

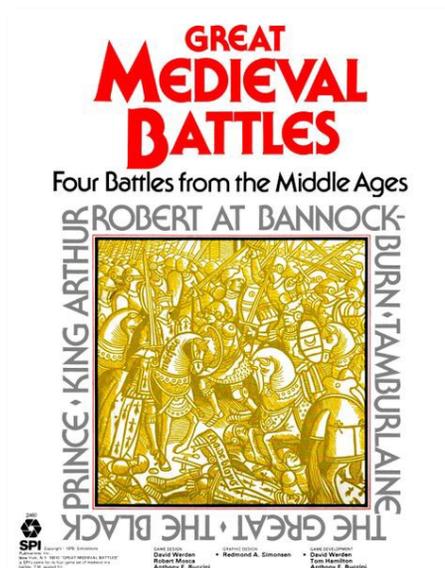
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# King Arthur – The Battle of Stonehenge

## The Great Medieval Battles Quad, SPI Games, 1979

*Replay by Jeff Parker*

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### **Great Medieval Battles: Four Games from the Middle Ages.**

Published November 1979

Quad Design credited to Jeff Werden

Development listed as Anthony Buccini and Tom Hamilton

### **The LAST Quad set published by SPI.**

Scale: Highly tactical, with hexes representing 50 yards. In most of the games, counters represented from 100 to 300 men, but in some of the games to 500 to 1500 men. Turns depict 20 minutes real time.

While the style was not for the masses, these games clearly depict warfare of the Medieval era. These games do a good job at what they are supposed to do – simulate battle of the times, to give you an insight to the struggles of leading an army in the field.

The knock on this game (aside from the usual “It doesn’t have Panzers!”) is that the pace can be slow, one could at times say, almost plodding. Well, YOU wander around a muddy field in full armor and see how spry you are!

The unique two-hex frontage for the armored and cavalry units is a joy, though difficult to get the hang of maneuver. The Rout rules are highly structured, and learning to lead your troops and avoid the massive potential rout that comes from disordered results is an important skill. It denotes the trials, and yet the vital importance, of leadership at the time. These games excel at what they set out to do.

I hope you enjoy Jeff’s great Play-by-play of the fanciful (which is to say, hypothetical) battle between King Arthur and Mordred at Stonehenge, as imagined by designers Rob and Linda Mosca.

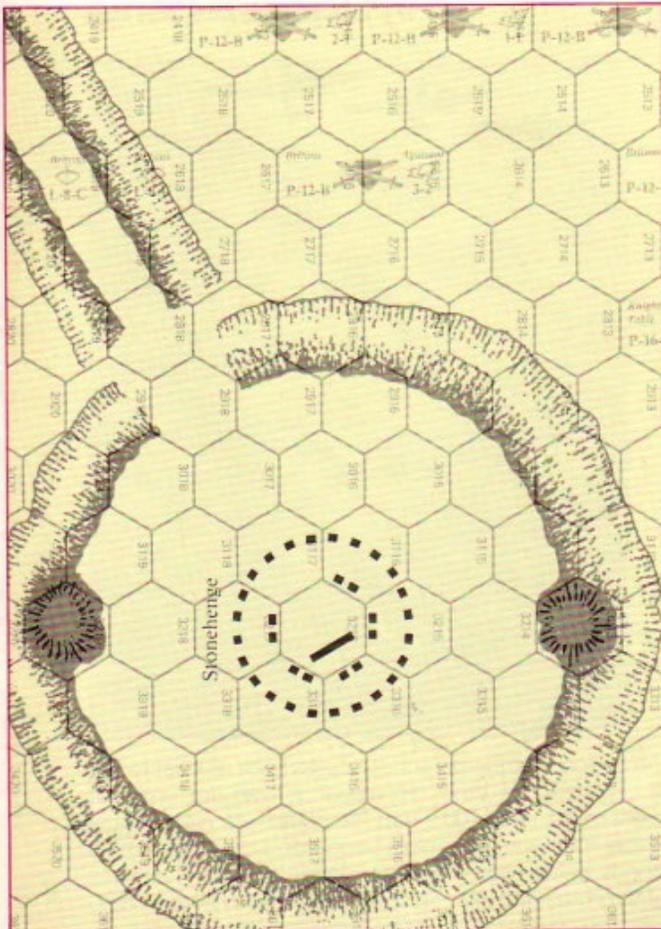
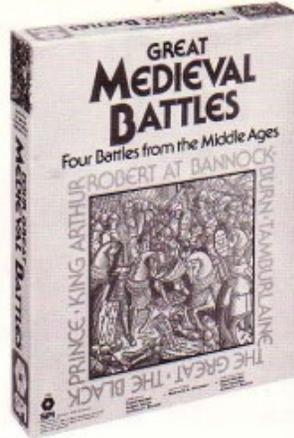
---Russ Gifford



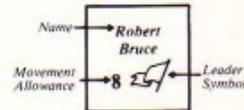
## Four of the most compelling conflicts of the Middle Ages!

*Great Medieval Battles QuadriGame* features three of the most important historical battles of the era, plus a mythic encounter among some of European folklore's most outstanding figures. **Robert at Bannockburn:** Robert the Bruce secures the Scottish throne and his country's independence. **Tamburlaine the Great:** The great Tartar conqueror brings his might to bear against Sultan Bayazid. **The Black Prince:** The English and Castilians recover the throne of Castile for Pedro the Cruel. **King Arthur:** The final muster of Camelot. Four separate battlefield maps, 340 single-size counters, 80 double-size counters, exclusive rules for each game and standard rules.

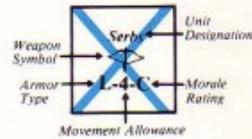
Available now for \$20



### LEADER UNIT (Front only)



### SINGLE-COUNTER COMBAT UNIT (Front)



### DOUBLE-COUNTER COMBAT UNIT (Front)



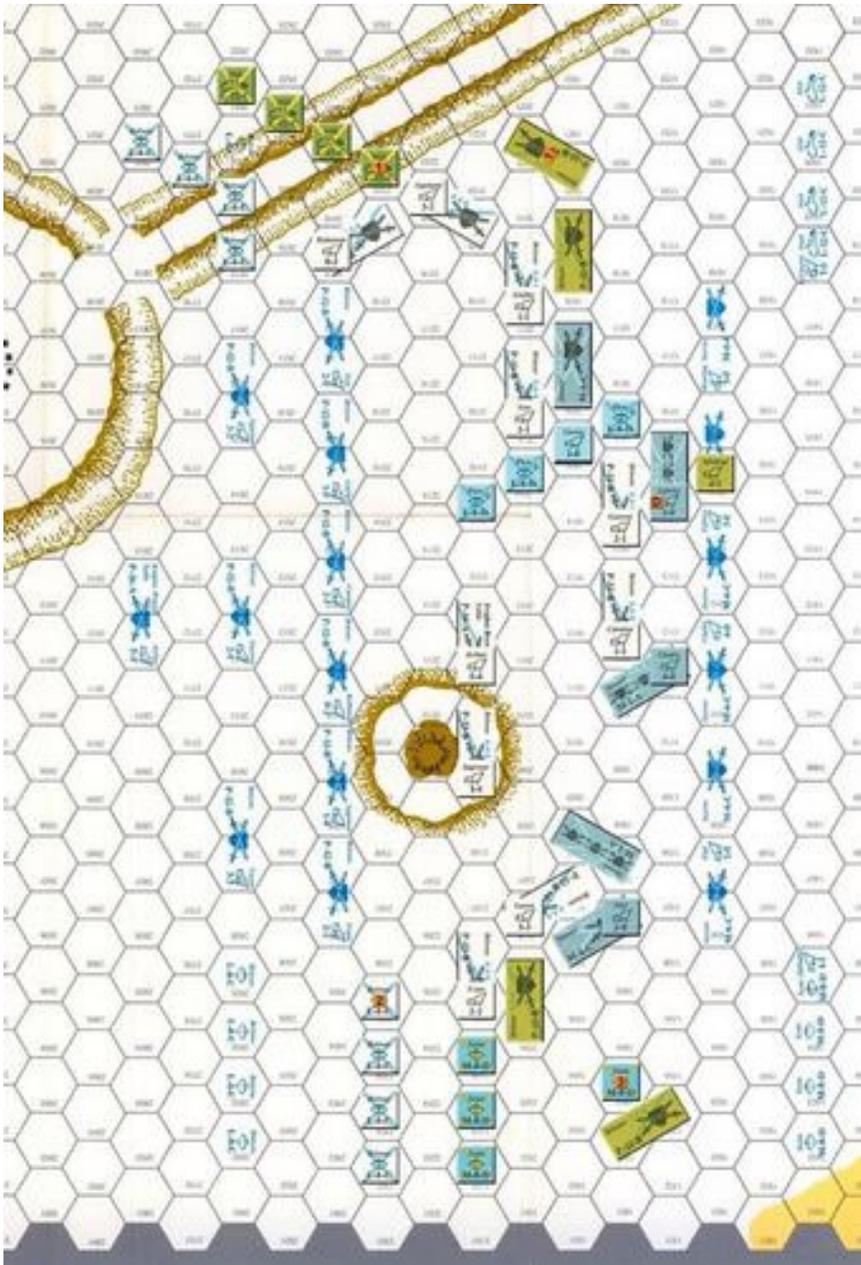
Note that many unit types are represented by both single and double counters.

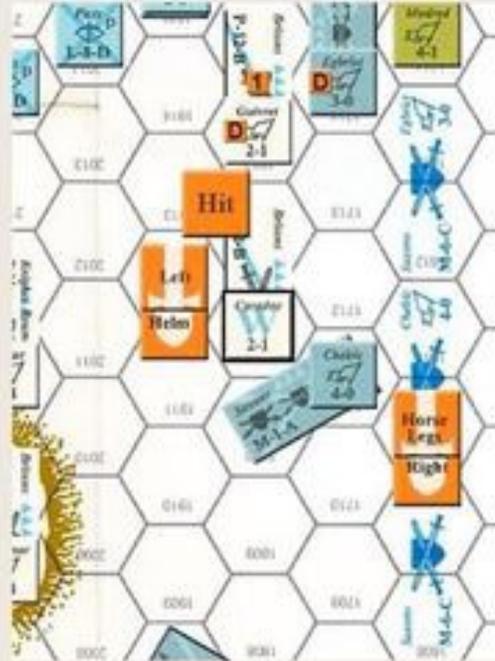
Detail of King Arthur map



Here at the point of the Mordred player's fire combat (as well as the Arthur player's simultaneous fire combat) and then Mordred's

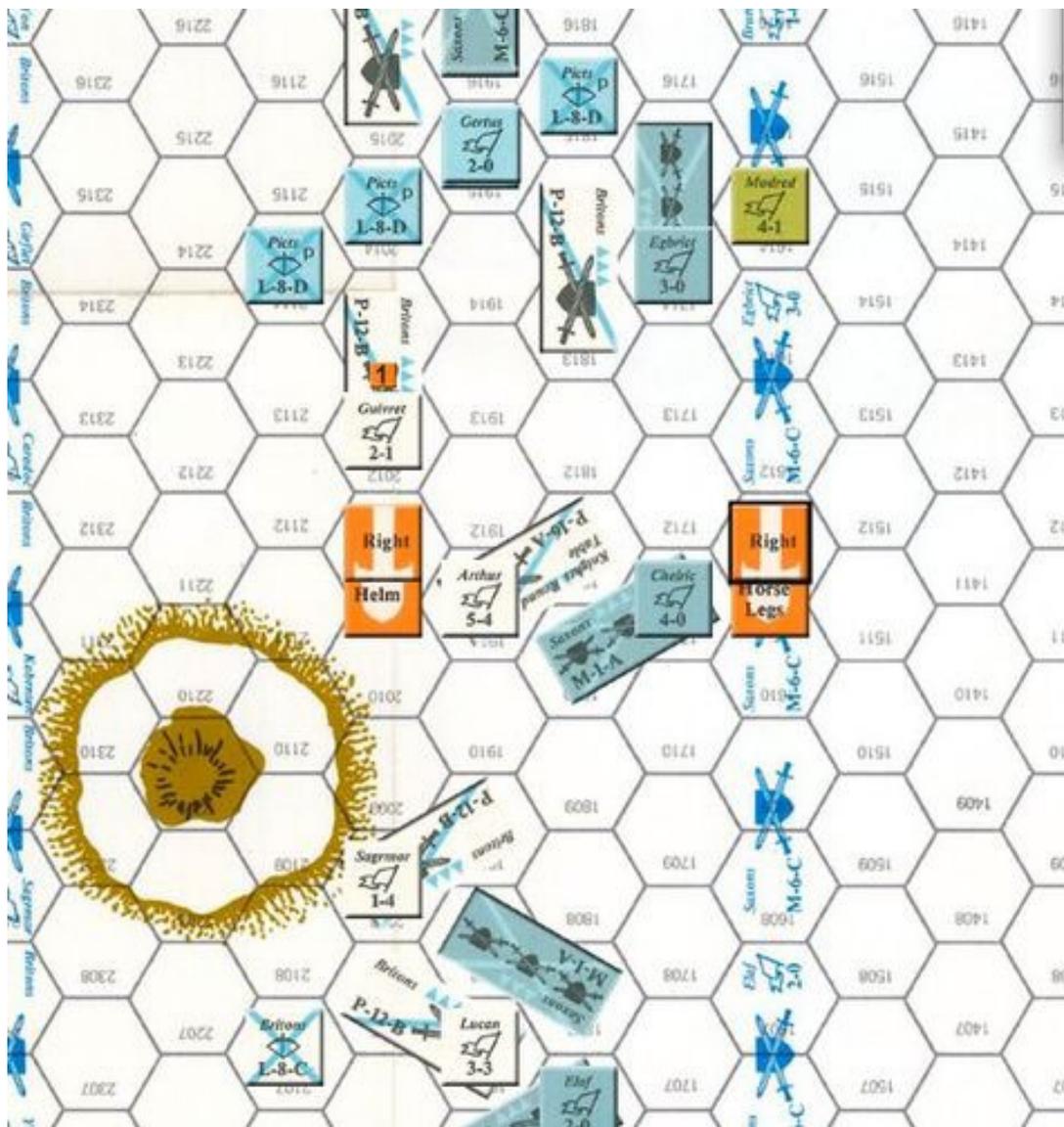
melee combat. And the end of turn one went well for Arthur's knights who eliminated FOUR enemy knights/leaders in single combat including the Scots and Irish troops' only leaders. Plus, Camelot's charges to the center shield wall eliminated a double unit of Saxons leaving a big gap in the line. Mordred himself is making his way to the right side of his line to rally a double unit which has been routed.



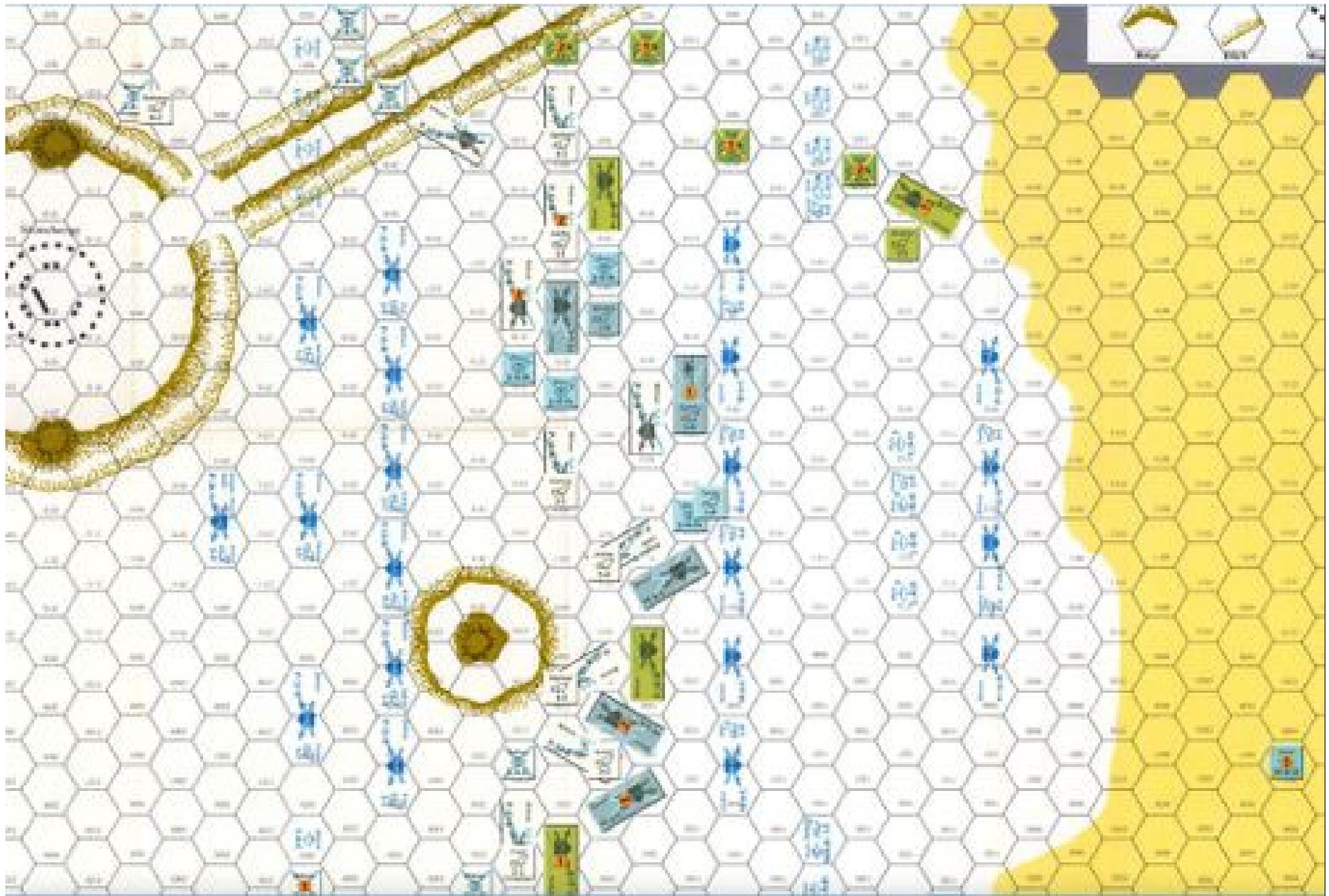


Mordred player's turn... It is with a heavy heart that I report roundtable knights Sir Yon and Sir Caradoc were both killed in single combat by very un-chivalric horse & leg attacks!-- Yon was challenged and defeated by Picts leader Gertus, and Caradoc fell to the Saxon knight Chelric. But lots of Mordred's forces were disrupted mostly by fire combat...  
"Might Makes Right!"

King Arthur joins the fray-- challenging to single combat, the dastardly Saxon knight Chelric, who just last turn vanquished Sir Caradoc. Chelric fell to Arthur a few rounds of combat later but not without stunning Arthur a couple of times. Rest well, brave Caradoc. You are avenged.



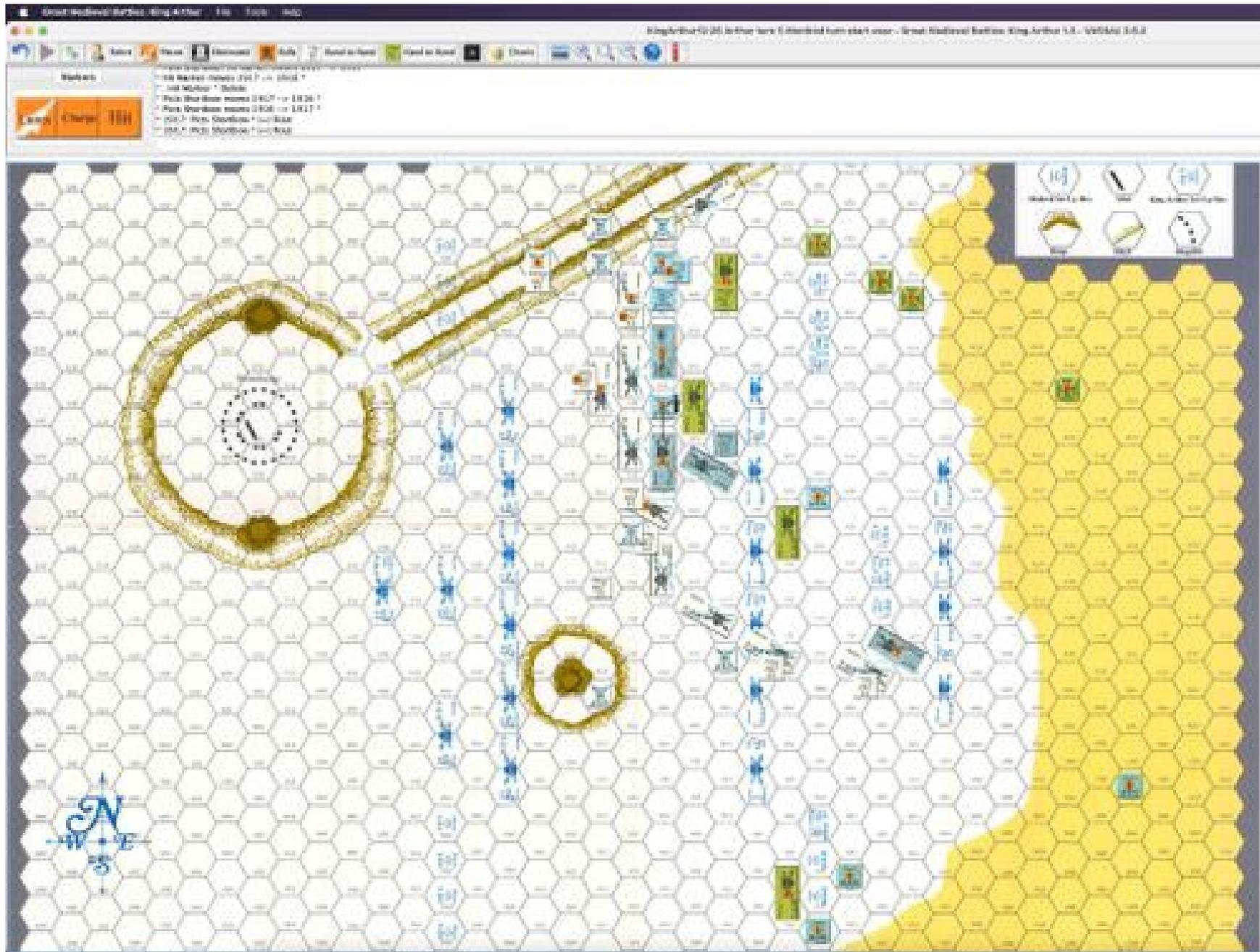
Arthur moves up to the frontlines. He and his knights are doing well so far. Retreats are beginning to thin Mordred's forces.



Arthur's knights are beginning to take charge now. It was getting dicey there for a little bit, those Pict archers and their poisoned arrows were wreaking havoc on the good Briton's left and center for a couple of turns, but some good rolls and risky maneuvering have now collapsed Mordred's left flank. That dastardly son/nephew of the King is running all over the place trying to rally what's left of his Evil

Britons. Most of the other leaders of Mordred's army have either been eliminated or they too are running around trying to rally their troops. The Irish and Scots archers are in flight without leaders to rally them (never quite sure if Mordred could). I believe Arthur's knights might resume man to man challenges if they can get close enough to the Pict and Saxon leaders... I may even have Arthur and Mordred duke it out as happened at the legendary Battle of Camlann-- if you're up on your Arthuriana, you'll already know that didn't go well for the King as I mentioned earlier.

"For to die with honor is far better than to live disgraced."

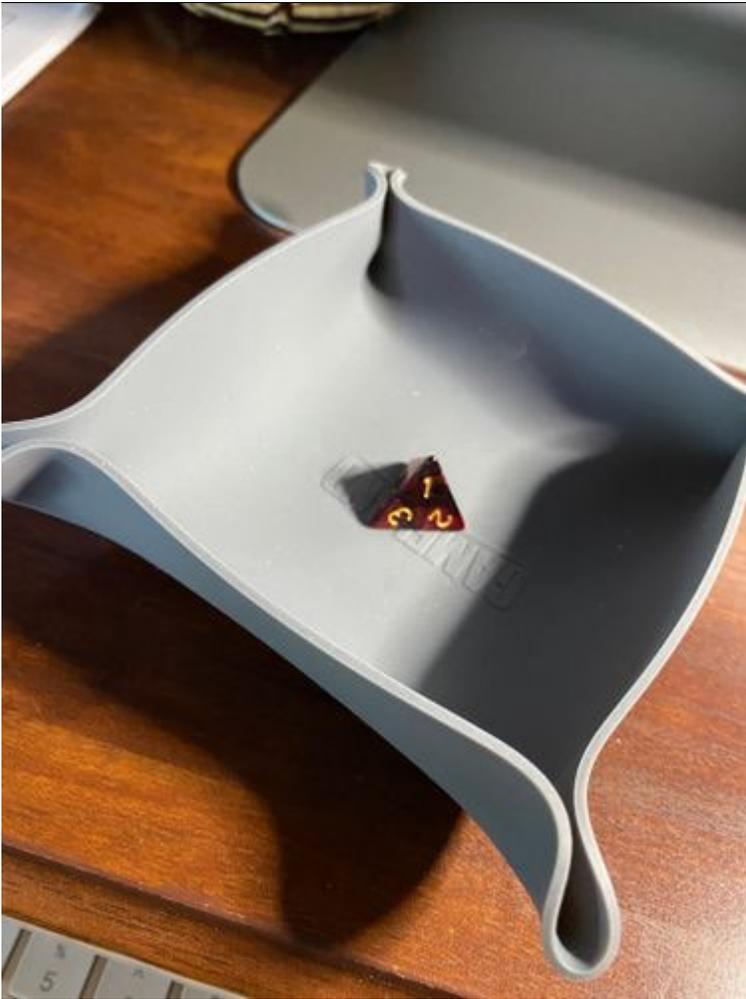


With four turns still to play, things don't look good for Mordred. He, Pict leader Gertus, and Saxon leader Egbert, are all that's left, and so are running around like madmen to rally their routed troops before they flee off the edge of the field. Meanwhile, Arthur's knights

have boxed up much of the enemy, leaving them no escape, especially when routed. For Mordred to have any chance now, he's going to have to fight Arthur hand to hand and try to keep the margin of victory points down I think.

'Do thou thy warste,' seyde Mordred, 'and I defyghe thee!'

BTW, when I play GMB/King Arthur solo, I use a four-sided die to determine which defense and attack zones each player 'chooses' for each round. If for Arthur, I roll 'horse/legs', I must re-roll again of course, as his code of chivalry doesn't allow attacks on an opponent's horse or leg attacks. Dreadful Mordred doesn't adhere to such virtues.



But now, to the battle!

# KING ARTHUR

LAND-FLYBY RECORD TRACK



HERKAY'S KEY



Le Morte d'Arthur!! Yes, King Arthur, the once and future King is dead.

What remained of Mordred's forces were left with zero options after being completely surrounded, so I decided to let Mordred and Arthur face each other in hand to hand combat, winner, despite the obvious lopsided results on the ground, takes all.

In five rounds of dueling, with Arthur being wounded in the first round, it was back and forth with lots of stunning, lance shattering, and unhorsing. Wounded Arthur was getting the worst of it until Mordred too was wounded in the fourth round.

Then, Mordred's right-sided attack on Arthur's right-side defense in the fifth round, killed Arthur!! But as Man-to-Man combat is simultaneous, Arthur himself tallied up the modifiers for the Man-to-Man matrix, rolled an eleven, and in his helm attack to left-side defense, Mordred too fell dead!!



Just like the Arthurian legend at the Battle of Camlann they've both killed each other! This has only happened once before when a buddy and I repeatedly played GMB way back in school! Remarkable and fun as all get out.