

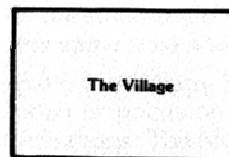
THE SCENARIOS

Before playing a scenario, read it through completely including the victory conditions as they are not always the same.

There is no limit on the number of turns taken to complete a scenario as the period of time covered is extremely short, about five seconds per turn.

The first scenario is the simplest to play and they increase in complexity as they go on. If the number of players permits, each character may be controlled by a different player. Otherwise, each player may control as many of the characters, on the same side, as he wishes. All the players on one side take their turns simultaneously.

STREET FIGHT



Map Layout

Two rival gangs have been relatively quiet for some time but violence is due to erupt. Giles insults Baker, an insult which must be avenged. . . .

N.B. The optional Command Control Rule is not to be used with this scenario. There is NO command control.

The Sides

Gang 1.

Peasants

Carpenter

Giles

Radult

Salter

Wulf

Shortbows

Fletcher

Gang 2.

Peasants

Baker

Farmer

Gam

Gobin

Smith

Shortbows

Bowyer

Sequence of Action

Gang 1 lays down its characters first. Giles is placed on the hex marked "The Street". Any 3 of the remaining characters may be placed in building 5, the remaining 2 characters must then be placed in building 3.

Gang 2 is then positioned on the map.

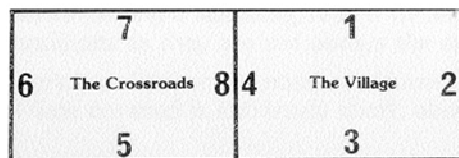
Baker is placed on the doorway hex of Building 2. The remaining 5 gang members are then placed in Building 1.

Gang 2 takes the first game turn.

Victory Conditions

Victory goes to the player controlling the last character standing. In the event of a situation where each player has only 1 character left and neither can corner the other, a draw is declared.

2. PEASANT REVOLT



Map Layout

A band of revolting peasants are on their way to join the main rebellion. They have broken their journey at the village and most of them are out foraging when they receive word that the local knights and their retainers are in the vicinity and are determined to crush them. The peasants start to make their way back to the village as it provides the best defensive site in the area and also to secure their loot, left under guard there.

The Sides

Peasants

Party 1.

Pack Mule 1 P.M.4
Pack Mule 2 P.M.5
Pack Mule 3 P.M.6

Peasants

Farmer
Gobin

Shortbows

Fletcher

Sergeants

a' Wood

Party 2.

Peasants

Baker
Carpenter
Cedric
Gam
Giles
Radult
Salter
Smith
Wulf

Spearmen

Ben
Bertin
Crispin
Hal
Mark
Odo
Perkin
Wat

Sergeants

Tyler

Party 3.

Bills

Guy
Jean
Rees
Robin
Tybalt

Halberds

Frederick
Naymes

Sergeants

Arnim

The Knights

All the mounted knights are used

Sequence of Action

Party 1 is placed in the area of the village. The pack-mules may be placed anywhere in the street or the courtyard of Buildings 3, 4 or 5. The characters may be placed in the same area and also within Buildings 2, 3, 4 or 5.

Party 2 and Party 3 enter on side 5 of the cross roads map. They may enter at any point or points on side 5 and may move to their full extent, subject to terrain limitations. The Mounted Knights may now enter at any point or points on side 6. They may move to their full extent, subject to terrain limitations. (NB. If the knights are deployed in more than one rank, the rich knights or barons on caparisoned horses should be in the front rank. Lesser knights with banners should stay as close as possible to their superiors).

The Battle Commences

If a clear-cut decision is not reached, eg. all the knights are dead, and neither side feels he is strong enough to beat the other, use the points system to decide the winner below.

Victory Conditions

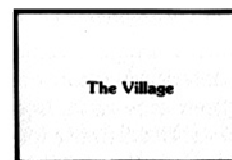
The Peasants

Every knight killed 5 points
Every live warhorse in peasants possession at game end 2 points

The Knights

Every Peasant killed 3 points
Every Pack Mule in knights possession at the end of the game (alive or dead) 2 points

3. CITY SACK



Map Layout

The City's defences have been breached and its defenders have retreated from the city walls and are fighting amongst the streets and houses. One party has found itself trapped in the quarter shown on the map and they have resolved to sell their lives dearly. If this quarter can be held, a counter attack from the citadel may clear the town of the enemy.

The Sides

The Defenders

Foot Knights

Sir Piers
Sir Richard
Sir Roland

Short Bows

Mathias

Crossbows

Codemar
Jacopa
Francisco

Halberds

Frederick
Geoffrey

The Attackers

Foot Knights

Sir Clugney
Sir Conrad
Sir Gilbert
Sir James
Sir Peter
Sir William

Halberds

Naymes
Tom
Watkin
Wynhen

Horses/Dismounted

Sir Richard
Sir Roland

Bills

Robin
Tybalt

Peasants

Radult
Smith

Civilians

Edith (Wife of Sir Richard)
Leopold (his faithful steward)

Shortbows

Aylward
Engerrand

Spears

Ben
Bertin
Crispin
Hal
Mark
Odo
Perkin
Wat

Sequence of Action

1. The defender may be placed on the map anywhere on the raised area on which the buildings stand. They may be in the open or in any of the buildings or courtyards.
2. The attackers may enter at any point or points on side 1 or side 4. They may move to their full extent, terrain limitations permitting.

Victory Conditions

If no clear cut victor emerges, the following points system may be used to ascertain the victor.

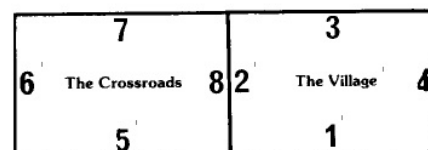
The Defenders

Every Building occupied by one or more defenders and empty of any live attackers	10 points
Every attacking knight killed	6 points
Every attacking soldier killed	3 points

The Attackers

Every Building occupied by one or more attacker and empty of any live defenders	10 points
Every defending knight killed	5 points
Every defending soldier/peasant killed	2 points
Capture of Edith alive	10 points
Capture of Sir Richard's Banner (carried by Sir Piers)	3 points
Every warhorse captured	3 points

4. ROBBERY WITH VIOLENCE



Map Layout

If the ammunition limitation rule is used with this game the defenders character should each have their number of arrows/bolts halved after their dice have been thrown, all halves being rounded up to the nearest whole number. It will make for a far more interesting game if neither the attacker or defender knows the extent of the others ammunition supply.

Special

If at any time during the game Edith is alone in any room in a building with one or more of the enemy she will immediately surrender. For movement after capture she is to be led like a dismounted horse at the appropriate speed. She will not attempt to escape.

The Ransom rule may not be used in this Scenario as defenders of a town whose walls had been breached forfeited the right to quarter.

It was common for medieval travellers to make their journeys together, both for the sake of company and to discourage the attacks of outlaws. Such a party was formed in the city a few miles back. A Flemish merchant Leopold, with his pack mules, servants and a handful of hired men-at-arms, joined up with a forester and a pedlar and a knight, Sir William. Unbeknown to our travellers, as they came to the crossroads, a gang of cut-throats already lie in wait for them. There is a village nearby, will the stout peasantry come to our intrepid travellers rescue?

To find out play on . . .

The Travellers

Civilians

Leopold the merchant

Philip the pedlar

Mule 1, 2 and 3 led by Giles

Mule 4, 5 and 6 led by Cedric

Crossbows

Forester

Sergeants

Martin

Halberds

Hubert

Naymes

Mounted Knights

Sir Gunter

The Outlaws

Spears

Mark

Perkin

Wat

Crossbows

Roland

Peasants

Baker

Gam

Gobin

Radult

Salter

Wulf

Sergeants

Arnim

Tyler

The Villagers

Shortbows

Aylward

Peasants

Carpenter

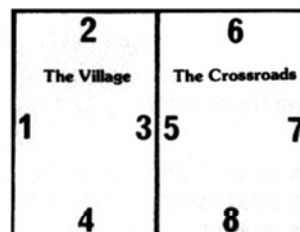
Farmer

Smith

Sergeants

a' Wood

5. THE TRAP



Map Layout

Little do the knights and their followers realise that they are advancing into a carefully concealed ambush.

The Sides

Mounted Knights

Sir Clugney

Sir Conrad

Sir Gaston

Sir Gilbert

Sir Gunter

Sir James

Sir Jacques

Sir Piers

Sir Richard

Sir Roger

Sir Roland

Sir Thomas

Sergeants

Martin

Tyler

The Ambushers

Foot Knights

Sir Alain

Sir John

Sir Peter

Sir William

Shortbows

Aylward

Bowyer

Chretien

Engerrand

Fletcher

Mathias

Spears

Hal

Mark

Odo

Wat

Bills

Guy

Jean

Rees

Robin

Tybalt

Crossbows

Bertrand

Gaston

Jacques

Roland

Halberds

Ben

Hubert

Naymes

Frederick

Geoffrey

Otto

Tom

Watkin

Wynken

Sequence of Play

The Villagers are placed anywhere in Building 5 - The Village Inn. The travellers enter the crossroads map anywhere on the corner between the hexes marked "Side 5" and "Side 6". The mules within each string must be in hexes adjacent to each other, ie. each string should occupy 3 hexes until such time as any may be detached. The characters may enter in any order, for the first turn, but nowhere should they be more than three abreast. They may move to their full extent subject to terrain limitations.

The outlaws are placed on the crossroads map. Sergeant Arnim and up to 5 of the outlaws may be placed in the depression in which the Pool is situated. The Pool itself may not be entered. Sergeant Tyler and the remaining outlaws are then placed anywhere on the hillock.

They may now attack the travellers.

On the travellers' turn after the outlaws attack a die is thrown.

1 - 5 - The villagers remain in the inn.

6 - 0 - The villagers may leave on this move to aid travellers.

If the first die roll is unsuccessful the player controlling the villagers may keep trying to enter the game on each succeeding traveller turn.

If the villager player is successful he then takes his turn simultaneously with the player controlling the villagers.

Victory Conditions

The robbers must leave the map with as many pack mules as possible. They may leave at any point or points. Obviously if the robbers end up with more mules than the travellers they are the victors and vice versa. Any dead or unattended mule left on the map after the exit of the last outlaw is added to the travellers' total. No outlaws may re-enter the game after leaving the map.

Sequence of Action

The party of characters to be ambushed enters the crossroads map at any point or points on side 7.

The mounted knights must enter first and in one body. At the end of their turn each knight must be a hex adjacent to another. The foot must enter at the same point or points as the knights, they too must be in one body and at the end of their turn each footman must be a hex adjacent to another.

The player controlling the ambushers places his forces on the table. They may be placed in any Building or Buildings, or courtyard on the village map, or on any tree hex on either of the maps. They may then attack the enemy.

Victory Conditions

The Ambushed Party

The ambushed party must attempt to leave the area by side 1, 2 or 4 of the Village map. Having elected to use a particular side, **ALL** characters must leave by that side.

Each knight to leave the table at the elected side (foot or mounted)	10 points
--	-----------

Each man-at-arms to leave the table at the elected side.	5 points
--	----------

The Ambushers

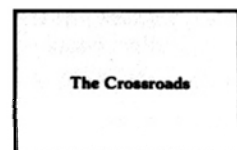
The Ambushers seek to prevent the enemy continuing on their march. If they prevent any from leaving the map **by their elected side** they have won a complete victory, otherwise use the following points table and compare their total with that above to find the winner.

Each enemy knight killed	10 points
Each enemy knight wounded	5 points
Each footman killed	5 points
Each footman wounded	2 points

If the Ransom Rule is used:

Each enemy knight held to ransom	50 points
----------------------------------	-----------

6. VANGUARD CLASH



Map Layout

Advance parties from two armies clash unexpectedly at the crossroads.

Side 1.

Mounted Knights

Sir Alain
Sir Clugney
Sir Gaston
Sir James
Sir Peter
Sir Roger
Sir Roland
Sir Thomas

Shortbows

Aylward
Bowyer
Engerrand
Fletcher

Spears

Bertin
Odo
Perkin
Wat

Sergeants

Arnim
Tyler

Halberds

Ben
Geoffrey
Hubert
Naymes
Tom

Bills

Jean
Robin
Tybalt

Side 2

Mounted Knights

Sir Conrad
Sir Gilbert
Sir Gunter
Sir Jacques
Sir John
Sir Piers
Sir Richard
Sir William

Sergeants

Martin
a' Wood

Crossbows

Arballister
Codemar
Francisco
Giles
Jacopa
Nicholas

Bills

Guy
Rees

Halberds

Frederick
Otto
Watkin
Wynken

Spears

Ben
Crispin
Hal
Mark

Sequence of Play

Side 1 enters from any point or points on side 6. They may enter in any order that the player wishes and may move to their full extent, subject to terrain limitations.

Side 2 enters the map from side 8. They may enter at any point or points in any order and may move to their full extent, subject to terrain limitations.

The battle commences.

Victory Conditions

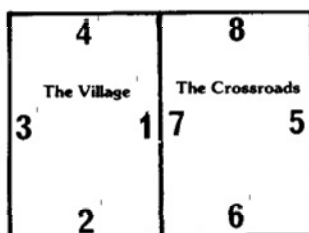
In the event of any character wishing to retreat off the map, he may do so only on the side on which he entered.

If the result is inconclusive use the following table to ascertain the winner:

For Both Sides

Each enemy knight killed	10 points
Each enemy knight's mount captured	5 points
Each enemy foot soldier killed	5 points
If the Ransom Rule is used:	
Each enemy knight captured	50 points

7. FLIGHT



Map Layout

The battle lost, the fugitives stream away from the stricken field. In the seething mass of frightened humanity, knights struggle to find their horses, servants try to save their masters' baggage and everyone tries to save their lives.

N.B. The Optional Command Control Rule should not be used with this scenario. There is **No** command control.

If the ammunition limitation rule is used, divide each character's total number of bolts/arrows by 3 to give his final number of rounds. All fractions are rounded up to the nearest whole number.

The Sides

The Fugitives

Group 1.

Peasants

Baker
Carpenter
Cedric
Farmer
Gam

Mules

Pack Mule 1
Pack Mule 2
Pack Mule 3
Pack Mule 4
Pack Mule 5
Pack Mule 6

Knights Horses

Sir Conrad's
Sir Pier's
Sir Richard's

Group 2.

Mounted Knights

Sir James
Sir John
Sir Thomas

Halberds

Ben
Frederick
Hubert

The Pursuers

Group A.

Mounted Knights

Sir Alain
Sir James
Sir Peter
Sir Roland
Sir William

Group B.

Mounted Knights

Sir Clugney
Sir Gaston
Sir Gilbert
Sir Gunter
Sir Roger

Bills

Guy
Jean
Rees
Robin
Tybalt

Foot Knights

Sir Conrad
Sir Piers
Sir Richard

Short Bows

Aylward
Fletcher

Sergeants

Tyler
a' Wood

Cross Bows

Bertrand
Gaston
Jacques
Roland

Halberds

Geoffrey
Naymes
Otto
Tom
Watkin
Wynken

Short Bows

Engerrand
Mathias

Cross Bows

Jacopa
Francisco
Codemar

Spears

Bertin
Hal
Odo
Wat

Spears

Ben
Crispin
Mark
Perkin

Sergeants

Arnim
Martin

Peasants

Radult
Salter
Smith
Wulf

Sequence of Action

Group 1 of the fugitives is placed in the village. The pack mules are divided into two strings of 3 mules each and may be placed anywhere in the street.

One of the knight's horses is placed in courtyard of Building 3, one in that of Building 4 and one in that of Building 5. Each of the 5 peasants is placed in a hex adjacent either to a string of mules or to a warhorse.

Group 2 of the fugitives then enters the Village map at any point or points on side 3. They may do so in any order the player wishes but at the end of the turn, and for this turn **ONLY**, they must not be in hexes adjacent to each other.

All fugitives may then move again to their full extent, terrain limitations permitting. This includes the grooms and servants in the village.

Group A of the Pursuers may now enter from any point or points on side 2 of the Village map, they may move to their full extent, terrain limitations permitting.

The action commences.

On the movement phase of his next turn, the player in control of the pursuers may bring on group B of his characters. They may enter the Village map from any point or points on side 3. They may move to their full extent, terrain limitations permitting.

NB Dismounted knights may only mount their own horses.

Victory Conditions

The fugitives may only leave the area via sides of the crossroads map. The pursuers must stop as many of them as possible from doing so.

The following points table is used to ascertain the winner.

Fugitive Forces

Each knight killed	10 points
Each knight's mount captured	5 points
Each footman killed	5 points
Each packmule captured (alive or dead)	15 points
If the Ransom Rule is used:	
Each knight held to ransom	50 points

The pursuing player must amass 250 points to gain a victory. Less than that and victory lies with the fugitives.

SCENARIO 8

This is the Scenario you devise yourself. Using the other scenarios as a guide, develop different situations that appeal to you. Try different balances of forces; firepower versus mobility, high combat strength versus numbers, and so on. A series of scenarios could be linked together to form a mini-campaign. The list is endless, but the following suggestions may give you a starting point:

The Border Raid

The Heroic Last Stand

Find the Lady

The Fighting Retreat