement in no way affects a leader's movement during the Movement Phase.

[11.14] A routed unit must be moved each Rout Movement Phase, until it is either rallied or eliminated. Moreover, a routed unit must always be moved the full number of hexes dictated by the rules for rout movement or suffer the appropriate rout level increase (see 11.22).

[11.2] Blocked Rout Movement

[11.21] A unit's rout movement may be blocked by prohibited terrain and other combat units. If a unit is prevented from fulfilling its rout movement, or if the unit must deviate from its designated directions of rout movement, that unit's Rout Level is increased.

[11.22] If a routed unit with a movement allowance of six or less cannot fulfill its rout movement or must deviate from its designated directions of rout movement, that unit's Rout Level is increased by one for each hex either not moved, or moved in deviation from those designated directions.

[11.23] If a routed unit's movement allowance is greater than six, its Rout Level is increased by one if it cannot be retreated the full two hexes for each Rout Level. It does not matter whether the unit is not able to retreat at all or is only able to retreat one hex—the unit's Rout Level is increased by one in either case.

[11.24] During rout movement, a double-counter unit must be moved so both halves of the counter are moved into hexes that are both closer to the designated map edge. Note: That movement may be into a flank hex. A double-counter unit may be pivoted; however, its Rout Level would be increased by one (and one point of rout movement would be satisfied).

[11.25] Facing has no effect on rout movement; i.e., a double-counter may be moved backward or lengthwise during rout movement.

[11.26] A routed unit must always be moved in the way that causes the least increase to its Rout Level. If there is more than one way to fulfill all the rout movement requirements, the owning player may choose the path of the unit's rout movement. That is, if a routed unit can be moved in such a way as to satisfy any or all of its rout movement requirement, it must be so moved. If there is no way for a routed unit to be moved without increasing its rout level, the unit may remain stationary, or it may be moved.

[12.0] LEADERS

[12.1] Movement of Leaders

Leaders are treated as combat units for all purposes of movement; however, leaders may be moved through and stacked on top of friendly combat units (see 6.12).

[12.2] Effect of Leaders on Routed Units

If a leader who is not disobeyed is stacked with a routed unit at the beginning of the Rout Removal Phase, the Rout marker on that unit is removed, and the unit is not considered routed for any purpose, regardless of the unit's Rout Level.

[12.3] Disobedience of Leaders & its Effects

If a leader is stacked with a combat unit that suffers an increase in its Rout Level due to combat, that leader is considered disobeyed, and a Disobeyed marker is placed on the leader counter to note that status. A disobeyed leader may not remove the Rout marker from a unit with which it is stacked. During each simultaneous Rout Removal Phase, all Disobeyed markers are removed from the map.

[13.0] FATIGUE

During Game Turns 9 and 10 of each game, the effects of fatigue on movement and morale come into effect. All leaders and combat units are considered to be fatigued during those game turns.

[13.1] Effects of Fatigue on Movement

The movement point allowance of each fatigued unit and leader is halved unless the unit or leader is moved toward its friendly mapedge, as defined in Section 15.0 of the Exclusive Rules. If a fatigued unit or leader is moved parallel to or away from its friendly mapedge at any point in its movement, its movement point allowance is automatically halved for that Movement Phase. Thus, a fatigued unit or leader may not be moved away from its friendly map edge if such movement would cause it to expend more than half its movement point allowance. If a unit or leader is moved toward its friendly mapedge, its movement point allowance is normal. Fatigue has no effect upon rout movement.

[13.2] Effects of Fatigue on Morale

If the morale of a fatigued unit must be checked, two is subtracted from the die-roll on the Morale Effects Table (10.2).

The Black Prince

The Battle of Navarette, 1367

Exclusive Rules

[14.0] Introduction

[15.0] Changes & Additions to the Standard Rules

[15.1] Set-Up for play

[15.2] Friendly Map Edges for Routed Units

[16.0] Unit Modes

[16.1] Plate Armored Units

[16.2] English Longbowmen

[16.3] Crossbowman Units

[16.4] *Bidets* and *Genitours*

[17.0] Leaders & Nationalities

[17.1] Du Gueselin

[17.2] Pedro the Cruel

[17.3] Nationalities

[18.0] The Najarilla River

[19.0] Victory Conditions

[19.1] Victory point Values of English Units & Leaders

[19.2] Victory Point Values of Castilian & French Units and Leaders

[14.0] INTRODUCTION

Black Prince: The Battle of Navarette is a simulation of the conflict between English and Castilian forces and their French allies near the Spanish village of Najera on 3 April 1347, during the Hundred Years War. The battle marked the culmination of the Black Prince's campaign to overthrow the usurper Henry the

Bastard and regain the throne of Castille for the rightful king, Pedro the Cruel.

The scale is 50 yards per hex, 500 men per single counter, 1,500 per double counter and 20 minutes per game turn.

[15.0] CHANGES & ADDITIONS TO THE STANDARD RULES

[15.1] Set-up for Play

After the players decide who will play the English and who will play the Castillians, they place their units on the deployment hexes printed on the map. If a unit has more than one mode (that is, if the unit is printed on both sides), the owning player may set up that unit with either side facing up. Lance markers are placed on all plate armored cavalry units only. The Castillian player moves first.

[15.2] Friendly Mapedges for Routed Units

[15.21] English Units

When an English unit engages in rout movement, it must be moved toward the north-northeast mapedge (01xx hexrow) if possible, or suffer the penalties outlined in cases 11.22 and 11.23. Thus, routed English units should be moved into hexes that are either north or northeast of the units' current position during the Rout Movement Phase.

[15.22] Castillian Units

When a Castilian unit engages in rout movement, it must be moved toward the south-southwest mapedge (39xx hexrow) if possible, or suffer the penalties outlined in 11.22 and 11.23. Thus, routed Castilian units should be moved into hexes that are either south or southwest of the units' current position during the Rout Movement Phase.

[16.0] UNIT MODES

[16.1] Plate Armored Units

All plate armored units have two modes, infantry and cavalry, represented by the two sides of their counters. At the beginning of play each player secretly notes on a piece of paper in which mode each of his plate units will start the game. The choices are then revealed and play begins. Plate armored units may never change mode once play begins. Plate armored units that begin the game in infantry mode do not receive Lance markers.

[16.2] English Longbowmen

All English longbowmen have two modes, fire and melee, represented by the two sides of their counters.

[16.21] The English player may freely change the mode of his longbow units during the Friendly Movement Phase only. Longbow units in Fire mode may not initiate melee, and suffer an adverse die-roll modification when attacked in melee by enemy units. Longbow units in Melee mode may not fire.

[16.22] English Longbow units depend on English player armored units to be able to fire. Any English longbow unit that is not within two hexes of an English plate armor unit with a designation identical to that of the longbow unit may not fire, regardless of mode.

[16.3] Crossbow units

All crossbow units have two modes, fire and melee, represented by the two sides of their counters. The owning player may change the mode of his crossbow units during the Friendly Movement Phase by expending that unit's entire movement point allowance for that phase. Crossbow units in Fire mode may not initiate melee. Crossbow units in Melee mode may not fire. English crossbow units which are not within two hexes of the Captal plate armor unit may not fire.

[16.4] Bidets & Genitours

Castillian *bidet* and *genitour* units were light units used as skirmishers. Therefore, *genitour* and *bidet*

units are both fire and melee units—such units may execute a fire attack *and* initiate melee during the same player turn.

[17.0] LEADERS & NATIONALITIES

[17.1] Du Guesclin

If the Castilian player is required to roll on the Morale Effects Table for a French unit stacked with the Leader Du Guesclin, *one* is added to the result.

[17.2] Pedro the Cruel

The Pedro the Cruel leader counter may not rally any English units except the unit designated “Pedro.”

[17.3] Nationalities

All French units are considered to be Castilian for all game purposes except that of the Case 17.1

[18.0] THE NAJARILLA RIVER

A unit may not be moved into a non-bridge Najarilla River hex except during rout movement. Units entering Najarilla River hexes are considered drowned and are immediately removed from play. They do count as eliminated for victory point purposes. Hex 3610, containing the bridge over the Najarilla River, is considered to be clear terrain for all game purposes. Castilian units with “A” morale may not enter hex 3610 except during rout movement. English units may never enter hex 3610.

[19.0] VICTORY CONDITIONS

Victory is determined by totaling the victory point value of all enemy units and leaders eliminated or captured by the end of Game Turn 10. If the total of victory points accrued by the English player minus the total of victory points accrued by the Castilian player exceeds 20, the English player is the winner. Otherwise, the Castilian player is the winner.

[19.1] Victory Point Values of English Units & Leaders

The Castilian player receives victory points according to the following schedule for eliminated English units or captured English leaders (Unit or leader eliminated or captured: Victory Point award).

“A” morale unit:	25
Any other combat unit:	10
Prince Edward:	100
Pedro the Cruel:	100
Any other leader:	10

[19.2] Victory Point Values of French and Castilian Units & Leaders

The English player receives victory points according to the following schedule for eliminated French or Castilian units or French or Castilian leaders eliminated or captured (unit or leader eliminated or capture: Victory Point award).

French “A” morale unit:	25
Any other “A” morale unit:	10
“B” morale unit:	5
“C” morale unit:	3
“D” morale unit:	2
“E” morale unit:	1
Henry the Bastard:	100
Du Guesclin:	20
Any other leader:	1

Castillian units that are routed on or south of a road hex at the end of Game Turn 10 are considered eliminated for victory point purposes.

A Sky Full of Arrows

The Battle of Crécy, 1346

Historical Introduction

The main reasons the battle of Crécy turned out the way it did can be summarized in three categories:

French ideas of chivalry

The French knights (men at arms) in Philip's army were the elite of the country, and felt themselves the epitome of chivalry. This led them to treat mere foot soldiers of both sides with contempt. Thus, when charging, only English knights were worthy of their attention (and of being ransomed). Also, when their own archers faltered before the hail of English arrows, they saw them as cowards and traitors not worthy of being on the field.

Edward's Good Generalship

Edward made the most of his army and his position.

- He had his troops "fortify" the position by digging potholes and ditches in front of their lines and perhaps laying caltrops to slow the enemy horses.
- He issued instructions that his soldiers were not to pursue the French out of those positions.
- He dismounted his knights to show the other foot soldiers that they wouldn't be running away.
- He optimized the deployment formation of his archers.
- He deployed on the top of a hill so that the French horse would tire charging uphill and so as to enhance the range of the English bows and reduce the range of the French bows.

Philip's Poor Generalship

On the other hand, Philip's hold on his army was lax, leading the battle to begin before his army was ready, and letting his knights get out of hand.

- An intense summer storm drenched the battlefield immediately prior to the opening of the attack, making the ground heavy and poor for mounted unit, slowing all charges.
- The wet ground also made it difficult to load the crossbows. (Some historians say the crossbow strings were wet, but that appears to be an after-the-fact justification.)
- The Genoese shields were in the army's baggage, which had not yet come up.
- All the French units deployed immediately from march, some of whom had been on the march for seven or eight hours.
- Philip was unable to curb his knight's impetuosity, with the result that they attacked piecemeal and ran down their own archers.

[C14.0] INTRODUCTION

The scale is approximately 80 yards per hex, 400-500 men per single counter, 1,200 per double counter, and 40 minutes per game turn.

[C15.0] CHANGES & ADDITIONS TO THE STANDARD RULES

[C15.1] Set-up for Play

After the players decide who will play the English and who will play the French, they place their units on the deployment hexes printed on the map. (Exception: If playing with an alternative English deployment, see case C18.4.) Check the scenario being played for any other deployment restrictions. Lance markers are placed on all plate armored cavalry units only. The French player moves first in both scenarios.

[C15.2] Friendly Mapedges for Routed Units

[C15.21] English Units

When an English unit engages in rout movement, it must be moved toward the north-northwest map edge (01xx hexrow) if possible, or suffer the penalties outlined in Cases 11.22 and 11.23. Thus, a routed English unit should be moved into hexes that are either north or northeast of the unit's current position during the Rout Movement Phase.

[C15.22] French Units

When a French unit engages in rout movement, it must be moved toward the south-southeast map edge (28xx hexrow) if possible, or suffer the penalties outlined in 11.22 and 11.23. Thus, a routed French unit should be moved into hexes that are either south or southeast of the unit's current position during the Rout Movement Phase.

[15.3] Terrain Effects

[C15.31] Village and Woods Hexes

In addition to the effects of 8.16, no unit may charge into or through a village or woods hex.

[C15.32] Obstacle Hexsides

Any unit that melee attacks across an obstacle hexside suffers an adverse die-roll modifier, which differs depending on whether the unit is cavalry or infantry. Cavalry units may not charge across an obstacle hexside.

[C15.4] Markers

There are no limits on markers. Should you need more than are provided (especially Rout markers) you may use numbered markers from another game.

[C16.0] UNITS & UNIT MODES

[C16.1] Plate Armored Units

[C16.11] All plate armored units have two modes, infantry and cavalry, represented by the two sides of their counters. Plate armored units that begin the game in infantry mode do not receive Lance markers.

[C16.12] The mode that plate armored units begin the game in varies by scenario. See the scenario special rules in C18.0 and C19.0.

[C16.2] Bowmen Units

All English longbowmen and Genoese crossbowmen have two modes, fire and melee, represented by the two sides of their counters.

[C16.21] The owning player may freely change the mode of his bow units during the Friendly Movement Phase only. Bow units in Melee mode may not fire. Bow units in Fire mode may not initiate melee. English longbow units suffer an adverse die-roll modifier when attacked in melee by enemy units. English longbow units not within two hexes of an English plate armor unit may not fire. Exception: see C18.13.

[C16.22] If a bow unit fires from a hex at a higher elevation than the hex its target is in, consider the target to be one hex closer for range determination. Thus, a longbow unit may fire at four hexes using the three range column.

[C16.23] Conversely, if a bow unit fires from a hex at a lower elevation than the hex its target is in, consider the target to be one hex farther for range determination. Thus, a crossbow unit must be within two hexes of a target at a higher elevation in order to fire on it.

[C16.3] Wagon Park Hexes

[C16.31] Hexes 0316, 0416, 0417, and 0518 constitute the English baggage park. Section C15.31 applies when an English unit is defending in one of these hexes. In addition, add two to any fire or melee die rolls against English units in these hexes.

[C16.32] Wagon Park hexes provide no benefits to French or Genoese units. If a French or Genoese unit occupies a Wagon Park hex at any time, that hex is considered destroyed, and it no longer provides benefits to the English player. The French player receives victory points for occupying Wagon Park hexes (see C20.11).

[C16.4] Cannons

Historians are split on whether Edward had cannon at the battle. If he did, it marked the first battlefield deployment of guns in Western Europe. Their effects would have been minimal, mostly serving to scare the French.

[C16.41] The English player gets three cannon units. As an exception to 6.0, a cannon unit may stack with one English plate infantry or Welsh pike unit.

[C16.42] A cannon unit may not move and is considered a mail infantry unit for fire combat. A cannon unit alone in a hex is automatically eliminated if a French unit enters its hex, if a French unit initiates melee against it, or it suffers any rout result. A French unit may enter a hex containing only a cannon unit with no penalty and in any mode.

[C16.43] If a cannon unit is stacked with another English unit, that unit incurs all fire and melee results. If the other unit routs from the hex, the cannon unit remains. The other unit may conduct melee combat normally.

[C16.44] A cannon unit may fire only when it is on its non-Fired side. After the fire is resolved, flip it to its fired side. During the Game Turn Indication Phase at the end of each turn, flip all cannon units to their non-fired sides. Thus, a cannon unit may fire only once in a turn.

[C16.45] Option: At the mutual agreement of both players, remove the cannon units before play.

[C17.0] LEADERS & NATIONALITIES

[C17.1] French “Chivalry”

[C17.11] Starting with turn 2, every French plate cavalry unit must use its whole movement allowance to move closer by the most direct route to the closest English plate armor unit. Once adjacent to the closest English plate armor unit, all French plate cavalry units must melee that English unit.

[C17.12] If the movement mandated by C17.11 requires the French unit to enter or move through a hex containing a Genoese archer unit, remove the archer unit. Archer units eliminated in this way do provide victory points to the English.

[C17.13] If the movement mandated by C17.11 requires the French unit to enter or move through a hex containing a non-plate armor English unit, the French unit may move around the English unit or attack it at the French player's discretion. Once all English plate armor units are eliminated, the French cavalry are no longer required to attack and when they do attack may attack any English unit.

[C17.2] Genoese Units

[C17.21] Only the leader Otto Dorio may rally Genoese crossbow units. In addition, Dorio may not rally French units.

[C17.22] Except for the provisions of C17.21, all Genoese units are considered French for all game purposes.

[C17.3] Black Prince & King Edward

If either the Black Prince or King Edward is stacked with a combat unit, one is added to the die-roll on any morale checks for that unit.

[C17.4] English Leaders

Even though English units bear a wing designation, any English leader may rally any English unit.

[C18.0] HISTORICAL SCENARIO

[C18.1] Scenario Special Rules

[C18.11] Deploy the units on map as follows:

English (peach units):

Welsh: 1330, 1506, 1516, 1518

Artillery: Anywhere with Welsh or Plate Inf

Leaders: King Edward in Windmill (1223); Black Prince & Northampton with or adjacent to a unit of their wing.

Black Prince:

Bows: 1520, 1420, 1422, 1425, 1427, 1528

Plate: 1423, 1424

King Edward:

Bows: 1116, 1117, 1118, 1121, 1122, 1123

Plate: 1119, 1120

Northampton:

Bows: 1607, 1508, 1511, 1514, 1614

Plate: 1510, 1512

French & Genoese (purple units): 1910-1928, every other hex; 2115, 2117, 2119, 2121

Dorio: With or adjacent to any Genoese unit.

Knights: 2615-2616, 2617-2618, 2619-2620, 2621-2622

Philip & Alencon: With the above units, one leader per unit max.

[C18.12] Historically, the French plate armored units fought mounted and the English plate armored units fought dismounted. Therefore, in the historical scenario, all French plate armored units start the game (or enter as reinforcements) as cavalry and may not dismount during the scenario. Conversely, all English plate armored units start the game as infantry and may not mount during the scenario.

[C18.13] Genoese crossbow units must remain in Fire mode throughout the scenario.

[C18.14] All French units and most English units have two morale ratings, one not in parentheses and one in parentheses. Use the non-parenthesized ratings for the historical scenario.

[C18.15] Where there are two modifiers listed on the charts, use the Historical column.

[C18.16] The obstacles around hexes 1607, 1614, and 1528 differ between deployments. For the historical deployment, use the following:

Hex	Sides with Obstacles	Sides without Obstacles
1607	1606, 1707, 1708, 1608	1507, 1508
1614	1613, 1714, 1715, 1615	1514, 1515
1528	1527, 1627, 1628, 1529	1427, 1428

[C18.2] Reinforcements

Each turn from turn 1 to turn 5, the French player receives reinforcements. Those units enter the map at the start of the French Movement Phase from anywhere along the map edge between hexes 2814 and 2825 inclusive.

French Reinforcements:

GT1: 4 Knights & Lorraine

GT2: 6 Mercenaries

GT3: 7 Levies

GT4: 7 Levies

GT5: 7 Levies

[C18.3] Game Length, Fatigue & Night

The battle began in earnest about 5 PM and continued well after dark.

The game lasts a total of 10 turns, with Fatigue in effect on turns 9 and 10 (see 13.0). Also, because of nightfall, the maximum sighting distance on turn 7 is 2 hexes, and on turns 8, 9, and 10 is 1 hex.

[C18.4] English Deployment Options

There is debate about how the English deployed. Froissart, the earliest writer to chronicle the battle, mentions that the English deployed in a “herce” formation, or in the shape of the plow used to make furrows. However, scholars are unsure whether that meant a staggered deployment of archers within their formation (and thus below the level of this game), or whether it meant the archers formed a point on the flanks of the other foot units. Most authors tend to favor the latter interpretation; so that is the standard deployment for this game. However, here are two other deployments that have been suggested and that players may use by mutual consent.

[C18.41] For these deployments, reverse the obstacles listed in C18.16. Use the following:

Hex Sides with Obsta cles Sides witho ut Obsta cles		
1607 1507, 1508 1606, 1707, 1708, 1608		
1614 1514, 1515 1613, 1714, 1715, 1615		
1528 1427, 1428 1527, 1627, 1628, 1529		

[C18.42] Mixed Deployment

English:

Welsh: 1330, 1506, 1517, 1518

Artillery: Anywhere with Welsh or Plate Inf

Leaders: King Edward in Windmill (1223); Black Prince & Northampton with or adjacent to a unit of their wing.

Black Prince:

Bows: 1520, 1420, 1423, 1424, 1427, 1428

Plate: 1422, 1425

King Edward:

Bows: 1116, 1117, 1119, 1120, 1122, 1123

Plate: 1118, 1121

Northampton:

Bows: 1507, 1510, 1511, 1514, 1515

Plate: 1509, 1512

French:

Same as C18.11.

[C18.43] Archers on the Flanks

English:

Welsh: 1514, 1516, 1518, 1520

Artillery: Anywhere with Welsh or Plate Inf

Leaders: King Edward in Windmill; Black Prince & Northampton with or adjacent to a unit of their wing.

Black Prince:

Bows: 1425, 1426, 1427, 1428, 1329, 1330

Plate: 1421, 1423

King Edward:

Bows: 1116, 1117, 1118, 1121, 1122, 1123

Plate: 1119, 1120

Northampton:

Bows: 1404, 1506, 1507, 1508, 1509

Plate: 1510, 1512

French:

Same as C18.11.

[C19.0] French Discipline Scenario

If Philip could have convinced the French knights to wait until the next morning to attack, many of their self-induced problems would have evaporated along with the wet ground. However, there was a heavy fog the next morning that would have reduced the effectiveness of all the bows. Given Edward's past behavior, he would have likely withdrawn instead of remaining in place. This scenario supposes that Edward stayed and that the battle began just after dawn.

[C19.1] Scenario Special Rules

[C19.11] Both players may choose at the beginning of play whether to start their plate armor units in infantry or cavalry mode. For the English, all plate armored units must start the game in the same mode. Once a mode is selected, it may not be changed during play.

[C19.12] Use the parenthesized morale ratings for the French units in the scenario. If the English plate armor units start as cavalry, use the parenthesized morale ratings for the English units. If the English plate armor units start as infantry, use the non-parenthesized ratings.

[C19.13] Where there are two modifiers listed on the charts, use the French Discipline column.

[C19.14] Ignore any special rules in section C18.0. Also, with the mutual consent of both players, ignore the restrictions of C17.1.

Even had Philip managed to hold his knights back until morning, once unleashed they would still have gone for the English knights.

[C19.2] Deployment Areas

[C19.21] French

All French units start the game on the map. The French player may deploy all his units as he wishes, one per hex, in any hex south-southeast of hex row 20xx inclusive.

[C19.22] English

The English player deploys his forces historically using C18.11. Alternatively, the English player may select one of the setup options in C18.4.

[C19.3] Game Length, Fatigue & Mist

The game lasts a total of 10 turns, with fatigue in effect on turns 9 and 10 (see C13.0). Also, because of mist, the maximum sighting distance on turns 1 and 2 is two hexes, and on turns 3 and 4 is four hexes. Note also that there are modifiers to the Fire Combat rolls for turns 1 through 4.

[C20.0] VICTORY CONDITIONS

At the end of Game Turn 10, the players determine who has won the game. Victory is determined by victory points, which are awarded to players for the elimination of enemy units and the capture of enemy leaders.

[C20.1] Victory Point Schedule

Note that the number of points indicated below is awarded for the capture or elimination of each individual unit. Points awarded for a given unit are awarded according to the unit's type. There is no bonus for destroying double-counter units.

[C20.11] French Victory Points

King Edward:	20
Other English leader:	5
Plate Armor unit:	10
Mail Armor unit:	2
Cannon unit:	2
Each wagon hex occupied:	10

[C20.12] English Victory Points

King Philip:	20
Other French/Genoese leader:	5
Plate Armor unit:	10
Mail Armor unit:	5
Leather Armor unit:	2

[C20.13] A unit that exits the map due to rout movement is considered eliminated for purposes of victory

conditions.

[C20.2] Levels of Victory

The French player's victory point total is subtracted from the English player's victory point total to obtain the level of victory.

Note: The English achieved a decisive victory in the Historical Scenario—this makes a good solitaire or introductory scenario.

VP Level	Level of Victory
40 +	Decisive English Victory
20—39	Marginal English Victory
-19—19	Draw
-39—20	Marginal French Victory
≤ -40	Decisive French Victory

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