

CLASH OF CRESTS

Medieval Man-to-Man Tactical Skirmish

Player Manual

Introduction

Clash of Crests is a turn-based medieval tactical game for 2 to 8 players. Armies of named knights, crossbowmen, pikemen, and siege engines clash on hex-grid battlefields. Each turn runs through a structured 7-phase sequence. Terrain, range, facing, and formation all influence combat. No phase is wasted — phases with no eligible units are skipped automatically.

This manual covers everything you need to play: setting up a battle, understanding the turn sequence, resolving combat, running campaigns, and using multiplayer.

Quick Start

Starting a Battle

1. From the Main Menu, select **Scenarios** to pick a built-in battle, or **Campaigns** to begin a campaign.
2. On the **Battle Setup** screen, assign units to each player within the point budget. Use the **- / +** steppers for siege items and watercraft. Toggle individual units on or off for each player slot.
3. Configure **Turn Limit**, **First to VP**, and **Starting Distance** using the row controls at the bottom of the setup panel.
4. Click **Start Battle**. Units are placed on the map and the first phase begins.

Note: First-time players will see a tutorial card on their first encounter with each of the 7 battle phases. These can be reset from Settings at any time.

Army Builder

Unit Categories

Units are grouped into collapsible categories in the Battle Setup panel. Click a category header to expand or collapse it. Only one category is expanded at a time.

Category	Unit Examples
Kings & Nobility	King Richard, King Phillip II
Knights	Sir Conrad, Sir Gaston, Sir Clugney (mounted cavalry)
Squires	Sir Alain, Sir Gunter (lighter cavalry)
Sergeants	Sir Roger, Sir Thomas (heavy infantry)
Billmen / Halberdiers	Cliff, Godric, Ben, Frederick (pole weapons)
Swordsmen	Aelfric, Edwin, Godwine, Eadric
Bowmen	Aylward (shortbow), Arbalaster (crossbow), Aylwin (longbow)
Spearmen	Aki, Arnold, Brendan, Byrn, Gareth, Hayden
Marauders	Generic Marauder, Rebel, Horse Archer
Civilians / NPCs	Peasant, Civilian, Pack Mule (auto-controlled)
Siege Items	Ballista, Mangonel, Trebuchet, Cannon, Siege Tower, Battering Ram
Watercraft	Large Boat, Small Boat, War Boat

Point Budget

Each player has a point budget (default 50). Unit costs are shown next to the unit name. The remaining budget is displayed in the player column header. The + button for siege and watercraft items is disabled when the player has insufficient budget.

Game Configuration

Setting	Range	Default	Effect
Turn Limit	0–99	20	Maximum turns before draw. 0 = unlimited.
First to VP	0–99	0	Win immediately on reaching this VP total. 0 = off.
First to Kills	0–99	0	Win immediately on reaching this kill count. 0 = off.
VP per Kill	1–10	1	Victory points awarded per enemy unit killed.
VP per Wound	0–5	1	VP awarded per wound inflicted.
VP per Horse Kill	0–5	2	VP awarded when a mounted unit's horse is killed.
Starting Distance	3–20	10	Hex distance between the two armies at placement.

Turn Sequence

Each full turn runs through 7 phases in order. Phases with no eligible units are automatically skipped — you will never sit through an empty phase.

Phase	Who Acts	What Happens
1. Bow Fire	Shortbow & Longbow units	Ranged units with a clear line of sight fire. Must not have moved this turn.
2. Crossbow Fire	Crossbow units	Crossbow units fire. Crossbowmen who moved this turn may not fire.
3. Siege Weapons	Ballista, Mangonel, Trebuchet, Cannon	Heavy siege weapons fire. Trebuchets and cannons can fire flaming ammunition.
4. Movement	All units	Each unit may move up to its movement allowance across hexes. Knights may mount or dismount.
5. Bow Fire Again	Shortbow & Longbow units	A second firing opportunity for bow units who did not fire in phase 1.
6. Melee Combat	Adjacent enemy units	Units in adjacent hexes fight. Combined attacks pool strength. Advance after combat is offered on success.
7. Recover Stunned	Stunned units	Stunned units recover to wounded status. Turn counter increments.

Note: A unit that has already acted in a phase (HasActedThisPhase) cannot act again in that phase. This is tracked automatically.

Movement

Basic Movement

Click a unit to select it. Valid destination hexes are highlighted. Click a highlighted hex to move. Movement costs vary by terrain and unit type. A unit stops when its movement allowance is spent.

Terrain Costs

Terrain	Infantry Cost	Mounted Cost	Notes
Flat / Open	1 MP	1 MP	Standard movement
Shallow Water	2 MP	3 MP	Combat column penalty (-1)
Forest / Trees	2 MP	3 MP	Blocks line of sight through 2+ hexes
Rubble	2 MP	3 MP	Combat column penalty (-1)
Wall / Rampart	2 MP	Impassable	Infantry only; provides elevation bonus
WallWalk / Plateau	1 MP	Impassable	Combat column bonus (+1)
Hill Tier 2–3	2 MP	3 MP	Combat column bonus (+1)
House Interior	1 MP	Impassable	Provides cover (+1 column)
Door / Gate	1 MP	2 MP	Can be held closed; siege weapons breach
Dead Bodies	1–2× MP	Impassable (6+)	6+ bodies = impassable for all units

Mounting and Dismounting

Knights, Sergeants, and hired mounted units can mount or dismount during the Movement phase. Mounting costs 1 MP. A unit cannot mount and move in the same phase unless it has sufficient movement points remaining.

Scaling Ladders

Infantry can pick up a scaling ladder (costs 1 MP), carry it (-2 MP penalty while carrying), place it against a wall, and climb it to assault castle defenses hex by hex.

Fog of War

Each side can only see hexes within their units' line of sight. Hexes outside LOS are covered by fog. In multiplayer, a hand-off overlay hides the board between player turns so fog of war is enforced even on one machine.

Combat

Ranged Combat

A ranged unit may fire if it has not moved this turn (crossbows) or regardless of movement (shortbows in phase 5). The target must be within range and have a clear line of sight — forests and walls block LOS when firing through 2 or more such hexes.

A crossbow unit that moved this turn is locked out of firing. This is enforced for both human and AI players.

Melee Combat

Units in adjacent hexes may attack in the Melee phase. Select the attacker, then click an adjacent enemy. Both units roll against the Combat Results Table using their attack and defense values.

Combat Column Modifiers

The following terrain provides a +1 column shift to the defender (advantage):

- Wall/Walk or Plateau
- Hill Tier 2 or Tier 3
- House Interior
- Corner hex

The following terrain provides a –1 column shift (disadvantage):

- Shallow Water
- Rubble
- Mounted units use the most disadvantageous hex between attacker and defender

Combined Attacks

Adjacent friendly units automatically pool their attack strength against a shared target. Each participating unit is marked as having acted. A combined attack grants +1 column against an infantry defender.

Combat Results

Result	Effect on Defender
Miss	No effect
Stun	Unit is stunned — moves 1 hex maximum, uses wounded defense. Recovers at end of turn (phase 7).
Wound	Unit moves to Wounded state — reduced attack, defense, and movement.
Kill	Unit is removed. Horse kill result kills the mount; rider dismounts as infantry.

Advance After Combat

After a successful melee attack, the attacker is offered a chance to advance into the defender's vacated hex. Valid advance hexes are highlighted in gold. Click Skip Advance to decline.

Fire and Flaming Ammunition

Siege weapons can fire flaming ammunition when lit (+2 attack bonus). A hit with flaming ammo converts the target hex to Rubble and may start a fire. Fire spreads to adjacent hexes each turn. Adjacent units can attempt to douse flames with a backfire chance.

Unit States

State	Movement	Attack	Defense	Notes
Healthy	Full	Full	Full	Normal operating condition
Wounded	Reduced	Reduced	Reduced	Wounded values defined per unit type
Stunned	1 hex only	Wounded ATK	Wounded DEF	Recovers to Wounded at end of turn (phase 7)
Dead	—	—	—	Removed from play. Body remains on hex.
Mounted	Full (cavalry)	Mounted bonus	Mounted DEF	Knights/Sergeants only; can dismount
On Foot	Infantry rate	Dismounted ATK	Dismounted DEF	After dismounting or horse kill

Victory Conditions

The game ends when any of the following conditions is met:

- A player reaches the First to VP threshold (if set)
- A player reaches the First to Kills threshold (if set)
- The Turn Limit is reached — the player with the highest VP wins
- All units of one side are eliminated

Victory points are awarded per kill, per wound, and per horse kill as configured in Battle Setup. Some scenarios have additional custom victory conditions — check the scenario description before starting.

Campaigns

Campaigns chain multiple scenarios into a narrative arc. Your performance in each chapter carries forward — wounded veterans remain wounded, and lost units are gone.

Campaign	Chapters	Focus
The Raven's War	5	Noble civil war — loyalists vs. rebels across five linked battles
Blood and Stone	Variable	Castle siege warfare — hold walls or spend lives to breach them
Order of the Lance	Variable	Crusading cavalry campaign — preserve your knights
The Gospel Road	Variable	Escort and protection — civilians, supply mules, road ambushes
The Long Road	5	Marauder Horde campaign — Horse Archers, steppe warfare

Losing a chapter does not end the campaign. Select a campaign from the Main Menu to begin, or resume a saved campaign from the same screen.

Creatures & Encounters

Dynamic creature encounters can appear mid-battle based on terrain, map type, and campaign state. They are not scripted — each appearance is generated from a roll.

Creature	Terrain	Behavior
Goblin Warband	Road, Forest	Rolls onto the road mid-battle. Acts as a neutral third side.
Iron Wyvern	Mountain passes	Airborne. Attacks the nearest unit regardless of allegiance.
Ember Drake	Volcanic / Scorched terrain	Fire breath. Sets hexes alight on impact.
Sea Wyrn	Coastal / Creek maps	Aquatic. Emerges from water hexes.
Marauder Band	Open Battlefield, Road	Mounted warband. Mixed sub-cultures (Steppe, Southron, Norse).

Defeating a creature awards bonus VP and may unlock Chronicle entries in the Discovery system. First encounters are logged permanently in your game history.

Multiplayer

Hotseat (Same Machine)

Up to 8 players share one machine. When a player's turn begins, a hand-off overlay covers the board — the active player clicks to reveal the board for their turn only. This enforces fog of war without a network connection.

LAN Play

One player hosts; others join by IP address on the same local network. Each player runs the full game on their own machine. Only move commands are sent over the network — the game engine runs locally on every machine and computes identical results from the same deterministic rules.

- The host player is the authority — the host validates all moves
- Up to 8 players supported on LAN
- Fog of Orders can be enabled in the lobby — each side only sees their own units' actions until contact

Note: LAN multiplayer requires all players to be on the same local network. Internet play is not supported in the current version.

Player Colors

Player	Color
Player 1	Blue
Player 2	Red
Player 3	Green
Player 4	Gold
Player 5	Purple
Player 6	Cyan
Player 7	Orange
Player 8	Pink

Story Mode

Story Mode is a narrative overlay that watches the battle and fires parchment-style popup cards at meaningful moments. It never changes rules or combat results.

Story cards appear on:

- Battle start — a generated backstory for the scenario
- First blood — the first kill of the battle
- Castle gate breached
- Cavalry charge
- Knight first sights the castle
- Siege weapon fires for the first time
- Dragon or creature sighted
- Dragon slain
- Victory near — when one side approaches the VP threshold

Story Mode can be toggled on or off at any time from **Settings** → **Story & Mood**. In multiplayer, story cards are host-authoritative — the host fires triggers and broadcasts them to all clients. A client with Story Mode disabled will not see cards even if the host has it enabled.

Addon Packs

Clash of Crests supports community-created content through the Addon Pack system. An addon pack is a .zip file containing new unit definitions, custom maps, or both.

Installing an Addon

1. Go to **Settings** → **Addon Packs** → **Install Addon**.
2. Select the addon .zip file.
3. The addon appears in the installed list immediately. New units appear in the Army Builder without restarting the game.

Map Addon Packs

Map packs are placed in the Maps/Addons/ folder. Each pack is a subfolder with a pack.json and one or more .coc map files. Map packs appear in the Battle Setup map dropdown tagged with [Add-on: PackName].

Uninstalling

Click Uninstall next to the addon name in Settings → Addon Packs. The addon is removed immediately.

Map Editor

The built-in Map Editor lets you create and share custom battlefields.

Tools

- Terrain tool — paint hex terrain types (Flat, Forest, Hill, Rock, Water, Road, etc.)
- Wall tool — place castle walls, towers, doors, and ramparts
- Delete tool — remove placed elements
- Platform tool — place wooden landings and siege platforms
- Style / Height / Brush pickers — control terrain variant and elevation

Saving and Sharing

Save your map as a .coc JSON file from the Map Editor. Share it by placing it in a Maps/Addons/ subfolder with a pack.json file. Other players drop the same folder into their Maps/Addons/ directory to use it.

You can also export the map as C# code (**Export C#**) to paste directly into MapGenerator.cs if you are contributing to the built-in scenario library.

Settings Reference

Setting	Description
Story Mode	Enable / disable narrative parchment cards mid-battle
Mood Music	Enable / disable situational music triggers (combat, siege, victory near, etc.)
Phase Tutorials	Show first-time tutorial cards for each battle phase. Reset to show again.
Addon Packs	Install, view, and uninstall addon content packs
Sound Admin	Assign custom audio files to in-game sound events. MP3 files are converted automatically.
Fog of Orders	Multiplayer only. Hides each side's moves from opponents until contact.

Controls Reference

Input	Action
Left Click — unit	Select unit; shows movement range and valid actions
Left Click — highlighted hex	Move selected unit to that hex
Left Click — enemy unit (Melee phase)	Attack with selected unit
Left Click — category header (Setup)	Expand / collapse unit category
Left Click — stepper – / +	Decrease / increase siege or watercraft quantity
Right Click	Deselect / cancel current action
Scroll Wheel	Scroll unit list in Battle Setup
End Phase button	End the current phase and advance to the next
Pass button	Pass your turn for the current unit without acting
Mount / Dismount button	Toggle mount state for selected cavalry unit (Movement phase)
Skip Advance button	Decline the advance-after-combat opportunity

Glossary

Term	Definition
ATK	Attack strength — higher values improve combat results
DEF	Defense strength — higher values resist incoming attacks
MP	Movement Points — how far a unit can move in one turn
Ammo	Shots remaining for a ranged unit. 0 = melee only from that point.
Column Shift	A +1 or -1 modifier applied to the Combat Results Table lookup
LOS	Line of Sight — required for ranged attacks; blocked by terrain and units
CRT	Combat Results Table — the table used to resolve melee outcomes
VP	Victory Points — earned per kill, wound, and horse kill as configured
NPC	Non-Player Character — auto-controlled unit (neutral side)
Hotseat	Multiplayer mode where all players share one machine
Fog of Orders	Multiplayer setting that hides each side's actions from opponents
Addon Pack	Community-created .zip of new units, scenarios, or maps
HasActedThisPhase	Internal flag — prevents a unit from acting twice in one phase