

PENDRAGON BATTLE BOARD

PRE-BATTLE

Eligible Units choose whether to attempt to Evade or Ambush

Unless enemy unshaded *FEEDING THE RAVENS*:

- Raiders in Home Terrain on 4-6
- Raiders in non-Home Rough on 5-6
- Raiders in Clear on 6
- Warbands/Foederati in Home Terrain on 5-6
- If *CYMBROGI*: Militia and Comitates in Hills on 5-6

Evade

Cannot Strike nor be Stricken
No longer considered to be "in the field"

- If shaded *COED CELYDDON*: Scotti Warbands if active in Hills
- Units benefitting from shaded *AMBROSIUS AURELIANUS* or unshaded *FEEDING THE RAVENS*
- Raiders with shaded *MISTBORN*

Step 0

Trap

Raiders and Militia x ½
if unshaded *WITH THE CROSS ON HIS SHOULDERS*: Cavalry, Comitates and Militia + ½ each

- Defenders only if Stronghold w/in Capacity

Withdrawal

- Cavalry (default)
- Warbands/Foederati in Home Terrain on 3-6
- Raiders in Home Terrain on 5-6
- If *CYMBROGI*: Militia and Comitates in Hills on 3-6

Step 1

Charge / Ambush

Raiders and Militia x ½
if unshaded *WITH THE CROSS ON HIS SHOULDERS*: Cavalry, Comitates and Militia + ½ each
if shaded *DUBGLAS RIVER*: Cavalry x ½ in Fens

- Warbands/Foederati (default)
- Comitates (default)
- Militia (default)

Step 2

Melee

Militia x ½ (unless unshaded *DUX BELLORUM*, or with Hillfort + unshaded *MONS BADONICUS*)
if unshaded *WITH THE CROSS ON HIS SHOULDERS*: Comitates and Militia + ½ each
if unshaded *DEVASTATION*: Warbands x ½ if not with Settlement of their Faction and Nation

- Raiders (default)

Step 3

Harass

Raiders x ½

Field Battle

[3.6.2, 3.6.3]

Cavalry into Fort or Town if unshaded *CAR LEGION*

If no defender left in the field may

Coup de Main

If with Surprise, on $d6 \leq 1 + \text{Stronghold's Capacity} - \text{Units Withdrawn inside it}$

OR may

- Intrinsic Garrison (Hillfort 1 unless shaded *CAMELOT*, Fort 1, Town 2, Eboracum 3, Londinium 4)
- Withdrawn Units

Step 1

Escalade

Settlements, Hillforts (unless unshaded *CAMELOT*) and Towns x ½
Assaulting Raiders x ½ for absorbing losses
If Cavalry assaulting, First Cavalry (only) can absorb double losses
if unshaded *WITH THE CROSS ON HIS SHOULDERS*: Cavalry, Comitates and Militia + ½ each
if shaded *FEEDING THE RAVENS*: Assaulting Units can absorb double losses

- Intrinsic Garrison (Hillfort 1 unless shaded *CAMELOT*, Fort 1, Town 2, Eboracum 3, Londinium 4)
- Withdrawn Units
- Surviving Attacking Units

Step 2

Storm

if unshaded *WITH THE CROSS ON HIS SHOULDERS*: Cavalry, Comitates and Militia + ½ each
if shaded *FEEDING THE RAVENS*: Assaulting Units can absorb double losses

Assault(s)

[3.6.4]

Siege(s)

[3.6.4]