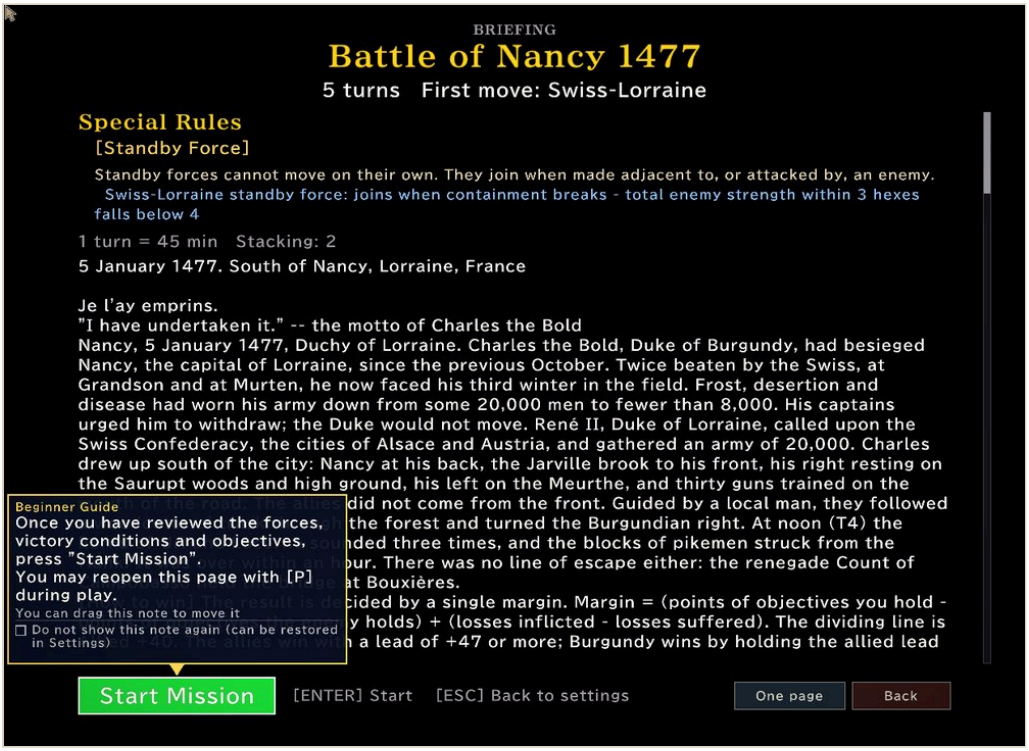
Quick Start

A short guide for first-time players. The finer points are in “Rules” on this site. The screens shown are from the Battle of Nancy 1477. The speech bubbles on the screens are the game’s own guidance.

For your first game, we recommend pressing “Leave It to the Advisor” and watching a few turns to see how play flows. When you are ready, take command yourself.

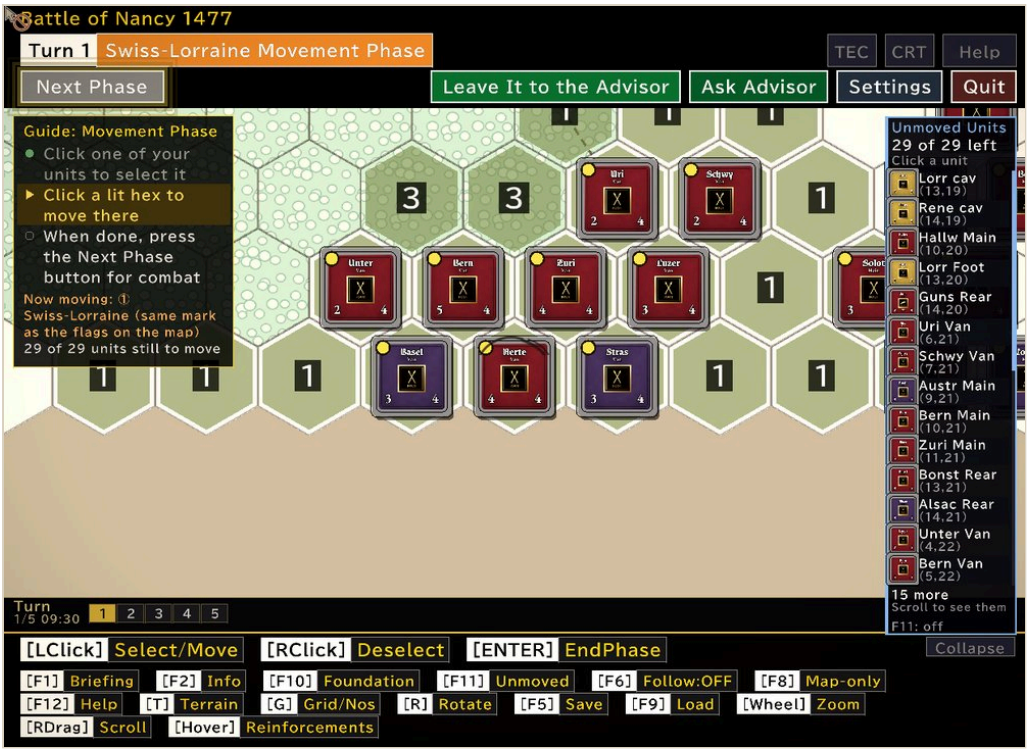
1. Starting a game

Choose a scenario, and the settings screen appears, followed by the briefing. Please read the briefing before you begin. It tells you what you must do to win, and how victory is decided.



The briefing. You can also open it during play with [F1].

2. Reading the screen



The movement phase. The side and phase are at the top, the available keys at the bottom, and the list of units yet to move at the right.

- **Top:** the side to move, the turn number and the phase. At the right are buttons for the Terrain Effects Chart (TEC) and the Combat Results Table (CRT).
- **Bottom:** the actions available in the current phase, with their keys.
- **On the map:** each counter shows its strength and movement. Victory point (VP) locations carry a flag in the colour of the side that controls them (gold if neutral).

3. One turn, three phases

1. **Movement:** move your units.
2. **Combat group creation:** decide who attacks whom.
3. **Combat resolution:** roll the dice and apply the results.

When both sides have played in turn, one turn is complete.

4. Movement

- Left-click a unit, and the hexes it can reach are lit. Left-click a lit hex to move there. Right-click to deselect.
- The six hexes around an enemy unit are its **ZOC (Zone of Control)**. A unit that enters a ZOC must stop there.

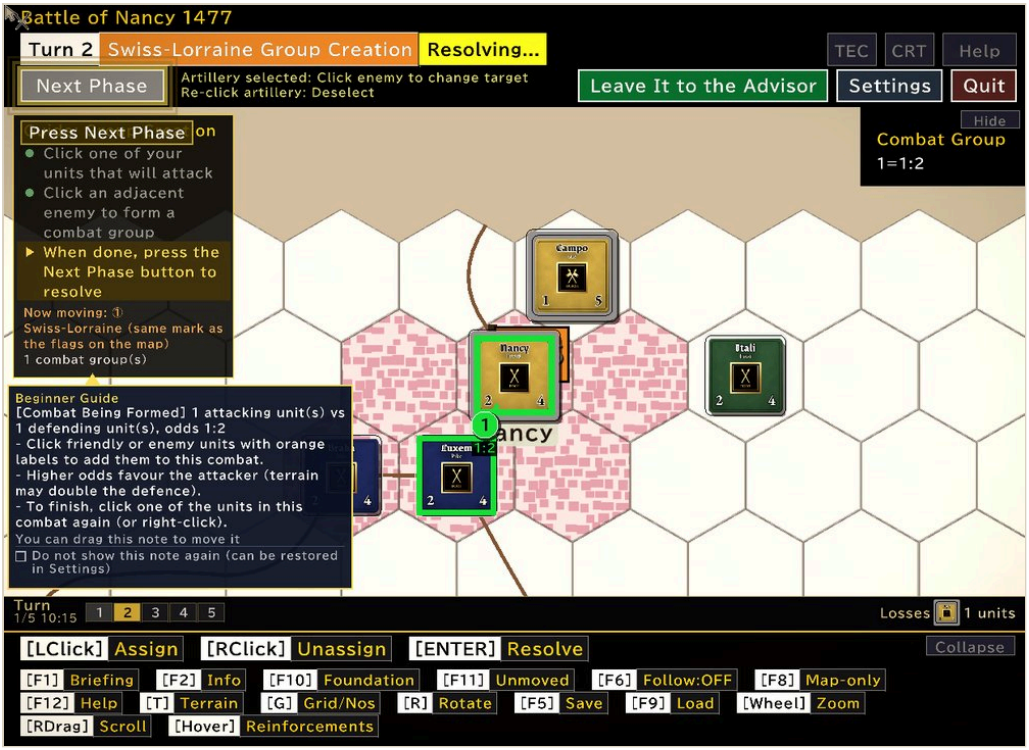
- Terrain changes the movement cost. Press **T**, or use the TEC button, to check it.
- If you make a mistake, use **Undo**. Once combat resolution has begun, however, earlier actions can no longer be undone.
- When you have finished moving, press **ENTER** to continue.



A unit that enters a hex adjacent to an enemy must stop there (ZOC).

5. Combat

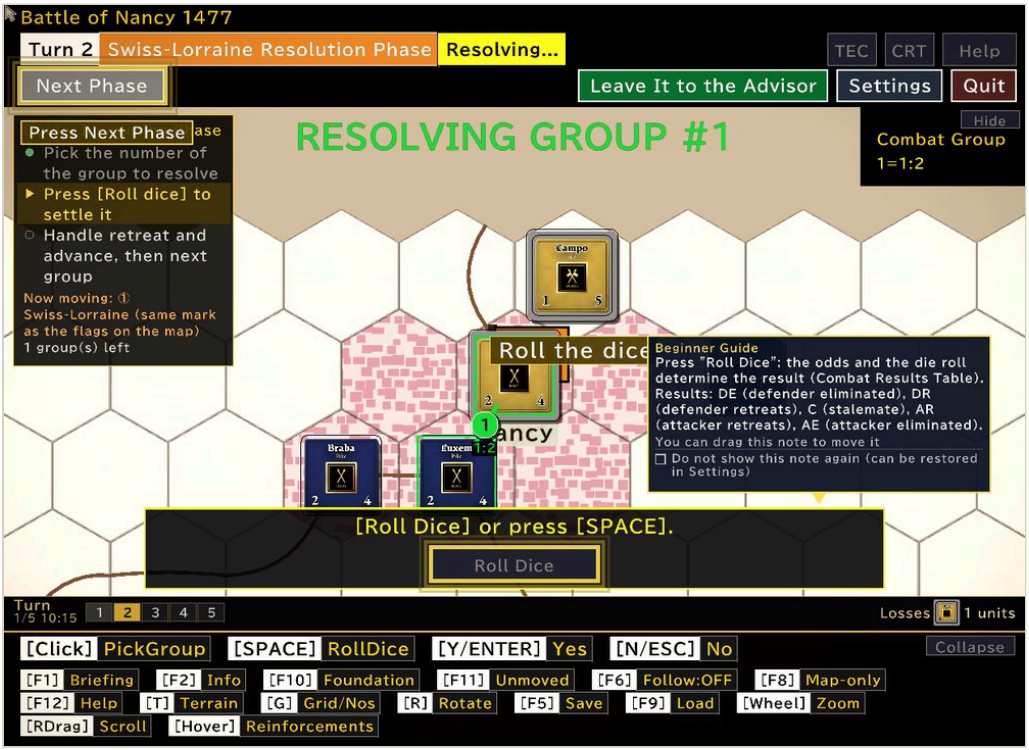
Forming groups. Left-click one of your units, then click an adjacent enemy. Several units may attack one enemy, or one unit may fight several enemies.



Forming a combat group. The units in the group are outlined in green, and the odds (here 1:2) are shown.

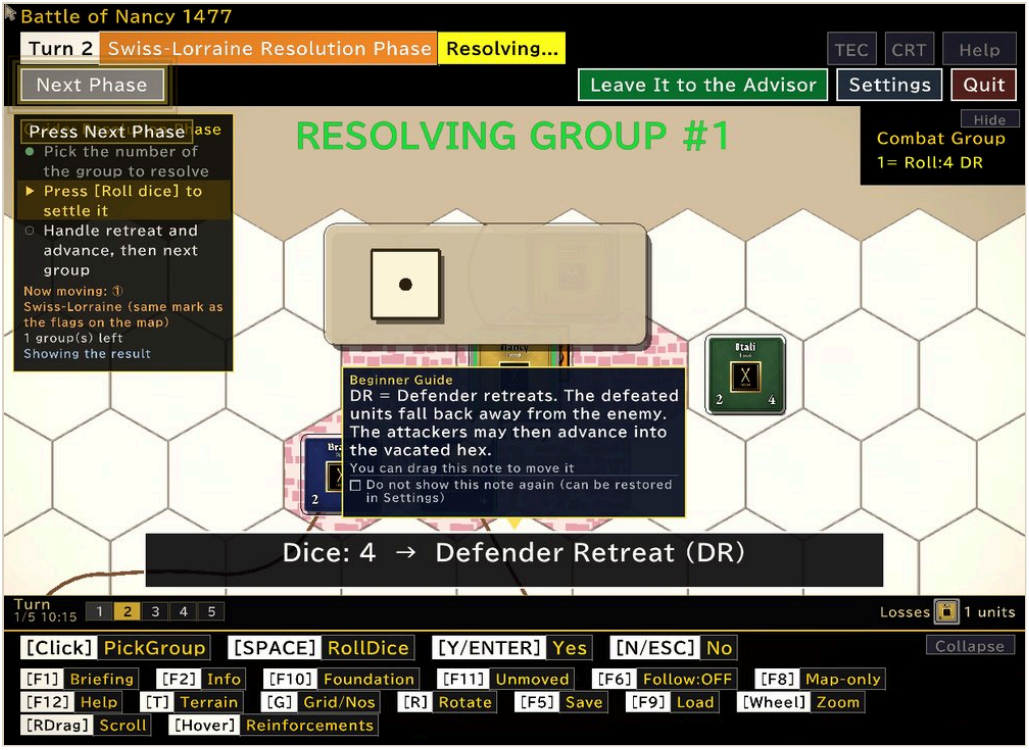
A unit in an enemy ZOC must take part in combat (MUST ATTACK). If you press **ENTER** with such a unit left out, a warning appears. Press **Y** to assign the missing units automatically. If in doubt, use the **Auto Assign** button.

Resolution. Press **Y** at the confirmation to begin. From this point, the actions of the turn can no longer be undone. Roll the dice with **SPACE** or the button.



Choose a group to resolve, then press Roll Dice or SPACE to decide the result.

The result is shown as DE (defender eliminated), DR (defender retreats), C (stalemate), AR (attacker retreats), AE (attacker eliminated), and so on. If a retreat or an advance follows, move the units. You may also choose “Leave It to the Advisor” to have the moves made for you.



An example result. A roll of 4 gives Defender Retreat (DR).

6. Victory

When the set number of turns has been played, the result is decided. The **margin** is the difference in victory points held, added to the difference in units destroyed. It sets one of seven levels of victory or defeat. The lead you need in order to win is shown on the result screen and in the briefing.

A hex ringed in colour on the map is a **sudden death hex**. The game ends the moment a unit stands on it, so check its position first.

7. When in doubt

- **Ask Advisor:** during movement, it shows a recommended move with arrows. You still make the moves yourself.
- **Leave It to the Advisor:** the computer plays your whole turn.
- For the full rules, see “Rules” on this site.