

# Appendix B: Battle

A knight's duty is to lead the way in the glorious and tragic mayhem of battle. When large numbers of warriors come together to fight, it is not just an event but an adventure for the Player-knights, a chance to participate in the havoc, fear, and heroics of mass combat. Regardless of the greater outcome of the battle, the focus here is on the chance and choices that determine whether their personal results are epic, tragic, or both. The battles that are a regular part of a knight's life may grant a large amount of Glory to the knights—or leave them dead upon the field.

This system simulates encounters between larger groups of antagonists, anything beyond what the simple application of the standard combat rules can handle. The size of the engagement ranges from a score of knights on the field all the way to tens of thousands of combatants. These rules also help resolve extended tournament melees.

Hours of hand-to-hand combat are abstracted into Battle Turns, and though the Player-knights are just a small part of the armies, each combatant has a chance to decisively impact the battle through extraordinary heroics.

## Running a Battle

Each battle, from the smallest tussle between a handful of knights to the largest clashes of armies, is built around the Encounter. The larger the battle, the more Encounters there are to fight. Think of these as vignettes contained within the larger battle environment, exciting highlights in between periods of amorphous chaos, nameless fear, and mind-numbing boredom.

Encounters are arranged by use of cards (or a list) drawn up by the Gamemaster. They are chosen by either the Players or the Gamemaster, depending on Intensity and Battle roll outcomes. The scenarios in this Starter Set dictate which Encounter and Opportunity cards are available for each battle.

Encounter cards represent different types of enemy fighters whom the Player-knights may encounter multiple times in a battle. Opportunity cards, on the other hand, come but rarely, emerging from critical successes or fumbles. Opportunities are a chance to make a major impact on the battle: By seizing an enemy standard or killing an enemy commander, for example. After having played an Opportunity, no one may choose it again during that particular day of battle.

The Players and the Gamemaster may choose a number of potential Encounters each Battle Turn, but they play through only one.



*Then King Arthur made ready his host in ten battles, and Nero was ready in the field afore the Castle Terrabil with a great host, and he had ten battles, with many more people than Arthur had. Then Nero had the vanguard with the most part of his people...*

—Malory, *Le Morte d'Arthur*,  
book II, chapter 10



## THE PLAYER-KNIGHTS' CONROI

The most basic level of battlefield organization, and the only one that has any direct impact on the Player-knights, is the conroi, or squadron, of about ten knights and their squires. They have, ideally, trained and fought together and endeavor to stay by each other's sides through thick and thin.

Every conroi has a leader. This is usually the knight with the highest noble rank. Player-knights may already have a conroi and a commander, or they may be assigned to one on the day of the battle.

If the conroi commander is a Gamemaster character, the Player with the highest-ranking knight or the highest Glory (or maybe the one who brought the pizza) should take on the role of that character for the purposes of making Battle rolls and deciding when to Retire to the Rear. They still fight their own knight's battle, but also help take a burden off the Gamemaster.

## Morale

The conroi is guided by a mutual Passion or shared set of Passions that motivates the knights to keep fighting, pushing them beyond normal human endurance in the name of their collective cause. This collective cause is the conroi's Morale value.

Morale drops quickly as the knights engage foes, reflecting their physical and mental exhaustion and disruption. Every Encounter has a Minimum Morale value, which the conroi must meet in order to engage, or else Retire to the Rear (see later in these rules for more details). Morale increases by defeating your foes, through recklessly throwing yourself into the fray as an example to your comrades, and by Retiring to the Rear, where knights can get aid, re-equip, and generally recuperate for a while before returning to the fray.

Use the following procedure to determine the conroi's Morale:

- \* The Passion must either be one held in common by all Player-knights in the conroi, or different Passions from the same court. These are most commonly Passions found in the Fidelitas court—Homage, Fealty, Loyalty, etc.—but may conceivably be shared Fervor or Adoratio Passions. Much as with individual Passions, the Players must justify their choices here with some circumstance of the battle, and the Gamemaster has the final say of approval.
- \* Once determined, find the *average* value of the individual Passions to determine the actual Morale value. If the Player-knights all select the same Passion to serve as the conroi's Morale, add +5 to the value.
- \* The conroi commander keeps track of this value, as it varies over the course of the battle. It can never go above its initial starting value, however.

## Fighting the Battle

Battles comprise a number of Battle Turns; usually the scenario or the battle size determines the exact number. This number represents the maximum number of Encounters that the Player-knights may fight. Each Encounter, in turn, represents the “critical moment” of that particular Battle Turn—when lives are most at risk, when victory and defeat hang in the balance.

### ENCOUNTERS & INTENSITY

At the start of a battle, the Gamemaster presents all the possible Encounters by simply reading the names of the cards and placing them on the table so the Players can see them.

The Gamemaster also announces the Battle's Intensity, a number that represents the approximate chances for the Player-knights' conroi to direct their own destiny on the battlefield—the higher the Intensity, the larger and bloodier the battle, and the greater the odds that the Player-knights must react to developments.

### BATTLE TURN PROCEDURE

**Setting the Encounter:** The Gamemaster sets the default Encounter for this Battle Turn.

**Intensity Roll:** The Gamemaster rolls unopposed against the battle's Intensity value. If the roll succeeds, the chosen Encounter is set. If the roll fails, the Player-knights have an opportunity to set a different Encounter. A fumble generates an Opportunity of the Gamemaster's choosing.

## Disobeying Orders

Disobeying the orders of your conroi leader (to withdraw, remain out of the battle, etc.) is a grave offense. Player-knights who refuse to obey should lose a point from each of Station and Homage at the very least; checks to Proud, Reckless, or Cowardly may be appropriate as well. Assuming the conroi leader survives, there may be additional penalties, such as generating a Suspicious (Player-knight) Directed Trait or even a Hate Passion!

Refusing orders also automatically renders the Player-knight Alone on the Field unless the knight is Retiring to the Rear. If several Player-knights desert the conroi, they are each counted as Alone on the Field—they do not get to form their own conroi.

Suitably heroic actions may ameliorate societal consequences, but the Player-knight still loses Station and Homage. Their duty is to obey, not to hare off on their own, regardless of their own conviction in the righteousness of their cause.

**The Battle Roll:** Players who wish to make this change roll Battle to choose a different Encounter or Opportunity. Players who are successful in the unopposed Battle roll each select an Encounter. Players who rolled a critical success may choose an Opportunity instead, if they wish.

**Select Encounter:** The conroi commander selects the Encounter if there is more than one to choose from. If there is an Opportunity, this must be played. If the conroi lacks the required Morale to engage in the selected Encounter or Opportunity, it Retires to the Rear instead.

**Reduce Morale:** Morale decreases by the amount indicated for the Encounter or Opportunity.

**Select Posture:** Player-knights choose Postures and invoke Passions (if they so desire).

**Fighting the Encounter:** Every Encounter is fought over a number of Combat Rounds. Player-knights fight the number of Combat Rounds their Posture dictates.

They also gain Glory for defeating foes.

**The Squire Skill Roll:** Player-knights may make a Squire Skill roll to replace lost weapons or horses, escort a prisoner from the field, or remove an unconscious Player-knight.

## SETTING THE ENCOUNTER

The Gamemaster starts each Battle Turn by announcing the name of the default Encounter and providing a bit of detail on the group while holding up the chosen card: “Nearby is a conroi of knights of Gorre. These guys are tough northerners, heavily armed and riding chargers.”

As noted in the scenarios, battles feature Events keyed to certain Turns. If the Player-knights are on the field (i.e., not retired or otherwise having left the field), the modifiers and special conditions of the Event apply to them this Turn and are stated at this time.

The conroi commander must now make a Battle Skill roll to check if a Mounted Charge action is possible, consulting *Table B.I: Mounted Charge Opportunity* to find out. (The exception to this rule comes during the first Battle Turn, as outlined below.)

If “Enemy knights charge you!” comes up, the Encounter must be some type of mounted knight. If there are no mounted knights in the enemy army, treat this result as a simple failed roll. Otherwise, the Player-knights must endure the might of a lance charge from the enemy and may not counter-charge or select a different Encounter.

**TABLE B.I: MOUNTED CHARGE OPPORTUNITY**

BATTLE ROLL RESULT	ENGAGED THE PREVIOUS ROUND	UNENGAGED THE PREVIOUS ROUND
Critical Success	May charge	May charge (+5 Charge bonus)
Success	May not charge	May charge
Failure	May not charge	May not charge
Fumble	Enemy knights charge you!	Enemy knights charge you!

### First Charge

Unless otherwise noted in the battle description, the first Battle Turn is always a mounted lance charge! Everyone must select Mounted Charge as their Action for the first Combat Round of the Encounter, and the Player-knights may only choose the Reckless or Valorous postures. No roll for Charge Opportunity is made, of course.

### THE INTENSITY & BATTLE ROLLS

After the default Encounter is set, the Gamemaster makes an unopposed roll against the battle’s Intensity value. If the result is a success, that Encounter is set. A critical success doubles the number of foes in the Encounter, while a fumble instead generates an Opportunity of the Gamemaster’s choice.

## Battle Card Descriptions

The Battle Cards included with this set are double-sided tarot sized cards that present either an Encounter or Opportunity. They include the following information.

**Name:** The type of Foe or Opportunity.

**Glory:** The amount of Glory the Player-knight gains for each foe defeated.

**Minimum Morale:** The conroi’s Morale must equal or exceed this number; otherwise Retire to the Rear.

**Morale Loss:** Fighting takes its toll; once an Encounter is set, roll the listed dice and reduce Morale by the amount rolled.

**Foe Description:** Who or what you are fighting.

**Special Rules:** How many foes there are per Player-knight, special weapon rules to remember, or any other notes that make the encounter different.

**Unit Stats:** The foe’s attributes, armor, weapons, and any particular Skills or Passions.

**Ransom:** Ransom only applies if the Player-knight is able to remove the opponent from the battlefield (see elsewhere in this Appendix).

**KV (Knight Value):** This number gives an idea of how much of a match a given opponent is against a single knight. One KV is equal to a single mounted knight and their squire. The conroi’s Morale increases by +1 for every 1 KV of opponents defeated in combat.

If the Intensity roll fails, each Player-knight may make a Battle Skill roll, representing their eye for the battle and tactical opportunities. A successful Battle roll allows the Player to guide the course of the battle by choosing a potential Encounter from those presented at the start of the battle in opposition to the one chosen by the Gamemaster. They are free to ask the Gamemaster to clarify an Encounter’s title. The Gamemaster should provide a description of the Encounter or Opportunity, but not give away any mechanical details, if possible. Instead, they may adjust their language accordingly—characterizing an Encounter with a high Morale cost as “grim-faced warriors ready to sell their lives dearly” or similar.

A critical success on the Battle roll allows the Player to choose an Opportunity instead.

## Battlefield Position

**Engaged or On the Field:** The knight or conroi are actively choosing Encounters and fighting in the Battle Turn.

**Retire to the Rear:** An action that moves the knight or conroi from On the Field to Out of the Battle.

**Out of the Battle:** The knight is behind the lines, getting First Aid and recovering their wind.

**Left the Field:** The knight or conroi is no longer part of the battle—it continues on without them.

Note that different successful Players can choose different Encounters, and if more than one Player obtains a critical success, they can choose different Opportunities (if available). In such a case, the conroi commander (if a Player-knight) chooses from those selected; otherwise, make the selection at random.

Once an Encounter or Opportunity is chosen, all Player-knights in the same conroi must engage with that Encounter or Opportunity. The other choices are ignored for this Turn.

These other Encounters and Opportunities are disregarded for now but are still available for later rounds. The Players may engage the same Encounter more than once, but may not choose the same Opportunity, once played.

There is always a minimum Morale value to engage an Encounter; if the conroi does not have enough points of its Morale remaining to activate the Encounter, they must instead disengage and retreat. This means that the conroi could not summon the energy or the fervor needed to engage this enemy and must retire to refresh themselves and build their passion back up before they take the field again.

### Reduce Morale

After making the Encounter or Opportunity choice, the Gamemaster rolls Morale loss as indicated for the Encounter and deducts the result from the conroi's current Morale value, representing the toll this Battle Turn takes on the knights simply from combat fatigue, flagging elan, and jangled nerves.

### SELECT POSTURE

After selecting an Encounter, Player-knights choose their Posture for the Battle Turn. Posture dictates the number of Combat Rounds they must fight this Turn (see below, under "**Combat!**"), and may even limit their choice of Combat Actions.

### Valorous

Fight the Encounter as normal for two Combat Rounds. Check Valorous.

### Reckless

Fight the Encounter as normal for three Combat Rounds. Check Reckless and immediately add +1D3 to your conroi's Morale. Unless you are part of a Mounted Charge, you must choose the Reckless Attack Action (see *Book II* under "**Combat Actions**" on p. 36) for at least the first Combat Round of the Encounter.

### Prudent

Fight the Encounter as normal for one Combat Round. Check Prudent and immediately reduce your conroi's Morale by -1D3. You must choose the Defend Action (see *Book II* under "**Combat Actions**" on p. 36).

### Cowardly

Do not engage in the Encounter. You must immediately Retire to the Rear; lose 1 point of Honor and cost your conroi -1D6 points of Morale if your Hit Points are over half your Total Hit Point value.

## FIGHTING THE ENCOUNTER

The core activity of any battle is, naturally, crossing blades with a variety of foes.

### Passions in Battle

Because Player-knights may only invoke Passions once per day, typically they may only use a Passion once during a battle (the exception being truly monumental multi-day affairs). The effect of the Passion, good or ill, lasts for a single Battle Turn. As always, the Gamemaster must approve Passion use.

### Combat!

Proceed through the Encounter like normal melee combat. Each Player-knight faces off against one or more opponents (depending on Posture and Encounter). If participating in a charge, all Player-knights in the conroi must choose Mounted Charge as their first Action, after which they may switch to other Actions or continue passes of Mounted Charges if fighting other mounted knights. Player-knights may not assist an ally without first executing a successful Evade action against their own opponent.

Fight regular Combat Rounds, applying any special conditions from the Encounter in play. All knights who are not Cowardly fight a minimum of one Combat Round. Those who chose Valorous as their Posture fight for two Rounds, while those who chose Reckless fight for three Rounds.

If your character defeats their opponent before the minimum number of Combat Rounds dictated by their Posture, they *must* fight a fresh opponent. Each Encounter lists the number of available opponents; if all available opponents are engaged, the Player-knights may gang up on one, forcing them to take the Multiple Opponents penalty.

The Battle Turn automatically ends for the conroi if all available opponents are defeated (captured, killed, or rendered unable to fight due to Major Wounds or Unconsciousness). If there are still opponents engaged with a Player-knight, that character may fight one more Round by first succeeding at both an **Energetic** and **Valorous** roll.

Opportunities often override the above sequence.

After an Encounter ends, participating Player-knights each gain the Encounter's indicated amount of Glory if they defeated (killed, captured, or incapacitated) their opponent. If they defeated more than one opponent, the Player-knight earns Glory for each.

Finally, increase the conroi's Morale by an amount equal to the total KV of all opponents defeated (round fractions normally). For example, defeating three Mounted Knights (1 KV each) increases Morale by +3, while defeating three Pictish Pikemen (1/8 KV each) nets no increase (however, defeating four such foes rounds up to 1 KV and thus adds +1 to Morale).

Player-knights may choose to press their luck by engaging a string of opponents in an effort to increase Morale (or rack up Glory), but remember that Morale can never go above its starting value.

Player-knights may attempt to voluntarily disengage at any time with a successful Evade action. If they do so before fighting their minimum number of Combat Rounds as determined by Posture, they must choose the Cowardly Posture next Battle Turn.

The conroi commander may also break off the Encounter at any time; the Gamemaster may impose a Cowardly check and an Honor loss to the commander if the conroi withdraws in the face of weak resistance, but the Player-knights suffer no penalty for such a decision.

### ***Encountering Missile Weapons***

When attacking an opponent armed with missile weapons on foot (archers, javeliniers, etc.), the conroi comes under missile attack for a period of time before they reach the archers.

The leader of the conroi must make a Battle roll to determine how many Combat Rounds of missile barrage they must endure before they can close with the archers:

- \* **Critical Success:** Immediate contact
- \* **Success:** One Round

- \* **Failure:** Two Rounds
- \* **Fumble:** Three Rounds

Player-knights with shields impose their Missile Attack Penalty against the archer.

The Player-knights may use the Zigzag Action (see *Book II* under "**Combat Actions**" on p. 36) to defend against the attacks unless they are Charging.

For each round of missile fire, roll to see whether an attack struck the knight or their horse. Roll 1D6:

- 1-4: The mount
- 5-6: The rider

Any knights that survive the missiles may attack the archers in melee combat. If the number of Rounds of the missile barrage equals the knight's minimum number of Combat Rounds due to Posture, the missile attack forces them to turn back without giving them the chance to engage.

For example, in a conroi of four Player-knights, one has chosen Prudent, two Valorous, and one Reckless this Battle Turn. Charging a band of archers, the commander fails his Battle roll. The Prudent knight endures a single Combat Round of missile attacks before turning back; the Valorous knights and the Reckless knight each endure two Rounds of attacks, but only the Reckless knight is able to bring their attack home and engage the archers for a single Round (his third) before the archers retire.

### **THE SQUIRE SKILL ROLL**

At the end of the Battle Turn, if the conroi does not Retire to the Rear, each Player-knight may make a Squire Skill roll. This roll is never mandatory, as it carries a slight risk of the squire's temporary loss.

Make an unopposed roll against your squire's Skill.

A success indicates the squire answers your call. A failure means the squire cannot help you this round, while a fumble means the squire has gone missing in the crush of battle and does not appear again until after hostilities have ceased!

Squires who answer your call may do any one of the following tasks:

- \* Replace a broken lance (up to two times before Retiring to the Rear to gather more);
- \* Offer their horse to a dismounted knight (the squire must Retire to the Rear after this, though a critical success on the Squire Skill Roll means the squire has found a riderless charger to give the Player-knight instead!);
- \* Escort a prisoner from the field—Retire to the Rear;
- \* Bear an unconscious Player-knight from the field—Retire to the Rear.

## Capture & Ransom

Player-knights do well to remember that capturing noble foes brings the promise of great reward in the form of ransom.

If the Player-knight so wishes, they may take captive any enemy knight rendered unconscious. Remember that you may also use the Brawling Skill or withhold your blows to capture your opponents without killing them.

Upon taking a captive, the Player-knight must see to it that someone escorts their foe to safety behind the lines. The Player-knight may opt to do this personally or summon their squire to do so. Those who accept an enemy's surrender and then expose them to danger, either intentionally or through neglect, lose 1 point of Honor.

If the Player-knight escorts their captive, check Honor and miss the next Battle Turn. They may either wait for their conroi to Retire to the Rear, at which point they join up automatically, or else venture back onto the field, where they are considered Alone on the Field (see below), but may attempt to locate their conroi at the end of the Battle Turn with an unopposed Recognize roll.

If the squire escorts the captive, the squire remains Out of the Battle until the Player-knight Retires to the Rear as well.

In either case, roll Horsemanship (for a Player-knight escort) or the Squire Skill -10 (for a squire escort) against the battle's Intensity. On a loss, the Player-knight must fight through a random Encounter before reaching the rear; a squire who loses the roll is automatically captured, and the captive knight returns to their own lines to fight again.

## Retiring to the Rear

At certain points in the battle, a conroi commander may opt, or circumstances can force them, to Retire to the Rear of the battle to rest and recoup.

The conroi must immediately Retire to the Rear as soon as the Morale value hits zero, or if the conroi's Morale is too low to engage the chosen Encounter; they do not fight any combat nor gain any Glory.

Otherwise, the decision to retire always rests with the conroi commander, which may call for a check to Prudent or Cowardly at the Gamemaster's discretion, depending on the overall condition of the unit.

The decision to retire may be made any time during the Battle Turn. If the call to retire occurs in the midst of combat, every engaged Player-knight must attempt an Evade action, or else they must finish their current fight before following their unit.

Retiring to the Rear takes the conroi Out of the Battle for at least one whole Battle Turn and immediately restores +1D6 points to the conroi's Morale. Player-knights may also

## Knights & Surrender

Knights and nobles will more often surrender than fight to the death if they are in dire straits.

Gamemaster characters reduced to half their Hit Points or less must make a single unopposed Valorous roll and check the results below. If the opponent is on foot against a mounted Player-knight, they make the roll with a -5 modifier to Valorous. (Opponents without a listed Valorous value flee automatically.)

- ✠ **Critical Success:** Continue fighting until dead or unconscious
- ✠ **Success:** Fight another Combat Round, then roll again
- ✠ **Failure:** Attempt to flee
- ✠ **Fumble:** Immediate surrender

Attempts to flee are resolved based on whether the Player-knight and/or the opponent are mounted, as follows:

- ✠ If both characters are mounted, roll opposed Horsemanship to get away.
- ✠ If both characters are on foot, roll opposed DEX to flee successfully.
- ✠ If the fleeing character is on horseback and the opponent is on foot, the character gets away
- ✠ If the fleeing character is on foot and the opponent on horseback, the character only gets away if the opponent lets them; otherwise, they are caught.

Player-knights may always choose how long they wish to fight on, as long as they are able. Those who attempt to flee and are caught may choose to either surrender immediately or fight on. In the latter case, attempting to surrender in a subsequent round may require the opponent to pass a Merciful roll.

Gamemaster characters who attempt to flee and fail due to an opposed Horsemanship or DEX roll fight on until unconsciousness or death. Those who fail the fleeing attempt without need for a roll surrender immediately.



let skilled surgeons, amors or spouses, or other attendants tend their wounds. As it is assumed that a different person treats each Player-knight's wounds, roll a random First Aid Skill value of 14+1D6 for each knight treated. The characters may, of course, decide to treat each other's wounds instead or have their squires attend to the treatment.

The conroi commander may opt to remain disengaged for as many Battle Turns as they like, regaining +1D6 points in Morale per Turn until Morale reaches its starting value, at which point they *must* return to the fight on the following Battle Turn or else declare the entire conroi has Left the Field entirely.

### Alone on the Field

A few circumstances may render Player-knights Alone on the Field: If they voluntarily leave their unit, suffer from Passion-induced Madness, or are unhorsed during combat and fail their Squire Skill Roll to gain a remount.

At the beginning of the next Battle Turn, the Player-knight acts as their own conroi commander, making the Battle roll with a -10 modifier. They must abide by the results as normal and fight an Encounter on their own; except in the case of Madness, the Player-knight continues to use the conroi's current Morale value, and deducts their own Encounter's Morale Loss points from the total. (Note that this means conrois which are dispersed across the battlefield lose their Morale much faster!)

For maddened Player-knights, use a personal Morale equal to 1D6 plus the value of the Passion that drove the knight Mad in the first place. When this personal Morale is reduced to zero, the knight disappears into the fog of war and is Out of the Game until the Gamemaster sees fit to return them.

After fighting the Encounter, the Player-knight may choose to continue to operate Alone on the Field in the next round (mandatory in the case of Madness), seek out their former conroi, attempt to rally a new conroi, or Retire to the Rear.

- ✦ To seek out their former conroi, the Player-knight must succeed at an unopposed Recognize roll. A success indicates they find the conroi and may fight with them as normal in subsequent Turns, while a failure means they must fight the next Turn still Alone on the Field.
- ✦ The Player-knight may attempt to rally a new conroi by making a Glory Roll. On a success, they form a new conroi with a Morale value equal to 2D6+3 (or 2D6+6 in the event of a critical success). The Passions making up this Morale value need not be the same as those of the knight's old conroi. The Player-knight's new

conroi operates as a separate unit for the remainder of the battle, tracking Morale and fighting Encounters without the support or influence of the other Player-knights. However, the Player-knight rolls their Battle Skill with a -5 modifier for the rest of the battle to represent the ad hoc nature of their conroi.

- ✦ Player-knights who wish to Retire to the Rear may do so without penalty. They remain Out of the Battle until their original conroi withdraws as well, at which point they may all reunite. Player-knights with a Valorous trait of 16+ must check Cowardly if they choose this option unless they are Debilitated.

### After the Battle

The battle ends once the maximum number of Battle Turns have passed. In larger battles especially, the conroi will almost certainly fight fewer Encounters than the number of total Turns due to its retiring one or more times.

In major battles, it is the campaign narrative that decides their outcomes in advance; the question of greatest concern to the Player-knights is what they make of their individual experiences against the greater backdrop of the surrounding maelstrom.

### GLORY

For knights, battle means Glory.

Every Player-knight who answers the call and participates in at least the first Encounter of the battle receives a flat Participation Glory award. They may also receive bonus Glory for the battle outcome (victory brings greater Glory) or if they lead troops in battle. These awards appear in the battle details of the scenario.

These awards are in addition to any Glory earned from defeating foes as given in Encounters.

### RANSOM & PLUNDER

Player-knights may have an opportunity to gain some personal plunder of their own through captured foes and rewards from army commanders, as detailed in the relevant Encounters and Opportunities. These sums take into account outside factors such as the lord's share, the value of captured kit (armor, weapons, and tack), etc.

Every participant in a battle also receives a share of the overall loot if the outcome is a Victory or Decisive Victory; the scenario's text specifies these values.

# Battle System Reference

RECKLESS POSTURE	VALOROUS POSTURE	PRUDENT POSTURE	COWARDLY POSTURE
<ul style="list-style-type: none"> <li>* Check Reckless</li> <li>* Fight Encounter for three Combat Rounds</li> <li>* Must select Reckless Attack Action for first Combat Round</li> <li>* +1D3 Morale</li> </ul>	<ul style="list-style-type: none"> <li>* Check Valorous</li> <li>* Fight Encounter for two Combat Rounds</li> </ul>	<ul style="list-style-type: none"> <li>* Check Prudent</li> <li>* Fight Encounter for one Combat Round</li> <li>* Must select Defend Action</li> <li>* -1D3 Morale</li> </ul>	<ul style="list-style-type: none"> <li>* -1 Honor</li> <li>* No Encounter, you Retire to the Rear</li> <li>* -1D3 Morale if Hit Points over half total</li> </ul>

ALONE ON THE FIELD	RETIRED TO THE REAR	SQUIRE
<ul style="list-style-type: none"> <li>* Battle -10</li> <li>* Fight separate Encounter</li> </ul>	<ul style="list-style-type: none"> <li>* Morale +1D6 / Battle Turn</li> <li>* First Aid @ 14+1D6 / knight</li> </ul>	<ul style="list-style-type: none"> <li>* Re-equip with lances, weapons, horses with a Squire Skill roll</li> </ul>

