

GREAT MEDIEVAL BATTLES ALTERNATE SEQUENCE OF PLAY v.1.1

To play this variant you need a set of markers of 2 different colors. One of the marker of each color is marked “Fire Combat & Melee Phase”, the others are Movement markers (as an alternative, you may use cards from a common deck). Army should be divided in 3 or 4 sections. Left, Center, Right and Reserve. These sections may be redefined at the start of each turn. Each player receives the same number of Movement markers, one marker for each section and one Fire Combat & Melee Phase marker. All markers are placed into an opaque container.

GAME-TURN SEQUENCE OUTLINE:

(A) SIMULTANEOUS ROUT REMOVAL PHASE: Same as original rules.

(B) MOVEMENT AND FIRE COMBAT & MELEE PHASE: A marker is drawn from the opaque container. If it is a Movement marker, the player whose Movement marker is, activates a section of his choice.

If a “Fire Combat & Melee Phase” is drawn, the player to whom it applies must choose between:

- 1) Immediately conduct the Fire Combat & Melee Phase.
- 2) Return the “Fire Combat & Melee Phase” marker to the opaque container. When the marker is drawn for the second time it must be played, and not returned to the opaque container.

When all markers have been drawn the Movement and Fire Combat & Melee Phase concludes.

If the “Fire Combat & Melee Phase” is conducted, follow the Sub-Sequence below:

(B.1) SIMULTANEOUS FIRE COMBAT PHASE: Same as original rules.

(B.2) MELEE PHASE: The owner of the “Fire Combat & Melee Phase” marker resolves his Melee Phase as per the First Player Melee Phase of the original rules.

(B.3) OPPONENT MELEE PHASE: The opponent player resolves his Melee Phase as per the Second Player Melee Phase of the original rules.

(B.4) ROUT MOVEMENT PHASE: The opponent player moves his combat units which have Rout markers on them. Then, the owner of the “Fire Combat & Melee Phase” marker moves his units which have Rout markers on them.

R.1 No unit can move more than once per turn (exception: routed units).

R.2 A double counter unit which start a move adjacent to an enemy unit facing its rear cannot move out of the hex but can reverse direction.

R.3 A unit which start a move adjacent to an enemy unit may move away but cannot move adjacent to other enemy units in the same turn.

R.4 A unit which start a move adjacent to routed units or to the flank/rear of an enemy double counter unit may move away and may move adjacent to other enemy units.

(C) GAME-TURN INDICATION INTERPHASE: The Players record the passage of one Game-Turn. Replace all markers into the opaque container.