



HEAVY CAVALRY

COMPONENTS

- 20 castles
- 6 knights

RULES

Castles can be used in "Lembitu" instead of (or in addition to) fortification tokens.

Knights represent heavy cavalry units by following rules:

Every time, when at least two blanks are rolled with dice, heavy cavalry reinforcements arrive for those enemy forces. Place one knight token in front of the chain of enemy units (closest to Weissenstein, skipping the empty locations, if any) from both starting locations - they are now leading the assault. If there is only one knight token available for particular enemy, starting location is selected randomly.

If an enemy has at least one knight token on board, every time blank is rolled with this enemy's dice, his knights move again to the front of the chain of enemy units (again skipping the empty locations, if any) - but if they're already closest units to Weissenstein at that moment, they move one step towards Weissenstein instead. Fortifications do not block the movement of heavy cavalry and they are treated as uprising markers instead - when heavy cavalry moves into fortified location, fortification marker is removed from game board and one enemy unit is added to "siege" section.

Fighting heavy cavalry is similar to fighting other enemy units - when performing combat action, player removes one knight token from his/her current location.