


## Weather

Before round one, the weather is determined by rolling a die. Once the weather is decided (1-2=foggy, 3-4=sunny, 5-6=rainy), the blue Halma figure is then placed on top of the corresponding weather box on the board.



Each weather changes the units' movement or attack range, see table below.

## Round-counter





The red Halma figure is placed on the round counter at the start of the game, and is then moved one step up each round. Every 10 rounds, a weather die-roll is made, as indicated by a picture of a die on the round-counter.  When 30 rounds have passed the game is over.



*The round-counter*

## Units

There are four unit types in Panoply, each one with different strengths and weaknesses. They are summarized in the table below.

Unit type	 Spearman	 Bowman	 Knight	 Cavalry
Specialty	Enemy cavalry may not move over any squares surrounding a spearman.	Can perform long range attacks	Can perform coordinated attacks	Can disperse knights and bowmen
	Maximum Movement range / Maximum Attack range			
Sunny	2/1	2/6	2/1	5/1
Rainy	2/1	2/6	1/1	3/1
Foggy	2/1	2/3	2/1	5/1

