

# KAP Book of Battle 1-page Player's Summary

## 1. PREPARE

- Is your knight...
- ...**Alone** (he is his own unit and Leader; +10 Unit Intensity, **Leading** (if he has Followers), or **Attached** (if following a unit commander)
- ... mounted or afoot (Knights unhorsed last melee round begin this round On Foot and *alone*.)
- ... armed with Lance, or other weapon
- ... **Guiding** (another horse), **Encumbered** (by another rider), **Burdened** (with unconscious person)
- ... subject to **Melancholy**, **Hate** or **Fear**.

## 2: GAMEMASTER CALCULATES INTENSITY

## 3: UNIT COMMANDER'S ROLL

Your leader rolls his Battle skill opposed to the Unit Intensity. He'll make a decision based on that result, and you will fight someone.

## 4: COMBAT

Gamemaster WILL DETERMINE THE ENEMY

Record the unit type, and its Basic Glory, **NOW**

$$\begin{aligned} & \text{Melee Skill} = \\ & \text{Weapon Skill} \\ & \pm \text{Immediate Conditions} \\ & \pm \text{State of Unit} \end{aligned}$$

### Immediate Conditions

Any one or more of these may apply:

- +5: Mounted versus Unmounted, Bonus for Lance Charge (+5), Maneuver Bonus (+5),
- -5: Guiding, Encumbered, Burdened, Melancholic
- +10: Inspired (possibly  $\times 2$ )

## State of Unit

- alone, +10 to Unit Intensity, No modifier to skills
- disordered, +5 to Unit Intensity, -10 to skills
- on a flank, -5 to Unit Intensity, +5 to skills

## THE FIGHT

Fight one melee phase. This represents the give and take of about an hour or so of battle.

### UNIT VICTORY RESULTS

**Triumph** = everyone wins or ties;

-2 Core Intensity

**Win** = half or more knights win or tie

**Loss** = half or more knights lose

**Crush** = everyone lost; +2 Core Intensity

## 5: SQUIRE ROLL

**FUMBLE:** He was separated from his knight and wounded in combat. He takes damage equal to the damage done by the unit fought that round. He is out of the story.

**FAILURE:** He was separated from his knight. He is in the Back of the Battle, and not available until the knight goes there too.

**SUCCESS:** He is unharmed and still with his knight. He can do one action:

- Get off his horse and give it to his knight, who can also mount up immediately.
- Give his horse to his lord, and climb up behind him. The rider is now Encumbered.
- Give the knight a new spear /lance or sword/preferred weapon (the squire carries one spare of each).
- Dismount and load his knight's body on the horse, so next round he can attempt to Run Away, Guiding the horse to safety. (He is Burdened, -5 to all rolls)
- Similar action, as deemed appropriate by the Gamemaster.

**CRITICAL:** He is unharmed, still with his knight, and he has an extra horse! He can do any of the actions in **Success**.

## Record all results from the Round