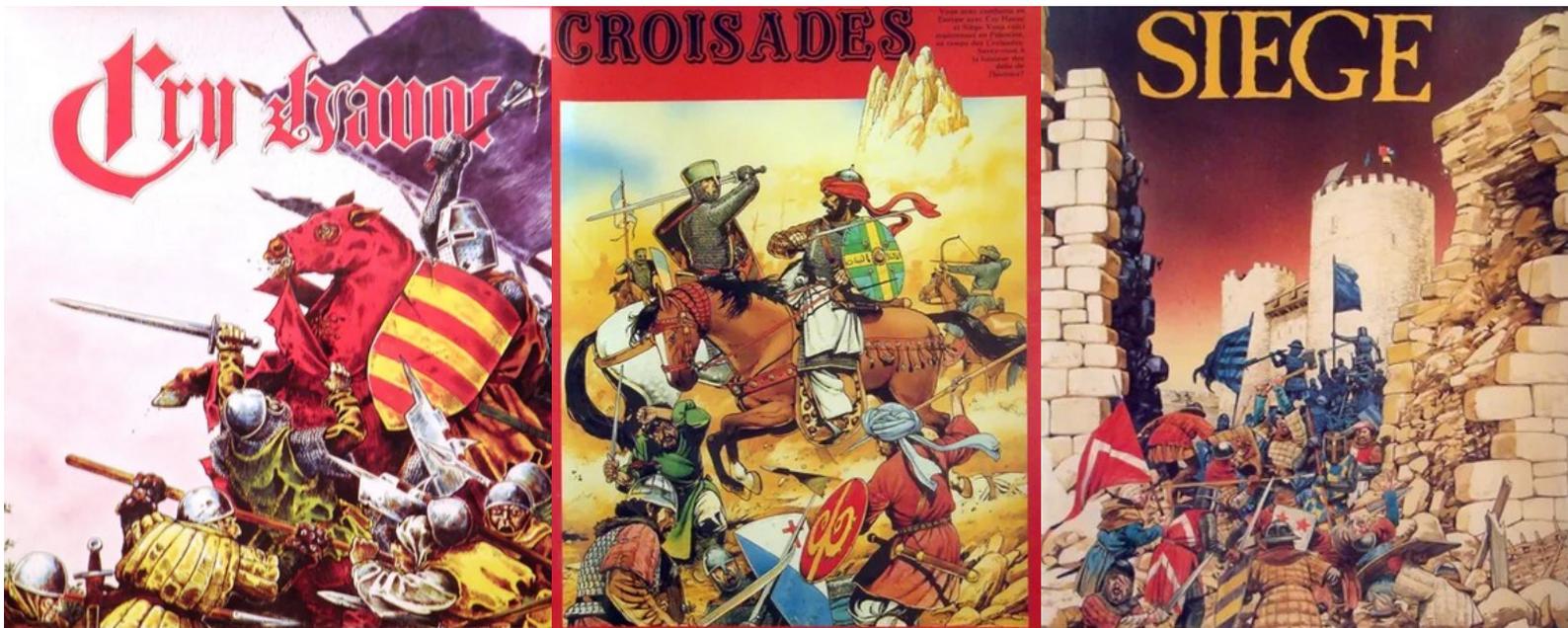


Scenario Book 2

Twenty-nine new scenarios by two authors in one book! There are scenarios for Cry Havoc, Siege, and Croisades, larger scenarios for two and more games, campaigns rules, multi-player, and solo scenarios.



STANDARD GAMES

Scenario Book 2

CONTENTS

INTRODUCTION	3	
Editors Notes	3	
1	Night Attack	4
2	Frontier Watch	4
3	Waiting for Odo	6
4	Recce	7
5	A Siege Campaign	8
6	The Morning After	10
7	Brigands and Their Like	12
8	A Fight in the Olive Grove	13
9	The Assassin	13
10	Chevauchee	14
11	Knights in White Satin	15
12	Dissembling Assembly	16
13	Just Passing Through	18
14	The Day They Hanged Big Tom	20
15	The Second Oldest Profession	21
16	On To Italy	24
17	A Baron's Rescue	25
18	For God and Jerusalem	25
19	The Tax Gatherer	26
20	Rebellion	27
21	Return from Hatim	28
22	Blockade	28
23	Acre 1191	29
24	Palace Revolution	30
25	Burn the Engines	31
26	Body of the Church	31
27	End of an Order	32
28	The Magnificent Seven in Spain	33
29	Infidels!	34

Scenarios 1 to 15 by Jim Webster

Scenarios 16 to 29 by L. M. Locke

Edited by Andy McKay

Introduction

Yes, this is it, the bit between the Author's acknowledgements and the first scenario, which nobody ever reads. However, it would be a pity to miss this bit out because it gives me a chance to tell you what's going on in my part of the booklet. It is here that I had better explain the points system. To give scenarios a degree of flexibility and to save you paying for page after page of characters' names, in most scenarios, unless I felt that the type of character used was particularly important, I have developed a points system. As you know, each counter has printed on it an Attack Strength. This is also his points value. So if you are told you can have 25 points worth of troops, then you can have 1 Knight with an attack value of 25, or five peasants each worth 5 points or any combination or permutation you consider viable.

To get the best out of this scenario booklet you really need all three games, Cry Havoc, Siege, and Outremer. However, scenarios 1 to 4 can be played using only Cry Havoc, scenarios 5 and 6 using only Siege, and scenarios 7, 8 and 9 using Outremer. But and this is a big but, if you look through the scenarios you should find that with a little imagination they can be adapted slightly and played using the "wrong" game. For example, a version of "A siege campaign" (scenario 5) could be played using the village in Cry Havoc instead of the Castle in Siege. The later scenarios, numbers 10 to 15, tend to use more than one game, and are pretty flexible as to which games you can get away with using. With regards to the content of the scenarios I must admit that I have tried to get away from the "Lets line 'em all up and charge each other" school, and produce scenarios which demand at least a degree of thought. Several are designed for solo play, and there are a couple set up for more than two players. However, perhaps the most important thing about these scenarios is, in my opinion, not what I as the writer have done, but what you make of them. Hopefully, at the very least, they will be a source of ideas which you can adapt to your own particular tastes in wargaming. I hope you enjoy playing them, and remember, the winners are the ones who enjoyed playing.

Jim Webster, June 1986

Editor's Notes

This booklet consists of two sets of scenarios by two different authors. Hopefully, this combination of different ideas and styles will provide plenty of fun for everyone. Throughout the booklet you will find references to D6 and D10, these are six-sided dice and ten-sided dice, respectively. So, if the scenario says "you are attacked by 3D10 peasants", you throw a ten-sided die three times, adding the results up to give the total.

Note on the integration of the three games

The major difference between Outremer and Cry Havoc/Siege lies in the movement rates and the introduction of the armoured infantry classification. Movement rates, when counters from Outremer have been used along with those from Cry Havoc/Siege the difference in movement rates has been built in to add to

the style of the scenario. Any infantry character with a defence strength of 6 or higher can be considered to be armoured. If you wish, you could mark the Cry Havoc and Siege counters. The tables below are taken from the character advancement rules in Outremer and are for use with Scenario 15.

ADVANCEMENT TABLE

Once the maximum attack strength for each class of troop has been reached, the man-at-arms may try to advance up to the next class. For all missilemen and spearmen this is the billman class. For the billman it is the halberdier class and for halberdiers it is the sergeant class.

After each engagement, any men-at-arms that have the maximum attack strength for their class may try to advance up one level if, 1) they performed a 'deed of Valor' or a feat of arms in the aforementioned engagement and 2) he rolls under 5 on a D10.

Defeat a knight +2 attack points

Defeat a sergeant or squire +1.5 attack points

Defeat a superior man-at-arms +1 attack points

Defeat an equal or inferior man-at-arms +0.5 attack points

Capture a knight +3 attack points

Capture a sergeant or squire +2 attack points

Capture a man-at-arms +1 attack points

An opponent must be defeated in hand-to-hand combat and not killed by missile fire. The attack points 'won' in combat are taken by the man-at-arm(s) with the greatest attack strength (if equal roll a dice), and any number of men-at-arms or peasants may have taken part in the combat.

Defeated by a knight -0.5 attack points

Defeated by a sergeant or squire -0.5 attack points

Defeated by a superior man-at-arm(s) -1.5. attack points

Defeated by an equal or inferior man-at-arm(s) -0.5 attack points

Captured -2 attack points

Defeated by peasants -2.5 attack points

If a man-at-arm(s) falls below the minimum attack strength of his class, he has to drop down to the next class with his present attack strength **even** if this means becoming a peasant. For every 2 attack points gained one defence point is gained.

CHARACTER STRENGTH TABLE

Healthy Characters

	Attack	Defence
Sergeant (mounted)	16-24	7-12
Sergeant (dismounted)	8-12	6-8
Halberdier	8-12	6-8
Billman	7-10	6-7
Spearmen	5-9	5-7
Short bowman	5-7	4-5
Longbowman	5-7	4-5
Crossbowman	5-7	4-6
Peasant	3-7	2-3
Civilian	2	2

NIGHT ATTACK

Map: The Village



The wild lands around the villages abounded with outlaws and broken men who lived off the more peaceable villagers.

Attacking defenceless peasants as they sleep might not be heroic, but it is reasonably safe.

The Sides

The Defenders

Village Inhabitants	Short bow:
Peasants:	Fletcher
Carpenter	Bill:
Baker	Guy
Smith	
Giles	

The Outlying Farmers	Gobin
Peasants:	Wulf
Cedric	Radult
Farmer	Salter

The Attacker, the Outlaws

Spears:	Crossbow:
Ben	Denys
Crispin	Sergeant:
Perkin	Martin

Sequence of Play

Each player cuts as many small squares of card as he has men. On one side of the squares he writes the name of his men, one per card. The defending player then places the pieces of card representing the Village Inhabitants face down in the houses. Each house should have at least one. The defender may have one character on watch if he wishes. The watchman can either stand still or patrol a set path. The defending player has the choice but must write down the path before the attacker places his pieces. The attacker now chooses which edge of the map he wishes to bring his men on from. He also uses his small squares of card, face down. There are two ways his men can be detected. Firstly, when within 10 hexes of the watchman, so that it is possible to shoot at each other, then they are visible, and secondly, when they break down a door to get into a house. If the watchman sees or hears them, he can blow his horn, which takes one move. This awakens everyone in the village, and the outlying farmers. If wounded he cannot blow as loudly, so can only wake the village. A door being broken down also wakes only the village. Once the horn has been blown the defender rolls a die every move. This is to see when the outlying farmers arrive. They arrive on a 10 for the first roll, 9,10 on the second roll, 8 ,9, 10 on the third and so on. This means they must come on by the 10th move. They arrive on the corner of the map where side 1 meets side 4. Battering a door down takes one man an entire move in

the door hex. He throws the die, he needs more than 1 cumulative, to break the door down. So if he gets to the door, throws 6, next move he must throw 5 or more break the door down, if he only throws 4, he must still spend one more move to get the 1. Once the villagers have been woken they will arm themselves, which takes one move, and then they are proceed to move as normal, still using the small cardboard squares. When a villager or an outlaw moves onto a hex adjacent to a square belonging to the other side, the square are removed and are replaced by the proper playing piece. If you are using figures then you can swap the card square for a figure at this point.

Victory Conditions

In each room entered the outlaws will get 1 die roll, the result is the number of copper pieces they find. If they control the village at the end of the game, they can hunt further, throw three dice, that is the number of copper pieces they missed the first time. If they have any prisoner throw one dice per prisoner, this is the number of silver pieces that the prisoner has hidden. There are 2.5 copper pieces to one silver piece. The outlaws win if they get 5 copper pieces for each man who survives to the end of the game, and 5 silver pieces for each one who dies. If they escape without enough money, but no dead, they have drawn. Anything else is a defeat.

FRONTIER WATCH

Map: The village, the crossroad



Setting the Scene

The frontiers of any great lord's domain were areas of unrest and potential conflict, especially in times of trouble. Hence, Sir Richard has sent his young and expendable nephew with a small escort, to look after the small frontier village of Neatsholm. His combined duties are, defending the villas, interviewing travellers, and encouraging wandering soldiers to enlist with Sir Richard.

The Defender

Village Inhabitants

Peasants:	The Outlying Farmers
Carpenter	Peasants:
Baker	Cedric
Smith	Farmer
Short bow:	Gobin
Fletcher	Wulf
Bill	Radult
Guy	Salter

The Garrison

Knight:	Bills:
Sir James	Rees

Sergeant:	Tybalt
Tyler	Spears:
Crossbows:	Wat
Giles	Crispin
Denys	Halberd:
	Geoffrey

Sequence of Action

This game is designed to be played either solo, or face to face. If solo, the player takes on the role of Sir James, the commander of the defenders, and his sole aim is to defend the village for as long as possible. If he can defend it successfully for 1 month, consider it a successful defence. If two people want to take part the other controls the potential attackers.

Night-time

Each night is split into 8 watches which divide the time between sunset and sunrise. The first watch gets dark, and the sun appears at the end of the 8th. At the beginning of the night the defender splits his Garrison into watches, each man can stand as many watches as he wants, but if he does more than two he will suffer from tiredness, so that all next day will count as having -2 on attack, -1 on defence and -1 on movement. If anyone does more than 4 watches he counts as wounded all next day. Then throw the ten-sided die, if a 10 comes up there is a night attack, throw the die again and this gives the watch the attack occurs in. A roll of 8,9, and 10 all mean the attack occurs in the 8th watch just before dawn. For night attacks use only the Village map and proceed as in the scenario "Night Attack". For the attacker's dice on the outlaws and broken men table.

Daytime

The day is split into ten watches. To see if anything happens throw the ten-sided die and subtract five from the total. This is the number of events that day. The defending player must now place his men. The Garrison has taken over building No. 4, the Village inhabitants should be spread around the other houses and the outlying farmers are off the map. A guard should be placed by the pond to interview travellers and wandering soldiers, and other men can be placed in guard positions on either map. Having done this, check to see what your events are. If there are two players, the attacker does this in secret. Otherwise the solo player must do it himself. First have one roll on the event table for each occurrence.

Event	Map sides they appear on
1,2 Mule train	6,7,8
3,4 Wandering Pedlars	6,7,8
5 Wandering soldiers looking for equipment	6, 7
6, 7 Enemy scouting or raiding party	1, 2, 6, 7
8,9,10 Outlaws and broken men	1, 2, 6, 7

Having found out what is happening the player throws again for each party to find out when. The number rolled is the watch on which the party appears. It should be

noted that a combat round lasts 5 seconds and a watch lasts over an hour, so it is unlikely that any combat will last more than one watch. However, it is possible that two events happen in the same watch; so be it, they both appear at the same time.

In a solo or a face to face game it will not be necessary to play out the arrival of a mule train, wandering pedlars, or soldiers seeking employment, the latter are merely directed to Sir Richard, the others may stop for a little trade and then move on. Any party arriving on the 10th watch will camp by the pond for the night. If so they are included as possible targets for night attacks, which in this case use both maps.

In the case of enemy scouts or outlaws, then, in a solo game pick the map side they appear on randomly and fight it from there. In a face to face game the attacker can choose where to strike. If two parties arrive on the same move, they cannot enter on the same map side simultaneously. If two parties do enter on the same move the defender will move mule trains and pedlars, the attacker the enemy scouting party, and outlaws and broken men. Wandering soldiers in search of employment roll a dice to determine their reaction.

- 1,2,3,4 Join and help the defenders.
- 5,6,7,8 Ride off and search for somewhere more civilised
- 9, 10 Wait 5 moves and then join in to help the side which seems to be winning.

Size of forces rolled up on the events table:

Mule train

1d6 mules with Leopold and 1 spearman per mule.

Pedlars

1d6 pedlars, who fight, if necessary, as peasants.

Enemy scouting or raiding party

1d6 halved knights, with 1 sergeant or halberdier per knight.

1d6 spearmen

1d6 short bows

Outlaws and broken men

50% chance of a knight to lead them

1 sergeant, or if no knight, then two sergeants

1d6 spears

1d6 Bills

1d6 Mixed short bows and crossbows

Wandering soldiers looking for employment

50% chance of a knight

Sergeants 1d6-4

Halberds 1d6-3

Bills 1d6-2

Spear 1d6

Short bow 1d6

Crossbow 1d10

Victory Conditions

This section presents problems. Ideally this scenario will be fought as a small campaign, perhaps using the

personal advancement tables in Croisades. The defending player can then turn to it for half an hour when he fights off a small raiding party, or spend a day with a couple of friends dealing with a large outlaw attack, rendered more dangerous by the presence of enemy scouts, and complicated by a party of wandering soldiers looking for employment. Obviously, many of the actions fought will not be balanced. Perhaps the best way of finding out who won is to see if the village can still be held.

For Solo Players

The aims of the various attackers should be borne in mind whilst you are moving them. Outlaws and broken men will attempt to raid the village, will not want to suffer heavy casualties, and might also attack the pedlars or mule trains instead. The enemy scouts and raiding party are more likely to pick off small groups of the garrison, and either kill them or take them away for questioning. If obviously winning they might try and capture the village. They will also try and rob pedlars and mule trains.

For Figure Players

The forces given for the attackers are chosen so that it should be possible in all cases to take them from the counter mix of Cry Havoc. In certain extreme cases it might not. It may be possible that you dice up an attacking force for which you cannot supply all the figures. If so, then do not hesitate to alter the force so as to make it possible for you to field it. However, as a rule of thumb, try and keep the total attack and defence strengths of the new force about the same as the one you rolled up. No replacing spearmen with halberds!

Final thought for everyone

If the attacker takes the village, call him defender, change places, and try and get it back again!

WAITING FOR ODO

Maps: the crossroads.



Setting the scene

Odo the Spearman has mortally offended several of the villagers of Neatsholm, so three of them are waiting, concealed near the pool, ready to “jump” him when he passes.

The Characters

The Villagers

Giles, Gobin, and Baker.

The Victim

Odo the Spearman

Sequence of Action

This game is basically intended to be played solo, and to fill in the odd half hour when you are waiting for your normal opponent to arrive, or before something worth

watching on the telly. Firstly, the player conceals his three peasants in a group on the crossroads map. He then takes between twelve and twenty other characters, amongst them Odo. These he places in a cup, or on a plate. Then holding the cup so that he cannot see the counters in it, he takes a contest random. He then throws 1d6 for the counter.

- 1,2 Enters map on side 6
- 3 Enter map on side 7
- 4,5 Enters map on side 8
- 6 Enters map on side 5

The counter moves at its maximum speed across the map, when it comes to the middle, dice again.

- 1,2 Continues straight on
- 3,4 Turns left
- 5,6 Turns right

Next move throw 1d6, on a 1 or 2 draw another counter unseen from the cup. Move it on the board after dicing for side of entry. These characters continue their own business, ignoring your three loitering peasants, until finally Odo is pulled out of the cup. Once he appears on the table (dice for him as for the others) your small ambushing party can spring into action. When they consider the time is right, they can leap out and attack Odo. He will stand and defend himself to the best possible advantage. However, the passers-by may well notice the fracas and act accordingly. Dice for each individual character, using 1d6.

Knights - throw a 1, will ride to Odo’s aid.

Commoners - throw 1, 2, 3 will run to aid Odo.

Those not helping Odo will give the combatants a wide berth. Those helping will be content if the attackers either flee or are stunned, and will not be too bothered about killing them. Any character who arrives on the map after the fighting starts should dice immediately to see what he does. Once Odo is either stunned or dead the ambushers will, if possible, quietly walk away. Any other combatants will halt their attacks and ask for an explanation. Throw 1d6 for all commoners involved and another 1d6 for all knights.

Knights

4 to 6 satisfied with the explanation and ride off, 1 to: unconvinced and recommence their attack.

Commoners

2 to 6 satisfied with the explanation and go on their way. Throw of 1 means they are unconvinced and recommence their attack.

The rationale for this is that commoners are more likely to be understanding, and give the benefit of the doubt; whilst Knights are less likely to get involved in brawls between their inferiors, however one who does is obviously personally motivated to maintain order and is

less likely to be mollified by some cock and bull story of ancient grudges.

Victory Conditions

Obviously for a solo player this is less important, however suggest that if two players are involved, one taking the ambushers, the other drawing characters from the cup, and moving them at random as the rules state, the following conditions be used.

If the peasants stun or kill Odo and none of them are killed is an ambushers victory.

If the ambushing peasants are all either stunned or killed and Odo is not, he has won.

Anything else is to be regarded as a draw.

RECCE

Map: The Crossroad, the village



Setting the scene

A small party of scouts has been detached from the main body of the army to investigate a small village situated off the main road. They enter side 6 on move one, and must discover what is in the village, deal with it accordingly, and get a messenger back offside 6 by the end of move 15.

The participants

Here I suggest a bit of flexibility. I would have the scouting party with its attack points totally 100 points. This for example could be Sir Thomas, Sir Roger, Sir William, Sir Piers plus the spearman Odo. Or it could be a large party Peasants. The other side depends on the choice of the other player. His task is to stop the scouts reporting in time and has several ways of doing it.

Sequence of Action

The player defending the village chooses his particular play for this game. He can choose from the following.

1) Friendly Villagers: These remain in the village, shout incomprehensible greetings in the local dialect which cannot be understood by the scouts, and welcome them with open arms when they arrive in the village. Numbers do not matter in this scenario as the villagers will not fight.

2) Hostile Villagers: Ten peasants and spearmen with three short bowmen as well. These attempt to appear as a larger force than they are, and attempt to slow down the scouts and stop them entering the village.

3) Ambush: A party of ten counters, half of whom can be crossbowmen, are hidden anywhere on the two maps that the ambushing player wants. They must ambush the scouting party and destroy it. In this scenario they MUST wipe out the scouts to be successful.

4) Enemy Scouting Party: An enemy party of up to 200 attack points have just arrived at the village from side 2 and is searching the houses and getting ready to spend the night. There are, at the most three characters on watch. They can see the scouts when the scouts could be shot at by them. They will try and drive the scouting party off.

5) Plague: The village has been devastated by plague, and all save the dying are already dead. When the scouts discover this they flee, demoralised and at random, individuals throwing 1d6.

1 side 3 3 side 6 5 side 1
2 side 5 4 side 7 6 side 2

Each man makes, at full speed, for the side he gets on the dice. Those who leave on side 6 can give information to their main body, the rest are assumed to have panicked and to be putting as much distance between themselves and the doomed location as possible.

6) Bandits: The village is held by a small party of bandits (up to 50 points), who are hidden in the houses. They will attempt to look like a larger force to deter close investigation. They will fight to defend their loot. If the scouts take the village, they will find the loot hidden in Building 4. Throw 1d6, this is the number of moves they spend arguing over how the loot should be shared out, prior to them remembering they have to get word back to the main army.

Once the defender has chosen one of the 6 plays, he gets the counters or figures that he needs and tells the scouting player that he is ready. The scouting player then places his own figures or counters on the map, a full move in from side 6. The defending player then places on the map any characters that the scouts can see. The scouting player continues moving, the defender continues to put characters on the map whenever they can be seen. The scouting player may, at any time decide that he knows just what is in the village. He can then send a messenger (or his entire force) back across side 6. For each messenger that he sends he must write down exactly how many men, split into knights and commoners, he thinks are facing him. He can send several messengers at different times, the last one to cross side 6 is the one who counts. The exception is when there is an ambush and he only have to get a survivor across the edge to win.

Victory Conditions

If the scouting player gets a messenger off in time, and he is correct in his estimate of the enemy facing him, plus or minus two, he has won. If he does not get his messenger off in time, or is more than four out, then the defender has won.

Anything else is a draw.

Notes on play

Obviously, some of the possible plays will give a more interesting game than others, however the fact that the

scouts do not know what to expect is what makes for the uncertainty. For a village full of peasants uttering incomprehensible cries could be hostile, or friendly, whilst a silent village could hide plague or an ambush. Similarly, the handful of peasants firing their short bows at the scouts could be the aggressive inhabitants, a handful of bandits or the advance guard of an advancing army. It is particularly important that the defending player thinks carefully about what he is trying to portray, and to make it as interesting as possible. He should not put any character on the map unless the scouts can see him.

SIEGE CAMPAIGN

Setting the scene

The actual siege was normally the culmination of a period of frantic activity, which included gathering men and supplies, and placing your castle in a state of readiness, whilst the enemy would try and slow down work by making raids and spoiling attacks. The enemy might also try and capture the castle with a small advance guard, hoping to catch the garrison depleted by the absence of foraging parties. The capture of the castle in this fashion had the advantage of speed and surprise, but if the assault failed, it could be costly in casualties.

A note on the campaign itself. The first half, the laying in of supplies is easily played Solo. Or one player, acting as the defender can play out the administrative side of the game, calling in an opponent for the randomly provided encounters. The actual siege, however, really needs two players to get the full benefit of it.

The Defenders

Knights:	Aki
Sir Lacy*	Arnold
Sir Wulfric*	Gareth
Sergeants:	Hayden
Morgen	Longbows:
Llewellyn	Aylwin
Spears:	Idris
Brendan	Dylan
Bryn	Gwyn
Mordred	Myrlin
Stori	Owen

Equipment: 6 Barrels of Oil

* Both can be either mounted or dismounted depending on players wish.

Supply

Each man consumes 1 supply point per day. A horse in the castle eats two supply points per day. If in the camp it eats 1 supply point per day, if sent off board to graze it does not need supply, but then is not available for riding that day. To provide this food the garrison will send out foragers. The defending player decides on the size of his foraging party and then decides how many days they will be away. That is, will he be content to forage near at hand, but find less food, or forage some distance off, but whilst there is more food, there is also more chance of

having a substantial proportion of the garrison absent in case of surprise attack. Foragers are assumed to feed themselves when foraging, and only those troops left behind will eat stored food. He starts with very limited stocks, only 100 supply points, which will not last the garrison a week. (Obviously, war has come suddenly and unexpectedly).

For each man sent out in the foraging party throw 1d6 and check on the foraging table.

Foraging Table

Forage during the day, home same evening	1d6-3 per man, per day
Go out one day, back the next	1d6-1 per man, per day
Spend two nights away	1d6 per man, per day
Spend three nights away	1d6+1 per man, per day
Spend four nights away	1d6+3 per man per day

So, for example, if the defender sends out a ten-man foraging party who spend two nights away. (Go out Monday, come back Thursday) he throws 10 d6. This rolling total 35, which is 35 supply points per man per day. As the party was away four days this comes to 140 supply points. This they take back to the castle where the garrison greets them with delight. However, the garrison during this period have eaten 40 supply points. (8 men at 1 per day, and one horse at 2 per day for 4 days), so the net profit is 100 supply points which are placed in store for future use. The foraging party can then set off out again next day to get more. If you want you can split the party into two groups, one which hangs around home, the other going a long way away. It's a compromise between defence and food supply and like all compromises is not as good as either but is better than both.

Enemy activity

All you need is a pack of playing cards, take out the jokers and shuffle. Each day, after the foraging party has set out, draw a card. If it is a club there is a small enemy force in the area and it is about to attack the castle. The size of the card indicates the size of the attacking force. The size is given in points. What the attacker does is choose a force whose total attack strength equal the points allocated to the force.

Card drawn	Force size
Two to six	70 points and two ladders
Seven to ten	85 points and three ladders
Court cards and the ace	100 points and four ladders

Sequence of play

When a card has been drawn and an enemy attack announced the defending player works out what he's going to do with the skeleton garrison, whilst the attacker works out the force of his dreams, up to the points he is allowed.

He then announces he is ready. The defender places on the map those characters who can be seen from outside the castle. They will be on the battlements, or outside the castle. The attacker then deploys and commences to attack. The defender's characters who are not visible

should initially be pencilled in on the castle plan on the Siege record sheet, and moved on there until they are either visible, or fire at the attackers. Firers disappear when they stop firing from arrow slits in towers but remain visible if they are on the battlements. Similarly, defenders who move out of sight can have their counter removed from the map, and their moves pencilled in on the castle plan on the siege record sheet. If the attackers capture the castle, the previous defenders may attempt to retake it with the foraging party when it returns. If the attackers happen to attack on a day when the foragers should be returning then the defender should take 19 cards from the pack, add a joker, shuffle, place them face down, and turn over the top card at the start of the move. Ideally this would be done by a third party so that the attacker does not know that the foraging party is expected back. The move the joker is drawn the foraging party arrive back on a map edge chosen at random. If the foragers have only gone out for the day anyway then a trumpet sounded from the keep will recall them. In this case you only need cards, one of which is the joker, and they will arrive withing 6 moves. Cunning defenders might well choose to blow the horn anyway, even if the foragers cannot hear it, as it could unsettle the attackers. Bold defenders might wait a move or two to see if the extra men are needed before blowing. The first half of the campaign lasts for 20 days, at the end of which you put all the cards back in the pack, and start drawing again, one card per day as before, but now the results are different. You are looking for court cards. The first card drawn means that the advance guard has arrived they commence setting up the camp, on the map of that name. The second court card drawn indicates the arrival of the engineers and the beginning of the siege proper. The defender is perfectly entitled to forage during this period, especially before the advance guard arrives, but his foraging party may have to fight its way back into the castle, escorting a cart filled with supplies.

The Siege Proper

Maps: The Camp, The Castle



Place side C of the Camp next to side G of the Castle.

The Sides

The Defenders

All those who have survived through the previous part of the game. Use the “Recovery from wounds” rule to determine who is fit and who is not.

The Attackers

Use every other character left in the game, except for Blodwin. If you want to use Blodwin, she is one of the defenders, the wife of Sir Lacy. Any defender fighting hand to hand within three hexes of her is inspired by her

presence and can shift the CRT 1 column to his advantage.

Carrying over from previous half of the scenario.

This is simple for the defenders but less simple for the attackers. Obviously, it is perfectly possible that the player leading the attackers only drew two attacks, with small numbers of men, against the full garrison. Merely getting hammered in this situation is quite an achievement. So, we will have to deal with it subjectively. Each time the attacker attacks, and is beaten off, both players should weigh the job

up and put a value, between 0 and 5, on the attackers performance. So, if the attacker is smashed all over the map by a smaller force then give him 0, if he almost gets in, in spite of a large garrison, and still pulls out in good order, give him 5. When the main army arrives and these random attacks stop, take the average score of the attacker, and compare it with the table below. Note this is all very subjective and demands good will and common sense.

there is argument about a particular attack, swap sides and refight it.

Attackers Attrition Table

Average points awarded per attack	Result
5	Garrison surrender unconditionally
4	Garrison must use optional panic rule
3	Attackers slightly unnerved. Throw 1d6 before each assault. If you get a one or two the men are uneasy, and the assault is postponed for a day. Next day if you still want to assault, roll again.
2	Attackers must use optional panic rule
1	Attackers unhappy. Any foragers must throw 1d6 per man, desert on a 1 or 2. Ignore this if there is one knight per 2 men in the foraging party.
0	Attackers demoralised, refuse to attack and desert in masse.

It should be noted that as the figure you get, being an average, is not obliged to be a whole number, you always round it down. It should also be noted that is very unlikely you ever get anyone achieving a score of either 5 or 0. If you do, you have not had enough attacks, or one player very much outclasses the other.

Supply

The defenders supply situation is easy, he has got what he has managed to collect. It’s up to him how he pads it out, he can put men onto half, or quarter rations. Half rations means that in hand to hand combat he shifts one column to the left on the CRT. If he then cuts to quarter rations this shift remains but his opponent also shifts one column to the right on the CRT. Once he runs out of food, he must surrender. It should be noted that a horse or draught ox counts as 20 supply points.

The attackers’ position is more complicated, they have to

forage just like the defender had to previously and use the same procedure as before. This means that only part of the attacker's force will be available for assault at any one time.

However, he can build his stocks up and then keep everyone in camp for a few days for an assault.

Regarding building siege equipment, the attackers can build in any given 5-day period 1 Trebuchet, or 1 Mangonel, or 1 Siege Tower, or 1 Battering Ram, or 1 Ballista, or 6 Scaling Ladders, or 3 Screens. However, these can only be constructed whilst at least one engineer is in the camp.

Sequence of Play

The attacker writes down how many men he is sending off foraging that day, and must tell the defender if any men leave camp, (but he need not tell him how many, just whether there are more than or less than 5 leaving the camp that day). He also writes down whether he intends to assault the castle that day. The defender also decides what he wants to do. He can sit tight, sally out to attack the camp, try and destroy the engines, break out to try and get a foraging party out, or break out to escort a foraging party back in. When they have written down what they both intend to do, they should also write down how many moves of fighting they are willing to accept. So, if you want a short sharp engagement with a chance to pull out under cover of darkness then just say a small number of moves. If you are willing to go at it all day then say a large number. I suggest you assume 50 to be a dawn start. Each player then states what he intends to do and how many moves he will accept. The one willing to accept most moves has obviously started earlier and has the initiative. You then set up for that particular action.

Winners and losers

If the attacking force has all its knights killed or wounded, so that they are out of action for several months, then the siege must be lifted, and the defenders have won. Similarly if the attackers have not enough men left to forage and guard the camp from the defenders then they must raise the siege, thus if the defenders do storm and hold the camp the siege is over and the defenders have won. However, if the castle falls then the attackers have won.

Playing the game

The big thing should be the constant air of uncertainty, as players should be trying to choose their time for attacks to coincide with the other side having all their men out foraging or wounded. Similarly, both players should try and keep numbers as unknown as possible, this will allow the real art of generalship, bluff, double bluff, and the ability to second guess an opponent, to come to the fore. Neither side should reveal how much food they have in stock until they run out and have to surrender or break siege and ride off.

THE MORNING AFTER

Ever woken up on a morning and felt sure that it was going to be "one of those days", well since the first caveman was awoken by his wife and told that the roof has started leaking it must have been happening all the time. This scenario provides a collection of interesting little games which are based around the concept of "its going to be one of those days".

Map: The Castle



THE DEFENDERS

I suggest that you have 84 points of defenders, led by Sir Lacy. Try and have about twelve characters making up the 84 points. More will not matter too much but too few will make it very difficult for the defender. Manpower is as important in some of the options as is actual fighting ability. All scenarios commence at dawn, no more than six characters can be on guard, one of these 6 carrying food to the prisoners in Morrigan's tower, the others positioned as the defender wishes. Those men not on watch will be minding their own business, Sir Lacy will be in the keep, the others spread between the other towers and the keep. Either decide that one of the towers is a barracks and all off duty men are in there, or alternatively number each tower, starting with the keep as number 1. Then for each character throw 1d6. This will give his location: It should be noted that the defenders do not sleep in full armour, nor do their archers stand guard with strung bows. Therefore, each Bowman will spend 1 move stationary stringing his bow before he can fire it, similarly each other character will spend 1 move getting his equipment together. Sir Lacy takes two moves, as he has rather more armour than everyone else.

Sequence of action

First the defender places his guards, then secretly the attacker chooses one of the 6 options. It should be noted here that you can undoubtedly think up other options. If so then write them out prior to using them, which means that the defender has even more to worry about, but at least you should have agreed something 'reasonably balanced. If playing solo, then throw 1d6 and this will choose the option for you. Then before the attacker discloses his option the defender either designates one of the towers as a barracks, or dices to see where everyone is. Then the attacker announces his option, and the game commences. So, read on for the options.

First Option

A draught horse pulling a loaded cart accompanied by three peasants, Matthew, Morris and Jasper, crosses the drawbridge. (The drawbridge is assumed to be lowered in

this option and the garrison is assumed to be expecting a cart load of supplies). Once on the drawbridge the peasants cut the traces so that the wagon cannot be moved, the drawbridge cannot be raised, nor the gates closed. The attacker can choose 120 points, which must include the three peasants mentioned, he may also have up to 4 men in the cart. It takes them a full move to leap out, they land on the two hexes just inside the castle. For anyone outside the castle trying to get in the cart costs 2 movement points and is impassable to horses. The cart must be left there, any further in there and the guards would spot the attackers. Victory consists of taking the castle or holding it if you are the defender. You read the book, saw the film, now play the game.

Second Option

An attacking force of 90 points with two ladders creep unseen through the morning mists and reach the East wall between Owl Tower and the Round Tower. They are not seen until they reach the moat. Victory conditions, attackers must seize the castle, the defenders must hold it.

Third Option

There are 6 prisoners in Morrigan's tower, the attacker selects 6 wounded spearmen or peasants. Whilst not wounded they are unarmed and fight as wounded until they defeat a guard and capture his weapons. Their movement is not slowed however, and they move at full speed. They have stunned and disarmed the guard who was feeding them, and their sole aim is to get out. They can try and lower the drawbridge if they want, but they have a rope of knotted sheets which is long enough to let them down from a wall but not a tower. If they are wounded in combat, they have a 50% chance of surrendering, and then they DO move more slowly, a prisoner will not surrender if there is not anyone available to surrender to. One man can descend the rope per move, and once off the map they have escaped beyond capture. I suggest you play it out, swap sides and play it again, the one who has most men escape, is the winner.

Fourth Option

Treachery. Any guards in the north and south gate towers have been bribed to lower the drawbridge and allow in 80 points of attackers. The alarm will not be raised until some other guard sees them. The bribed guards will fight for the attackers. If one of the guards is Sir Lacy then he has not been bribed, just assume he has had to wander out to the gents/catch up with his paperwork/get a spot of breakfast/see a man about a dog, and is in the keep. The victor is the player who holds the castle at the games end.

Fifth Option

Another misty morning, and lo , a force 60 points Strong with two ladders scale the wall between Morrigan's tower and the Owl tower, they are not seen until the first man on the ladder gets his head above wall height. Their sole aim is to seize Sir Lacy in the keep. They will try and capture him, rendering him unconscious. So, if they get a kill result in combat with him, then count it as a stun. Once he is their prisoner they will try and hold the keep door against all comers. For this option Sir Lacy must not be on duty and must be in

the keep. If the attacker chooses this option, the defender must place Sir Lacy in the correct place. If Sir Lacy is stunned and in a tower or the keep, defended by the attackers the defenders can try and release him, however the risk is that the attackers will grow desperate and kill him. If this situation arises count up the number of attackers that are left, if there are less than 6 they might grow desperate, subtract the number left from 6, then try to throw better on 1d6. e.g. 4 men left, subtracted from 6 leaves 2. If you throw 1 or 2, they will panic and kill Sir Lacy.

Sixth Option

Blodwin, Sir Lacy's daughter, has agreed to elope with Sir Hughs. Blodwin leaves the keep and has three free moves before anyone notices anything untoward. (Like the rope and suitcase). The rope takes 1 move to fasten to the wall top, and 1 move to climb down. Blodwin moves first in each move. The minute Blodwin appears on the wall top, Sir Hughs appears on the map edge nearest her. She will try and climb on the back of his horse behind him (ignore the stacking rules for this special case). Once mounted up (takes 1 move) the happy couple leave off the nearest map edge. Because of the special circumstances no missile weapons can be used, and Blodwin cannot be struck with weapons, however any of the garrison landing in the same hex as her will capture her, unless Sir Hughs is adjacent.

The garrison can sally out through the gate, or slide down the rope, and try and fight Sir Hughs, but cannot strike his horse if Blodwin is also on it. Any combat result which would result in injury to the horse should be treated as no effect. Victory consists of the escape of Lady Blodwin and a living Sir Hughs for one side, and Blodwin's capture for the other.

Victory Conditions

If Sir Lacy is killed the defenders lose. If he is captured and the defenders give up their attempt to recapture him the attackers win, as long as Sir Lacy is alive.

Playing the Game

Once again uncertainty rules. Obviously, it has been designed to produce quick games, with the option of solo play, and also games which are a bit different. The elopement is thrown in purely for fun, best played for light relief. The main point is to encourage you to think up your own options, as you play these, others will undoubtedly spring to mind. For figure gamers the options should be easily converted for figures and can be weighed to suit the figures you have available. One obvious way to rehash the options is to allow more or different men on guard, for example you may feel that having Sir Lacy armed and ready would rebalance an option, if so a couple of the options do state specifically that Sir Lacy must be in a certain place, altering his whereabouts in these options would make them too unbalanced. However in option 5 you could have Sir Lacy outside the keep, but if you do you must give the attackers more men, and the scenario tends to degenerate

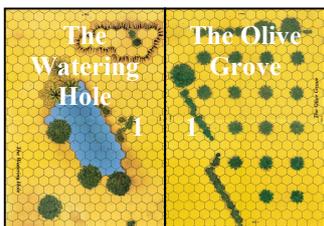
slightly, as its easier to take the castle and then find Sir Lacy, than it is just to look for him first.

BRIGANDS AND THEIR LIKE

Setting the Scene

The history of Outremer is often regarded as one of constant and unbridled warfare between Christian and Moslem. This is actually untrue. The Christians who settled in Outremer were forced by circumstances to join in the shifting web of alliances which passed for politics in the Middle East. Indeed, the newly arrived pilgrim was something of a mixed blessing, a valuable contribution to an endless manpower shortage, he was also bigoted and had a regrettable tendency to attack the wrong Moslems. In an atmosphere of wary live and let live; trade, cultural exchange, and in certain circumstances, intermarriage: persisted if not flourished and anyone, on either side, who rocked the boat, could find things getting on top of him. In this scenario a party of rampaging Seljuks have come across a Syrian horseman and a few infantrymen escorting a couple of wagon loads of trade goods. What they do not realise is that retribution is hot on their heels, a force of Turcoples has been sent after them by the local Christian Lord, whilst the Syrians, worrying about the safety of the wagons, have sent out an escort to try and find them.

The Maps: The Watering Hole and The Olive Grove.



Both side 1's touching.

The Sides

The Wagon Train 2 carts with draught animals	Slinger: M u s t a q
Syrian Cavalryman: Nassin	Spearmen: A b d u l M e s u t

Set Up

Nassin has suspected trouble and has parked his wagons by the waterhole on the line of hexes L5, K5, 16, 56.

The Attackers

Seljuk Heavy Cavalry:	Rashid
Taki	Ruzzik
Vezelay	Qutuz
Yaghi	Fakr
Baha	Arghun
Seljuk Light Cavalry:	Usamah
Yesugai	Bar
Mongka	Imad

Relief Force A

Temple Knight

Sir Walter

Turcoples:	Arnulf
Reuben	Tamara
Merton	Kamal
Mosul	

Relief Force B

Syrian Horsemen:	Crossbows:
Ashok	Junaid
Kukburi	Jehangir
Mohammed	Spears:
Archers:	Yassaffa
Sadik	Anwar
Mustafa	Jamil

Set Up

The Attackers should set up in The Olive Grove, left of the boundary fence. The two relief forces arrive separately. The Syrians will arrive on side 4 of the map The Olive Grove, the Christians on side 4 of the map The Watering Hole.

Playing the Game

This can be played quite easily with up to four players. However, three is probably the ideal number, and two is quite suitable as well. With four players The Wagon Train, The Attackers, and both relief forces each have a separate player. For three players the player taking relief force B also controls the wagon train, this is slightly better as the inhabitants of the wagon train have a low life expectancy and someone only playing them may well find themselves with nothing to do half way through the game. For two players, one player controls the Seljuk attackers, the other controls everyone else.

Sequence of Play

The wagon train sets up, the Seljuk attackers are placed on The Olive Grove, and they commence to attack the wagon train. The defenders will fight to the death. Take a pack of cards and take out 15 cards, two of them jokers. One joker will be Relief Force A, the other Relief Force B. Shuffle and after three moves start drawing one card per move. When a joker is drawn the appropriate relief force arrives on the correct position on the map.

Victory Conditions

The Seljuks want the wagons, they will seize them and escort them offside 3 of "The Olive Grove". They will defend the wagons until all the Seljuk Heavy Cavalry are either dead, stunned or prisoner. If this happens, they will abandon the wagons and leave at their best possible speed off the nearest table edge. The wagon train party can count it a considerable success if they manage to finish the game with any survivors, and if they do manage to retain control of the wagons that should surely be enough for anyone. The relief parties can count it a victory if they manage to kill or capture at least half the Seljuks, and they must recapture the wagons. It should be noted that the Turcoples and the Syrians are on the same side due to circumstances and a chance meeting, not due to a pre-arranged decision, hence they will not have any pre-

planned strategy. However, they will not attack each other, and a Christian will attempt to rescue a hard-pressed Syrian and vice versa. But they will not normally fight next to each other in composite formations but will keep themselves to themselves.

FIGHT IN THE OLIVE GROVE

Maps: The watering Hole, the olive grove



Setting the Scene

The Bedouin were great brigands throughout this period and were often hired by individuals on both sides of the religious divide, as mercenaries, scouts, or merely as hired muscle to help settle personal feuds.

The Sides

The labourers in The Olive Grove. (They should not include archers or crossbowmen).

Knights:

Sir Walter

Labourers:

Up to 30 points worth of peasants and spearmen who are working in the Olive Grove. These characters should be spread around the Grove, no character being within 4 hexes of any other character.

Remaining Villagers:

A force of 34 points, (the two forces together total 64 points and Sir Walter) who are in the nearby village. Once the Bedouin are spotted a horn will be blown and these men will rush to help.

The Bedouin:

All six Bedouin are used, that is:

Kitbuga	Mehmet	Thatoul
Al-Ashraf	Rukn	Ismail

Sequence of Play

The defender sets out his labourers and Sir Walter on the Olive Grove map. The attacker then places the Watering Hole map adjacent to the Olive Grove map, with any side touching that he wishes, he then places his Bedouin on this map, on the edge furthest from the Olive Grove. The Bedouin may then move, but the defenders must spend one move stationary gathering their weapons or fight as if wounded from then on. Sir Walter is assumed to be armed and mounted and may move without penalty and may blow a horn to summon help. Help will arrive, in the form of the remaining villagers, after 1d6 moves.

Special Conditions

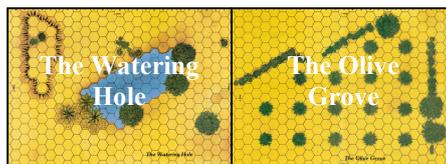
The Bedouin have been hired to kill Sir Walter, this they will seek to do, and they will not pay a lot of attention to anyone else. A wounded Bedouin will no longer attack a character frontally, only from the rear, and when either half their number are killed or wounded, or Sir Walter is killed, they will retire the way they came. Sir Walter cannot leave the map “The Olive Grove”.

Victory Conditions

The Bedouin win if they kill Sir Walter and lose if they do not.

THE ASSASSIN

Maps: The Olive Grove, the Watering Hole.



Placed with sides adjacent to each other, as the assassin wishes.

Setting the Scene

The assassins traditionally furthered their political aims by the removal of their political opponents. This scenario attempts to recreate such an attempt.

The Sides

The Attackers

Talat the Assassin

The Defenders

This can consist of any of the three great leaders (Richard I, Phillip II or Saladin (Qutb Ad-Din) along with a small escort of not more than ten men.

The Sequence of Play

The defending player places his Great Leader on hex 18, where he is assumed to be curled up and sleeping. 5 of the escort should also be placed around the Water Hole asleep, not less than two hexes apart. You could use the stunned counters for sleepers. The remaining 5 guards can be spread around the area on watch. The attacker then reads the names of all the Characters and secretly writes down the name of the one he intends to assassinate; it need not be the great leader. He then places the Olive Grove map adjacent to the Watering Hole, as he wishes, and places his counter on the far side of the map to the watering hole. He must attempt to cross the maps and place his character in the hex adjacent to the hex containing his intended victim. One move next to the victim will enable the assassin to kill him, unless he has to fight a third party at the same time, and as long as the victim is still asleep. If the victim is awakened, he will fight normally. If the assassin is seen, or if combat occurs, all sleeping characters will immediately awaken.

The Assassins Movement

The assassin is attempting to take advantage of the late evening gloom to approach his victim. Each move he must throw 1D10, and attempt to score 6 or less otherwise he will be seen by the guards and a warning given. However, he can add and deduct various things from his dice roll. All of move spent in hexes adjacent to trees or bushes -2 to dice roll.

- Moving at half speed -1 to dice roll
- More than 5 hexes from a guard -1 to dice roll
- More than 10 hexes from a guard -3 to dice roll
- Less than 3 hexes from a guard +1
- Moving in water Special

Regarding moving in water, it is assumed that the assassin is trying to swim across the watering hole to attack his victim. He has a choice, he may attempt to swim underwater, this means he moves at half speed and so gets a welcome -1 on his dice, as well as a special -2 for being under water, however if this does not take him to the other side of the water hole he will have to come up for air and swim on the surface. This he does at full speed but gets no minuses for. Alternatively, he can just swim at his normal movement rate from the start and risk being seen. The assassin who has been seen is assumed to have been noticed by the guard nearest to him. If seen he may attempt to dive for cover and hide, to do this he moves at full speed for the nearest cover and at the end of the move rolls again, if this time his dice roll says that he has not been spotted then the guard is assumed to have decided that he was seeing things and written the incident off as a false alarm. However, any further rolls the assassin makes are automatically at +1 as the guards will be more vigilant. If he is spotted a second time, he cannot attempt to dive for cover again as everyone is more alert.

Victory Conditions

The assassins sole aim, to kill his nominated victim, is all that matters, if he succeeds, he has won, if he does not, he has lost. However, this game is better played twice with players changing sides after the first game. You can then award victory points. I suggest the following:

For killing the Great Leader 2 pts

For killing any other character previously nominated 1 Pt

For escaping alive after killing the victim 1 Pt

It should be noted that unless the Great Leader is the character you initially nominated as the victim; you gain nothing by the way of victory points for killing him in passing.

CHEVAUCHÉE

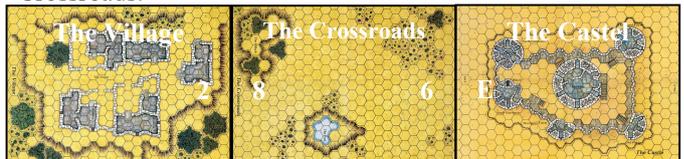
Setting the Scene

The Chevauchee was a favourite method of waging war in the middle ages. It was effectively a long drawn out plundering expedition in the enemy's territory which had several effects. It weakened the enemy economically, either forced him to fight, or undermined the morale of his army if he did not, kept your army fed, and to a degree paid, at the enemies expense, and filled in time between more rationally planned campaigns. The campaign which led to the battle of Agincourt was a

classic example, as were many of the Black Princes campaigns in France. The technique was to keep constantly on the move, leaving a burning swathe behind you. If a fortified position could be captured out of hand and destroyed, all well and good, otherwise bypass it and take softer targets.

The Maps

The Village, The Crossroads, and The Castle. The maps from Outremer could be useful. Place the Crossroads in the middle, with side 2 of the Village against side 8 of the Crossroads, and side E of the Castle against side 6 of the Crossroads.



Players and Playing the Game

The attacker in this game is conducting a Chevauchee through the area and has as his aim the destruction of the village and perhaps the seizing of the castle. The defender should prevent this if possible. However, in an era of poor communications enemy numbers were often unknown, and their intentions only to be guessed at. So, to simulate this the attacking player can choose from amongst three different force levels, each with its own aims and objectives. This means that the defender has some of the worries and problems that his historical counterpart would be faced with. Should he sally out to help the village, or is it merely a ruse to draw him away? If he suspects more attackers than initially apparent should he sally out anyway and try and destroy them in the open? However, the attacker does not have everything all his own way. Is that innocent village a trap garrisoned by Longbowmen? This is because the defender also has three different force options. About numbers of players, this game lends itself to at least two per side but can of course be played by only two in total. The attack on the village and the attack on the castle can easily be handled separately by different players, and if the defence is also so divided then it means that the game will flow faster and more smoothly, as each player has less characters to worry about. Another advantage of two players a side is in bluffing the opponent. If you have two attackers and one says "I'll give you a hand moving your characters until mine come on", or hints subtly in that direction, the minimum option A could look like option B.

Cunning players will note that there is nothing to stop an attacking player collecting spare counters and working out a force which he does not have, in an attempt to bluff his opponent. Cunning defenders will also find ways of working this. For example, their maximum force option C could allow 3 players on their side.

Victory Conditions

Whilst it may seem a little early in the scenario for these, I'll explain them now as they may affect the way you read the objectives. Each side has 3 possible objectives, which allow three different sizes or deployments of

forces, and have differing aims. The minimum force option is always A and the maximum C. As the more logical of you might guess, B comes somewhere in the middle. The game has been designed so that attackers option A is balanced with defenders' option A, and so on. So for winners and losers if you both choose the same level of option, e.g. both B, then the one who achieves his objective wins. However, if one person chooses a higher objective than his opponent, e.g. B to A, then he must win conclusively to consider himself a victor. If there is a large difference (A to C) then the player choosing C must win overwhelmingly. However, do not worry too much about this, because the player who really wins is the one who enjoyed playing.

Setting Up

The maps should be set up as previously mentioned. However, if you have Outremer, then its maps can also be side H of the Castle, and the Camp can also be used, ignore tents and ditches and treat it as ordinary terrain, and fit his map in next to side 7 of the Crossroads. This makes for a bigger battlefield for the larger option. Once both sides have chosen their options the defender can ask for the extra maps to be laid out in place. If no extra maps are being used counters are set up by the defender only if they could be seen from off the map, whilst the attacker enters the maps on side 3 of the village and side H of the Castle. If the extra maps are being used then the defender sets up, as before, but the attacker must come on the bottom edge of the extra maps. However, he need not come on the map immediately with all his forces if he does not want to.

Attacker's Options

A) You are leading a small force of 100 points which has been detached from the main army and sent off to sack a small village. Whilst there is a small castle nearby it is too strong for you to tackle. Using all your men in one force swarm onto the Village Map over side 3 and wipe out the inhabitants of the village. Once your men have emptied a house it will take 1-man 1d6 moves to set fire to the house. You are to Burn everything.

B) You are leading a moderately strong force of 250 points with 6 scaling ladders. Your aim is to use 100 points to attack the small village, and when the Garrison of the Castle has sallied out to assist the villagers, you can deploy your other force with ladders. Enter the castle map on side H and try and seize the Castle out of hand.

C) You have a large force of 400 points, with 6 scaling ladders. You should destroy both Village and Castle, how you do it is up to you.

Defenders Options

A) You have a force of peasants totalling 65 points in the Village, and a Garrison of 160 points in the Castle. (These forces should be all the village inhabitants from "Frontier Watch" and the castle garrison from "A siege campaign", both forces are the correct size). Your aims

are to both hold the castle and stop anyone destroying the village.

B) You have free choice of a force of 225 points which you can deploy as you see fit between the village and the castle. Your aims are to hold the Castle stop anyone destroying the village.

C) Due to rumours of War you have been strongly reinforced. You have a force of 400 points, two hundred of which are held in reserve offside 5 of the Crossroads. In this option your aims are not merely to hold the castle and stop anyone destroying the village, you must also meet the enemy in open battle and defeat his forces comprehensively.

Playing, further notes

In a battle as large as this one might be, flexibility is obviously the key. I have stuck to points rather than naming characters because people might not have all the games necessary. This game can be played by someone having Siege and Outremer rather than Siege and Cry Havoc. If this is your case, then use The Camp instead of The Village, and The Watering Hole instead of The Crossroads.

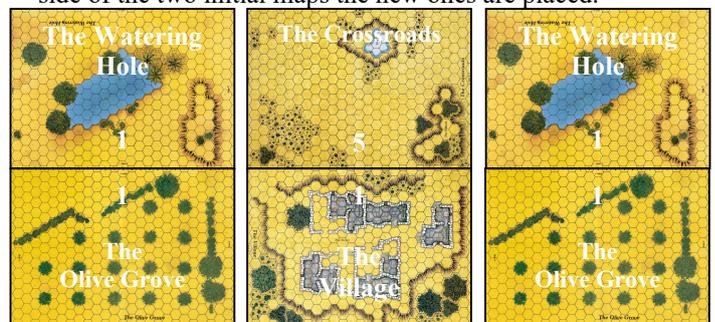
KNIGHTS IN WHITE SATIN

Setting the Scene

Many military campaigns have ended "strangely" due to political pressures over-ruling military necessity. Political expedience is a law unto itself but can be simulated on the wargames table if you are cunning when it comes to arranging victory conditions. In this battle you have a besieged force, an attacker, and a relieving force, but they must be played by three different people.

The Maps

You need The Village, The Crossroads, The Olive Grove, and The Watering Hole. The Village, side 1 is placed adjacent to the Crossroads, side 5. The Olive Grove side 1 against the Watering Hole side 1. The last two maps are only placed on the table when the relief force arrives. They are placed, with The Olive Grove next to The Village, and The Watering Hole next to The Crossroads. The commander of the relieving force decides on which side of the two initial maps the new ones are placed.



The Sides

The Village Defenders (Knights in white satin)

This consists of the knights of the religious orders (all 8 of them) who are dismounted, although their horses are in

the village. The Pilgrims, all the peasants in the Outremer game, who are the inhabitants of the village, and 100 points of troops to select as the Defender wishes. There are also four wagons for the defenders to use to form barricades to fight behind, blocking the street and such like.

The Attackers

This force consists of as many of the Muslim troops as the attacking player wants to use. It is entirely up to him. If he feels he can fulfil his objectives with the force at his disposal then that is fine.

The Relief Force

This consists of several points of Christian troops, equal to the Muslim attacking force. It can come from any game, or from several games.

Sequence of Play

The Defenders set up in the village, men inside houses cannot be seen. The Muslims set up on the bottom edge (side 7) of the Crossroads map and commence to attack the village. At a time of his own choosing the Relief Force commander places the extra two maps on the table and deploys along their edge on the flank of the Battle. He then attacks and attempts to destroy the Muslim army. Seems simple now doesn't it, a bit ordinary, any monkey could think this up. The hopefully clever bit comes next with the Victory Conditions.

Victory Conditions

The Relief Force

The religious orders have been getting above themselves lately, so it is not really upsetting you all that much to see them taking a pounding. Indeed, thinning them out is doing you a favour. However, if they suffer too many casualties then they will gain great fame and influence due to their heroism, and people might suspect you were not as prompt as you might have been to rescue them. Your victory conditions demand that there be less 6, but more than 2 knights left alive. The other deaths are irrelevant.

The Attackers

The religious orders are your most deadly foe. Now is your chance to give them a blow that will take them some time to recover from, you win if you kill them all, and manage to get a fair proportion of your army off the table, or even hold the village at the end of the day.

The Defenders

Your manpower is precious, especially your knights. However, your reputation for courage is equally precious. Therefore, if you have 5 knights killed you have lost, however, you have also lost if less than 4 are not at least wounded.

Reinforcements

Due to the difficulty of the attacker's task I suggest that every time they manage to accumulate ten dead whilst attacking the village, these characters can come back on as reinforcements on side 7 of the crossroads. (If nothing

else it should stimulate a truly fanatical assault, careless of casualties). However, this process stops when the relief force deploys his troops. So, there you are, it's all in the Victory Conditions. With any luck it might give you a few further ideas.

DISSEMBLING THE ASSEMBLY

Setting the Scene

One problem often found in medieval armies, but rarely I seen in their wargames successors is political infighting and lack of common purpose. A medieval/feudal army was essentially a coalition, often deeply internally divided, held together by virtually as many diverse factors as were tending to drive it apart. The aim of this scenario is to try and reproduce this situation, in a way which is both interesting and playable, without involving people in too much in the way of homework.

Maps:

Those from Siege and any other game. To set up your maps take a quick look at Fig 1 in "Just passing through". Form a map square like you see in Fig 1, only restrict it to three maps by three, (nine in all) with the castle in the centre, and five camps scattered around the periphery. Fill in the vacant spaces with the other maps you have to hand. Remember you do not actually need all nine maps, as you will never lay the whole lot out at once. However, if possible, do try and arrange it so that, at least in the area around the Castle, you have enough maps to be able to fight over

The Sides

Basically, this is a game for 6 players. You can dispose of the occasional 1, or having read through the scenario, make room for a couple more, but I'm afraid that it is impossible to play this scenario as a purely two player game. The situation is as follows. Sir Lacy and his overlord the King have had their differences over the years, which have finally got to the stage where Sir Lacy is inside his castle with his army, and the King is outside the Castle with his army. However, whilst Sir Lacys army admits to being his, the King is, in effect, merely borrowing an army from several of his vassals, for the duration.

Supply

The attackers must forage for supply (see the rules in "A siege campaign" for this) but Sir Lacy is stuck with whatever he happens to have at the time. Throw 2d6, and keep the answer secret, as this is the number of weeks Sir Lacy can hold out, on full rations. He should not reveal this figure to anyone, unless he wants to, perhaps to help him in future negotiations, and he can of course, go onto half rations as well if he wants.

Boredom

Hopefully, this will not be a personal experience for the players, but it might enter into the debate for the characters besieging the castle. It should be remembered that many feudal knights were not professional soldiers,

content to remain so long as the wages were paid on time. Many had things to do elsewhere, their estates to maintain, dragons to slay, and maidens to ravage. Even the more aggressive amongst them would tend to get bored in a siege where everyone just sat around and stared at the walls for days on end. A campaign should involve travel, whole new populations for pillaging, not sitting in the same old squalor and filth for weeks on end. To simulate this effect, each contingent, not merely each side, will throw 1d6 for each day they are not involved in any fighting (if an entire contingent goes off to forage this count as fighting). This is the boredom total. When it reaches 20 then a knight will leave taking his points value of troops with him. If there are no knights left, then throw 3d10 and that is the points value of troops that desert. In the defender's case desertion is more difficult. However, all defenders will be involved, emotionally at least, in all attacks so they would tend to have less days without fighting. Also, for each day in which the contingent is involved in fighting, or foraging, then throw 1d10 and deduct the result from the Boredom total. If the defenders Boredom total exceeds 20 then the defender's clamour for a sally, at least half the garrison must charge out and attack the most convenient enemy. Once the Boredom total has reached 20 and caused its effect, scratch all accumulated points for that contingent and start again from nought.

Illness

As I mentioned before, both sides are sitting in the same old squalor and filth. This tended to have its effect on the health of armies. More people died from illness than ever did from enemy action. I suggest you simulate this attrition by throwing a dice at the end of each week. After the end of each of the first 4 weeks throw 1d6, at the end of each of the second 4 weeks throw 2d6, and at the end of each of the third 4 weeks throw 3 d10. If the siege drags on longer throw 4d10 at the end of each week. Do this for the attackers as a whole and let them divide up attrition in proportion to the number of points each has besieging the castle. Just take the total on the dice roll, this is the number of points you must lose. Basically, they should be applied to healthy and unwounded men to reduce them to wounded or applied to wounded men to kill them. However, this system is a bit too harsh for the defender who has his normal means of sanitation already in place. Therefore, he can ignore the first month, in the Second month throw only 1d6, in the Third month throw 1d10, and from there on throw 2d10. A month is 4 weeks and remember, if the defender goes onto half rations add another die to his roll.

The Contingents

The Defenders

Sir Lacy with 200 pts. His aim is to withstand the siege, hold the castle without compromising with the King.

Victory Conditions

If he holds out at the end of the game he has won, if he remains in control after doing a deal with the king to

recognise his authority he draws, if he loses the Castle he has lost.

The King

He wishes to take this opportunity and seize control of the Castle. However, if it cannot be in his hands the castle ends up, then it must not be given to Sir Clarence who is too powerful by far. It would be better to reach a compromise with Sir Lacy, get him to recognise royal authority and leave it at that. The King leads 100 points of his personal following, as well as an army led by the Lords following.

Victory Conditions

To win, take and hold the Castle as a Royal Possession. To Draw-Compromise with Sir Lacy or give the castle to anyone but Sir Clarence. To lose-Have either Sir Clarence hold the Castle, or a rebellious Sir Lacy.

Sir Hughs

Nephew and heir of Sir Lacy, the Castle will be his in due time provided Sir Lacy does not go and lose it. However, Sir Hugh is ambitious, and Sir Lacy young and healthy, and it could be a lot of years before Sir Lacy joins his maker and leaves the Castle vacant. Sir Hughs victory conditions are there:

To win - To end up in control of the Castle.

To draw - To have Sir Lacy still in control of the Castle.

To lose - To have anyone else take control of the Castle.

Sir Hughs leads 100 points.

Sir Fritzwarren

A reasonably local Lord who tends to do his duty and mind his own business. He does not care who gets the Castle so long as they get on with the job and he does not have to waste his time around here. He has 100 points.

To win - The matter must be decided within 1 week

To draw - The matter must be decided within 4 weeks

To lose, this happens if he is still sitting there after 4 weeks

Sir Wulfric

A semi local nobody who has turned up both because he was asked and also because getting this castle would make him into someone of local importance. Any change in ownership would suit him as it would allow him more influence later on. He has 100 points.

To win - He must control the Castle

To draw - The castle must go to the King

To lose - The Castle is either controlled by Sir Clarence, or by either Sir Lacy or Sir Hughs.

Sir Clarence

A powerful local Lord, he fetches 300 points to the scene. He is determined to add this castle to his already large collection and to undermine royal influence on the frontier.

To win - If he controls the Castle

To draw - If Sir Wulfric or Sir Hughs controls the Castle

To lose - If the King controls the Castle

As you can see it is perfectly possible for several people to in simultaneously. You may find after playing the

game that some of the victory conditions need tinkering with. Feel free, it is difficult to play test this sort of game as it all depends so much on the individuals playing.

Sequence of Play

First arrange your maps, and decide who will have which camp. Then the attackers had better decide what to do. If you play this game face to face around a table 15 minutes of discussion, real time, last 1 day, game time. So, at the start of a day you plan tomorrows foraging, assaults and anything else you have in mind. Basically, the discussion is more important than the actual fighting, everyone must argue their corner, put forward their claims. Even when deciding when to fight, Sir Hughs may well want more negotiation with Sir Lacy, Sir Fritzwarren may want to get on with the fighting, whilst Sir Clarence might not be adverse to fighting, but insist that his men should not bear the blunt of the fighting. Even if you take the castle the game is not over until agreement has been reached on future control.

Deaths

If a player character is killed, he is out of the game and his contingent packs up and goes home. If the King dies, then everyone goes home and Sir Lacy (if still in control of the castle) has won. If Sir Lacy dies, then Sir Hughs is now in control of the Castle and can take over peacefully. He wins and everyone else goes home.

JUST PASSING TROUGH

Setting the Scene

The scenarios aim

By scenario aims I mean, the writers aim rather than the players. The aim of this scenario is to show you how to run a “travelling” solo game. Basically, you set off from one castle/village, cross several maps, interacting (probably violently) with the characters you meet there.

Maps

This depends pretty much on just which maps you have. This game could be played just using Cry Havoc, but its better using two or more games. Basically, you choose your starting point and decide just how far you want to travel. One way to do this would be to draw a large map, gridded into rectangles which represent the maps supplied in the various games. This is shown in Fig 1. Here you can move around the map, virtually as your fancy takes you. If you fight someone and leave from a map side, you know at once the territory you will move into. Fig 2 shows another way of going about this same sort of thing. Here you have what might be described as ribbon development. All you are interested in is the actual route you are following. This system is better for scenarios when you intend to follow an actual pre-set course, such as a frontier patrol or a peddler’s well-worn route between several villages.

The third way of progressing is at random. Best for “exploration” scenarios where the party cannot be expected to know exactly what terrain is ahead of them.

Recce parties could use this system. Here you throw 1d6 whenever you intend to cross a map edge. If you get a 6 the map is a built up one, if not throw again. 1, 2 its “The Crossroads”, 3, 4 its “The Olive Grove”, 5, 6 its “The Watering Hole”. Obviously if you have The Forest then you can fit that one in as well. If you diced and got a built-up area throw 1d6 again. 1,2 it is The Castle, 3, 4, 5 it’s The Village, 6 it’s The Camp. Obviously, you fit the tables to your personal collection of maps, and your own personal taste. If the scenario you want is hunting for bandits in the forest, then you will obviously cut down on built up areas and increase on forests. One disadvantage of this system is the unreality of riding along and having this castle suddenly appear (as if by magic) only yards away from you. This can be overcome if, when you enter a new map, you dice for those adjacent to it on the three sides you have not yet crossed.

Scenario aims and objectives

Once you have decided on your maps, what next? Well merely deciding what mapping system you are using probably means you have chosen what sort of party you will lead, with what sort of objectives. For example, if you chose fig 1 as your map type then you could set off as Lord of the area. Give yourself garrisons in the two castles (I suggest you base them on the garrison from A Siege Campaign) and populate the villages (here Frontier watch might give you ideas). In this situation you have plenty of options for action. You can, using men from your garrison, patrol your frontiers, or escort wagons of supplies from village to castle, the options are endless. Similarly, if you choose the fig 2 type map then you are rather forced into a set type of scenario. Its rather good for such things as patrols or wandering merchants who follow a set route. Fig 2 is at its best with recon. type missions where your scouting party sets off into the blue to find something, perhaps a castle or a village. The best way to deal with this is to give a few examples of types of scenario.

1	Village	Cross Roads	Cross Roads	Forest	Forest	Castle
2	Olive Grove	Cross Roads	Water Hole	Olive Grove	Forest	Cross Roads
3	Olive grove	Forest	Forest	Cross Roads	Olive Grove	Village
4	Water Hole	Olive Grove	Forest	Village	Water Hole	Water Hole
5	Cross Roads	Water Hole	Forest	Water Hole	Cross Roads	Olive Grove
6	Castle	Camp	Water Hole	Olive Grove	Village	Cross Roads
	A	B	C	D	E	F

Fig. 1

Castle	Camp	Village	Water Hole
			Forest
Fig.2	Castle	Crossroad	Village

The Enemy

As this is played solo the enemy has to be moved by you. However, it is also necessary or at least desirable that the

enemy is still capable of providing you with both challenges and surprises. This is perhaps better done through tables than by any other method. So that the examples given are valid to all possible scenario options I will give enemy strengths in terms of x, where x is the initial strength of the soloist's party. Therefore, if I say that a collection of brigands has a strength of 3x it has three times the points value of your party. Choosing your enemy is also important. If you are setting yourself up as a travelling merchant, then you should not give much place to wandering enemy armies in your table. However, if you are leading strong frontier patrols then wandering enemy armies is one of the things you are there to look for. But you will not be too worried about a bunch of skulking muggers who are, however, perfectly capable of doing over some poor innocent wandering merchant.

It should also be noted that the majority of people the soloist chances to meet should really be pretty neutral towards him, unless he is looking for trouble. Peasants working in their fields are not going to drop everything to attack him unless he starts acting aggressively. However if a fight breaks out in their area they may join in, and even if there is no fighting they can still help, if asked nicely there is a 50% chance that they will tell you the terrain type in adjacent areas, and if you can get this out of them, there is a further 50% chance that they will know exactly what is in the adjacent areas, which allows you to make you die rolls early, and perhaps be that little bit better prepared. Similarly, merchants encountered will be able to tell you the terrain in the last two areas they passed through (they have a 50% chance talking to you) but only a 25% chance of letting you know what's actually happening in the areas.

Obviously, we can divide the characters you are likely to meet into two groups, those who live there, and those just passing through. For those who live their Castles and Villages are easy enough, Castles tend to have garrisons. Village inhabitants. Unless you fancy something special, I suggest you just populate them from other scenarios. However, the open country is different, and I recommend the following table. Roll 1d6, add +2 if the map you are checking is "The Olive Grove" and read off below.

- 1,2 Merchants camped beside the water source, with stall out to sell their goods. 2d10 pts of Escort.
- 3 Bandits in ambush
- 4 Military picket guarding the area.
- 5,6,7,8 2d6 peasants working on the land.

Some forces I have not quantified, and when it comes to wandering forces some of them will get the same cavalier treatment. I suggest you use the following table for force strength, throw 1d6 and compare against force type.

	1	2	3	4	5	6
Military party	1/2x	x	x	x	2x	3x
Merchants/mixed pilgrims and general travellers	1/2x	1/2x	x	x	x	2x
Illegal Party	1/2x	1/2x	x	x	2x	3x

For wandering parties this depends very much on your idea of the sort of area you are in and the sort of campaign you are running. Most people who travel in normal circumstances tend to be decent and law abiding so I suggest the following table.

Throw 1d6 and read off.

- 1 Illegal party. Bandits/Brigands
- 2 Merchants
- 3 Pilgrims
- 4 Merchants
- 5 Peasants going to market
- 6 Military party

However, you may not be looking for normality. If your party were composed of a frontier patrol, you could perhaps replace 5. Peasants going to market with another military party, similarly if you are more interested in clearing forests in the heart of the Kingdom of bandits then you could cut out military parties altogether, along with perhaps one of the merchants and replace them with illegal parties. The reactions of the randomly diced characters when they see you are also interesting. It depends very much on what you are. A merchant would only be worried about the illegal parties, the rest would merely be scenery or even a chance to do business. The military patrol however would certainly be interested in crossing swords with the illegal party, and perhaps vice versa, especially if the bandits outnumbered the soldiers, and depending on the scenario the randomly generated military party could either be a random enemy incursion, or a chance meeting with a friendly patrol.

Ideas for Scenarios

The Convoy

You are given a force of 100 points and two wagons. The map is that of Fig 1. You leave the village at the top left-hand corner of the map, and escort your wagons, full of supplies to the castle and camp at the bottom left-hand corner (A6). Then with your empty wagons you must travel to the village at D4, and fill one wagon with supplies, from there to the village at E6, and fill the other wagon. From there head for the village at F3 where you will meet the Merchant Leopold with his pack mules, and the pedlar Philip. These will accompany you to the castle at F1 where you will deliver the supplies and await fresh orders.

It should be noted that there is no danger of enemy troops in the area as you are too far from the frontier, however there is much risk of bandits especially in forests and maps adjacent to forests. So, for this scenario your wandering party table could read as follows.

- 1 Pilgrims
- 2 Merchants
- 3 Peasants going to market
- 4 Friendly military patrol
- 5,6,7,8 Bandits

So, you just throw your d6, add +1 if the map you are entering is adjacent to the forest, add +2 if it is Forest. I suggest you have 1 wandering party per map.

Frontier Patrol

Your task is to follow the map in Fig 2 from Castle to Castle, visiting the villages and seeing all is well with them. Take 200 points. Here on the frontier there is probably less activity, you could well consider only having a 50% chance of a wandering party, with perhaps 100% chance at a crossroads. Not only that but you are much more likely to deal with enemy, or potentially hostile military parties. I suggest the following table.

- 1 Bandits
- 2 50% chance pilgrims, 50% chance peasants -going to market
- 3 Friendly military patrol
- 4 Enemy military force
- 5 Enemy military force
- 6 Wandering mercenaries/bandits. Will attack if they outnumber you and there is anything on the map worth looting. (Merchants, or a village for example).

Rece Force

You are to take 150 points of mounted troops and head north of the village. It is believed there is a castle 6 maps north of here. Find it and find a route to it which avoids both villages (which might betray your passing) and forests which would impede your progress.

Here you know where the castle is, 6 maps north. However, you know of nothing in between, and so you must cover the ground to find out what's there, and also cover the detours around obstacles like forests and villages. As you are in potentially hostile territory then the following table would, perhaps be suitable.

- 1 Bandits. In these circumstances you do not have to attack them, but they will probably attack you if they outnumber you.
- 2 Merchants
- 3 Enemy Patrol. Larger or equal to you will attack. Smaller will try to escape
- 4 Pilgrims
- 5 Peasants going to market. These might attack you if they outnumber you
- 6 Enemy Patrol. As above

So, there you have it. Not so much a scenario as a collection of ideas which should enable you to easily play a score of scenarios, all different. The only limitation is your imagination. You can be anyone from Philip the pedlar with his load and all on his lonesome, all the way up to Richard the Lion Heart, with army in tow, looking for Saladin. It is all yours from now on.

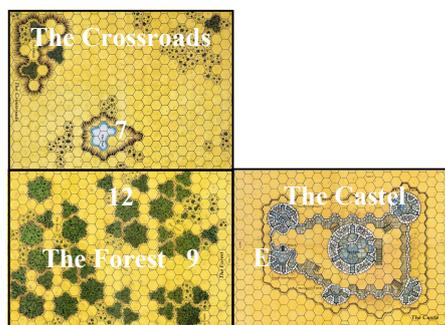
THE DAY THEY HANGED BIG TOM

Setting the Scene

Imagine it, just early morning, the crowd jostling the spearmen who link spears to hold them back, the castle gates swing open, and out march the men at arms, followed by a cart in which stand Big Tom, and the Hangman. Behind walks the priest, and stern faced, his icy glare freezing the crowd into temporary silence, rides the great Sir Richard, Lord of the Manor. Somewhere out there, amongst the trees is a flicker of movement, an arrow is notched, a sword loosened in its sheath, the rescuers await.

Maps

For this you ideally need The Castle (which can be replaced by The Village), The Forest, and The Crossroads. Place side E of the Castle next to side 9 of the Forest. Place side 7 of The Crossroads next to side 12 of the Forest.



The Sides

The Execution Detail

Knights:

Sir Richard

Sergeant:

Martin

Billmen:

Rees

Tybalt

Crossbows:

Giles

Gaston

Crowd Control Detail:

Ten Spearmen

The Crowd:

Fifteen Peasants

The Priest:

Leopold, who will not fight

The executioner:

Sergeant Arnim

The Prisoner:

Big Tom, halberdier and outlaw with his hands tied and a noose around his neck

The Outlaws

Archers:

Bowyer

Chretien

Fletcher

Mathias

Billmen:

Robin

Jean

Guy

Halberdiers:

Fredrick

Initial Setup

The spearmen form a line between the South Gate tower and The Corpse. The peasants are in a clump south of them. The execution detail forms up in the following order. First Rees and Tybalt, then a horse drawn cart carrying Tom and Sergeant Arnim. Next Leopold followed by Sir Richard. Finally, Martin followed by Giles and Gaston. The outlaws can be anywhere hidden on either The Crossroads or The Forest. The outlaw

player should note down the positions of his counters and only place them on the map when they can be seen.

Movement

The execution detail will move at funeral pace (4) through the glade to the crossroads. There, at the hillock, Big Tom will be hanged by the neck until dead, unless circumstances intervene.

Once the detail arrives at the hillock, Big Tom will be given time for confession with Leopold. Depending on how many sins he can remember it will take 1d6 turns for confessions. It then takes 1 turn to adjust the rope, and the next turn they will hang him. The execution detail will not kill Tom out of hand just to stop him being rescued and being decent men, they will not hurry his confession, however, if released, they will then attempt to kill him.

It takes 1 move to cut Tom's hands free, and next move he can use a weapon. This will either be his own, carried to him by a previously designated character who cannot fight without dropping it, or a weapon taken from one of the enemies.

Moving the Peasants and the Crowd Control

Big Tom was always popular with the lower orders, who do not wish to see him die, but lack organisation. The player using the outlaws will also move the peasants. They will, until they finally decide to attack, stay in a clump, each must be adjacent to at least two other peasants. Once the cart has entered the forest map the peasants will follow it down the glade. Throw 1d6 and that is the number of hexes each character can move. The spearmen stay between cart and crowd if possible. The peasants throw 1d10 each move, if their score is more than the number of spearmen controlling them, they will attack, and can be used by the player controlling the outlaws as outlaws, with no movement penalties.

The player in charge of the execution detail can move the spearmen of the crowd control detail a normal infantry, but he cannot just stand them there and use them as a passive barrier to stop the peasants, the peasants will jostle them back regardless.

Bribery and corruption

Whilst it is what Sir Richard is hoping to stamp out, alas, it still flourishes. The outlaws have 3 silver francs to spend and an assortment of things to spend them on.

- 1) The priest will, for 1 silver franc, drag out the length of time taken for confession by an extra 6 moves.
- 2) Spend 1 silver franc on beer for the crowd and they will be emboldened and add +1 to their die roll when checking to attack.
- 3) Spend 3 silver francs on beer for the crowd and they become enraged, adding +2 to their die rolls when checking to attack.

4) For 3 silver francs Sergeant Arnim will loosen the ropes on Big Tom's wrists so that he can free his hands and escape whenever he wants too. (This will not stop Arnim striking at him whilst he is escaping).

5) For 1 silver franc the local witch Edith will stand in front of the cart for 1d6 moves prophesying doom on any who take the life of an innocent man. This effectively halts the column unless fighting has already started. The column stays halted until two men move adjacent to Edith and move her out of the way, which they can do at a speed of two hexes per turn.

6) For 2 silver francs, Edith and Audrey will come out of the corpse and make scurrilous suggestions to Sir Richard, and anyone else in the detail who is near. Both they and Sir Richard roll 1d6. If he scores higher, he treats them to a glance of such icy disdain they slink back into the bushes and no time is lost. If the die rolls tie, then he halts for two moves to lambast them before they slink off. If they roll higher, then he is so furious he sends Giles and Gaston to chase after them, when they land on the same hex they take 2 moves to overpower them and tie their hands, and then take them back to the cart, which may move on whilst this little scene proceeds. When the cart arrives at the gallows tree on the hillock the two women will be whipped, after the hanging. When running away the women will try and join up with the crowd of peasants who will defend them against the crossbowmen.

Victory Conditions

The outlaws want Big Tom free; they win if he gets away, and still has at least half his band left. The party of law and order want a good scenic hanging. They win if they get it and force a draw if Big Tom dies anyway. (What do you mean "Shot whilst trying to escape?")

THE SECOND OLDEST PROFESSION

Setting the Scene

The Bandit, Brigand or Thief has made his appearance in many of the scenarios in this booklet, and it is perhaps only appropriate that he has a scenario to himself. The aim of this scenario is to set up a solo campaign where the player takes his place as the leader of a band of these desperados.

Maps

For this you need the Forest, ideally a couple of them at least, and any other maps you have to hand. Definitely Cry Havoc, but the others can all come in. Arrange your maps to form a large map, as in Fig. 1 of "Just passing through". Here however I suggest that "Forest" massively predominates. I suggest that you try something like that drawn below. You will notice with this large map there is a predominance of forest, with a couple of obvious routes through it. Much better for bandits than open country.

	A	B	C	D	E	F
1	F	F	V	OG	C	CR
2	F	F	CR	F	WH	F
3	F	F	WH	F	F	F
4	F	F	F	CR	F	F
5	F	F	WH	V	F	F
6	F	F	CR	F	OG	F
7	F	WH	F	F	CR	F
8	F	CR	F	F	WH	V
9	F	OG	F	F	F	OG
10	F	V	F	F	F	V
11	F	GR	F	F	F	G
12	C	WH	F	F	F	CR

F = Forest v = Village C = Castle OG = Olive Grove WH = Watering Hole. CR = Crossroads.
 ----- = Main Routes

Starting your Band

Here it rather depends on you, I recommend beginning at the very beginning and starting with a group of runaway peasants who have taken to the forests to escape the tyrannical oppressions of those in Authority (such things as income tax, V.A.T., and their like). I suggest that you throw 1d6 and that is the number of men you start off with. Just choose peasant characters at random and mark down their names.

Growing and Improving

Unless you are rapidly crushed you will inevitably gather more men to your band. However, these will tend to be runaway peasants rather than soldiers. I suggest that at the end of each month you roll 1d6 and this is the number of men who come forward to join you. As the campaign progresses your men will inevitably gain in experience and ability. I suggest that you use the Character Advancement Tables from *Outremer*, with however a couple of provisos. Firstly, a peasant can freely advance to spearman, or crossbowman, or archer, provided he has gained the appropriate attack points. If he loses attack points and drops to civilian, he is drummed out of the band. The second proviso is that no-one can advance above the level of Mounted Sergeant. Once one of the bands has reached this level throw 1d6 after each engagement in which he gains attack points. If he rolls less than or equal to the attack points, he gained in that action he bids farewell to the band and rides off to seek fame, fortune, and respectability with a more prestigious organisation.

Supply and Money

Here I will use the same monetary system as holds sway in *Outremer*.

- 25 Copper centimes (CC) equal 1 Silver Centime (SC)
- 5 Silver Centimes equal 1 Silver Franc (SF)
- 25 Silver Centimes equal 1 Gold Franc (GF)

As in "A Siege Campaign" you can forage. Each man consumes 1 supply point per day, and this can be foraged for, or purchased. 1 supply point costs 2 copper centimes. This is food purchased from local peasantry. For foraging proper you have a choice of two methods. You can either

hunt, or forage off the peasantry. In the former case for each man in the hunting party throw 1d6 per day and consult the table.

Spring	1d6-2 per day
Summer	1d6-1 per day
Autumn	1d6 per day
Winter	1d6-5 per day

There are the following plusses.

If foraging more than 3 maps from home +2

If foraging more than twice a month on the same map -2

You can of course build up a stock of supplies in your base to carry through the winter months if you wish.

Foraging off the peasantry

Those you meet in the forest 1d6-3

Foraging on open ground and Olive Groves 1d6-2

Foraging in villages 1d6 +2 per hut. This is a raid on a village and must be fought out.

Public Opinion

You are very dependent upon the good will of the peasantry for information about tempting targets to attack, and possible punitive measures. To simulate this, I suggest you draw up a small chart, this has +6 Peasants very friendly at the top and -6 peasants hate you at the bottom, and all the possible numbers in between. When you first make your appearance you start out at 0, an unknown quantity, and every week, at the end of the week, you run through the following factors and re-adjust your position on the chart.

Killing Peasants	-3 for each such incident (not for each death)
Robbing Peasants	-2 for each incident
Foraging from peasants	-1 for each incident
Giving money to peasants	+1 for each gold
Giving food to peasants	+1 for each 150 Supply points

Please note here you cannot buy supply points at a village and then give them back to the same villagers, they think you are mad, not generous.

Finding your enemy

This depends upon information. Throw 1d6 per day.

- 1,2 Type A force on the roads
- 3,4 Type B force on the roads
- 5,6 Type C force on the roads

You then roll again to see what the force actually is. If your popularity score with the peasantry is positive they get information through to you about the force and allow you to know what it is (roll the dice) before you try and ambush it. If not, you must set up the ambush before you see your enemy.

Composition of enemy force

Type A Force

- 1,2 Military patrol from 50% of your strength to 150%

- 3,4 Party of pilgrims from 50% of your strength to 200%
- 5,6 Merchants in convoy. Guards from 50% of your strength to 150%.

Type B Force

- 1,2 Peasants going to Market. From 50% of your strength to 125%
- 3,4 A merchant will guard from 25% of your strength to 75%
- 5,6 A merchant convoy with guards from 50% of your strength to 150%

Type C Force

- 1,2 Military patrol from 25% of your strength to 100%
- 3,4 Strong military patrol from 100% of your strength to 300%
- 5,6 Party of pilgrims from 25% of your strength to 100%

To find out exact strength, just split the range into equal increments and roll at random.

Enemy Routes

As there are 6 places where the roads enter and leave the main map. I suggest that you number them and then throw 1d6, that is where the convoy starts, then throw another 1d6, that is where it leaves the map. If you get the same number for each roll, I suggest you assume the party enters, travels to some point on the map, then returns the same way. For example, a party might enter at A12, travel to the village at D5, then return to A12.

Other Actions

You can always attack villages, there are enough rules for that in this booklet, or try and take a castle if you want. It is merely a matter of using your common sense and picking garrisons out of other scenarios. You could even fit other scenarios into this one. Frontier watch would work with very little adaptation.

Enemy Offensives

Obviously, the forces of law and order are not going to take this lying down and will try and patrol and cut you down to size. The larger your band, the more efforts they will make to capture and kill you. I suggest that each time any of your band cross a map edge they have a chance of finding a patrol on the next map. Throw 2d10 and read the score as a percentage.

Band size	Chance of random patrol
Less than 11 men	5%
Between 11 and 31 men	15%
Over 31	25%

You can keep numbers down by refusing to take volunteers, they just mooch off and join someone else.

If your popularity with the peasants is negative not only will they attack you if they outpoint you, but they will give information to the authorities. This will bring patrols down on you like a ton of bricks. To cover this, if your popularity is negative, roll your percentage dice as if you

were a band one size larger than you are. So, if you are an unpopular band of 7 men, you roll as if you were between 11 and 31 strong.

These enemy patrols hunting you down will be plus or minus 20% of your strength. When you encounter them throw 1d6 for you and 1d6 for the patrol. Add +2 to your dice roll and work out the difference.

A difference of one or two in the bandits' favour means they can ambush the patrol. A greater difference gives them a choice. They can ambush it, or they can slip away unseen and avoid it entirely. A difference of none, or up to three in the patrols favour means they attack in formal battle. A greater difference means the patrol can ambush the bandits.

I suggest if there are more than 9 men in the bandits' party, they lose the +2 on the dice roll.

The final insult, if your popularity with the peasants reaches -6, is they tell the authorities the position of your camp, and the authorities immediately gather a force of strength equal to yours (plus or minus 20%) and attack it. For your camp you have a choice. You can use the map "The Camp" or the map "The Village", depending on how permanent you want it to be.

Loot

After all, this is what you are in it for. I suggest you use the Encounter Effects Tables in *Outremer* if you have them, otherwise a nice simple rule of thumb is as follows. Peasants, when killed and stripped, are worth their attack value in copper centimes. Ordinary soldiers are worth their attack value in silver centimes. Knights, with horse, armour and ransom are worth their attack value in gold francs. Half this for a dead knight (no ransom) and half it again if his horse is dead.

Defeating the Authorities

It is possible that you will manage to soundly thrash the authorities forces in several successful actions, if this happens then keep a count of the enemy you have killed and captured. When you have killed more than 3 times your total points value within the course of a year then the local lord is badly understrength. He has only got the garrison of his castle left. Here you can go further if you want, you can attack a castle. (Hiring engineers will cost you 1GF per day) and then try and hold it. I suggest you try using "A siege campaign". You have the men who will form the garrison, you should have built up some supplies. Use "A siege campaign" foraging rules, and enemy forces. Finally, if you hold the castle at the end of a siege then you have presented the world with a "fait accompli". You are the new lord.

Scenarios 16 to 27 were written by L. M. Locke. They are more straight forward in design, and the last three in particular, are quite large, to give some idea of how far you can go when combining two or more games.

Troop Points System as used in Scenarios 16 to 27

Type of playing piece	Points value
Caparisoned Knight mounted	40
Caparisoned Knight dismounted	20
Other Knight mounted	33
Other Knight dismounted	16
Sergeant	11
Halberdier	11
Billman	10
Spearman	7
Short Bowman	18
Crossbowman armored	20
Crossbowman unarmored	18
Longbowman	24
Peasant	3
Civilian	1

For Saracen characters use the points value Christian with the nearest combat strengths.

ON TO ITALY

Map: The Village



Players: 2 or more **Time:** 2 hrs

Setting the Scene

The Hundred Years' War is at an end, it is time for the mercenaries to find pickings elsewhere. Italy! Land of sunshine and soft living filled with rich cities just waiting to be looted! This city of the Pope - Avignon - looks tempting, but those walls are big. Maybe the village down the road will be more amenable to visitors.

The Sides

The Village

Dismounted Knights:	Peasants:	
Sir Roland	Baker	Salter
Sir Jacques	Cedric	Smith
Horses:	Carpenter	Wulf
Sir Roland	Farmer	
Sir Jacques	Gam	
Crossbow:	Giles	Civilians:
Francisco	Gobin	Audrey
	Radult	Edith

The Pope's Guard:

Mounted Knight:	Billmen:	Crossbowmen:
Sir Gaston	Jean	Jacopa
	Guy	Codemer
	Tybalt	

The English:

Sergeants:	Halberds:	Spears:
Tyler	Watkin	Mark
Martin	Naymes	Hal
	Hubert	Odo
Longbowmen:	Otto	
Mathias	Tom	

Engerard
Aylward
Fletcher

Starting Positions

- 1) Sir Roland, Sir Jacques and Francisco start in the yard of building 5 (the blacksmith's). Smith is in the room of building 5, leading on to the yard with Sir Roland's and Sir Gaston's horses.
- 2) Baker, Cedric, and Audrey are in building 3 (any room), the bakery.
- 3) Carpenter, Farmer, Gam, and Giles are in the yard of building 4 (the carpenter's).
- 4) Gobin and Radult are in building 1.
- 5) Edith is in the doorway to building 2 with Salter in the hex directly in front.
- 6) Wulf is in the bush hex nearest the street adjacent to building 3 (hunting for pigeon eggs).

Special Rules

The Alarm: Characters in the village may only move within the limits of the movement rules below until the alarm is raised. The alarm is raised by: any village character seeing an 'English' counter. If any village character is attacked outside a building or yard and not killed first blows. If any village character is attacked inside a building or yard, and not killed or stunned first blow.

Movement rules for characters in the village

Each character may only move 2 hexes per turn until the alarm is raised.

The English Start Position

The English characters may start in or behind any slope hex.

Pope's Guard will arrive when a throw on 1 DIO is 10 or higher. The village player may throw each turn starting three turns after the alarm is raised. There is an extra +1 to the die roll for each attempt after the first.

Victory Conditions

The 'English' are after loot and food, not a stiff fight. They will sack the village as quickly as possible and leave.

Victory points are awarded as follows:

Each room of a building looted (takes 2 turns unoccupied to loot each room) 5vp.

Audrey or Edith captured and carried off IOvp each.

Enemy Knight captured 15vps.

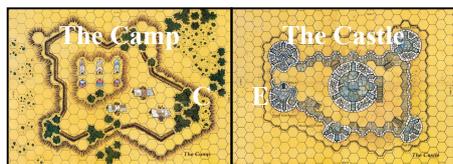
French victory conditions are to prevent the English ones.

Total up the 'English' points and refer to the table below:

0	- Player should pick another profession
10-25	- Mercenary leader knifed when he gets back
26-50	- Mercenary is thought a good lad
51-75	- Promotion looms
75+	- Alexander the Great!

A BARON'S RESCUE

Maps: The Camp, the Castle



Time: 1 1/2 - 2 hrs

Players: 2 upwards

Setting the Scene

England, torn by the Baron's War. The King a prisoner of Simon de Montfort. The Baronial Stronghold of Sir Richard de Lacy is under siege by the forces of the unscrupulous mercenary Mortimer.

Blodwin, wife of Sir Richard, waits for the relief column led by her husband to arrive, but instead comes a message from Mortimer that her husband is his captive. At dawn the next day, unless she surrenders the castle, Sir Richard will be hung before the walls.

The Rescuers: (Siege'Counters)

Dismounted Knights: Longbowmen:

Sir Wulfric Dylan

Sir Hughs Owen

Sergeants: Myrlin

Morgan Idriss

Llewellyn Gwyn

Halberds

Bors

Evans

Bors

The Camp Garrison: (Siege'Counters)

Dismounted Knights: Crossbowmen

Sir Clarence Gawain

Sir Mortimer Emlyn

Sir Fitzwarren Edric

Sir Lacy (prisoner)

Peasants:

Sergeant: Mathew

Pugh Morris

Jasper

Billmen: Ivor

Cliff

Godric

Shawn

Spears:

Brendan Byrn

Mordred Stori

Gareth Aki

Hayden

1 ladder

Starting Positions

1) Camp Pickets - 5 spears spread out amongst the hexes adjoining the ditch, at least 6 hexes between counters.

2) The Prisoner - Sir Richard de Lacy is held in one of the three long tents at the high point of the camp (player's choice) along with Fursa. One spear on picket within 1 hex of the prisoner's tent.

3) Each of the knights in the camp should be placed in one of the small circular tents.

4) Sergeant Pugh and one crossbow share one of the long tents (on the hill) the other tent is empty.

5) All other characters are distributed amongst the three large tents.

The Rescuers start in any hex within the castle moat, except Myrlin, Idris and Gwyn who must start (and remain) in either or both Gatehouse towers. The scaling ladder is in place at the junction of the north gatehouse and the north wall.

Special Rules:

1) The rescue attempt takes place at dawn, therefore for the first 3 turns spotting and shooting range is down to 6 hexes, on turn 4 it increases to 9 hexes, thereafter back to normal.

2) No characters in the camp may move until the alarm is raised. The alarm is raised when any character of the other side is spotted, or when a friendly character is attacked and not stunned or killed at the first try.

3) All the characters in the camp (except the pickets) require time to armor and arm themselves, all characters require one turn to pick up weapons etc. - if attacked before this they fight at attack strength 2.

All characters require 2 turns to put on armor if attacked before these 2 turns use their stun defense rating.

In order to keep things simple, arm and armor characters simultaneously i.e. alarm raised turn 4 therefore all characters armed and armored by turn 6.

4) The Prisoner: - treat Sir Richard as having an attack factor of 2 and a normal defense value (he is wearing armor but no weapons). Any time either Sir Wulfric or Sir Hugh move adjacent, Sir Richard returns to normal attack factors. Sir Richard may not move until armed; he may fight back if attacked.

Victory Conditions:

The Rescuers must get Sir Richard back into the castle via either the main gate or the scaling ladder in place at the junction of the north gatehouse and north wall.

The side of Sir Mortimer must prevent Sir Richard escaping, but must not kill him.

FOR GOD AND JERUSALEM

Map the Watering Hole



Time: 3 hrs

Players: 2 upwards

Setting the Scene

Outremer 1182, an uneasy peace reign. Reynald of Chatillon, now ensconced in his new territories in the south, respects no treaties and the Mecca caravans make easy pickings.

The Raiders:

Mounted Knights:	Turcoples:
Sir Raymond	Kamal
Sir Gerard	Reuben
Sir Dreux	Mosul
Sir Mathew	Arnulf
Sir Balian	Tamara

Mounted Sergeants:

Sergent Baldwin
Sergent Guy

The Pilgrims

Caravan Guides (Bedouin):

Kitbuga
Al-Ashraf

Caravan Guards:

Taki
Rashid

Slingers:

Omar
Mustaq
Jalil

Spearmen:

Abdul
Mesut
Husseyin
Ali

Merchant:

Use Assassin Talat (wounded counter)

One cart with draught horses

Six mules (use riderless horse counters, if not available).

Caravan Patrol

Mamluks:	Seljuks:
Al Kamil	Yaghi
Abaga	Baha
El Arish	

Horse Archers:

Qutuz
Imad

Fakr
Ayub

Starting Positions:

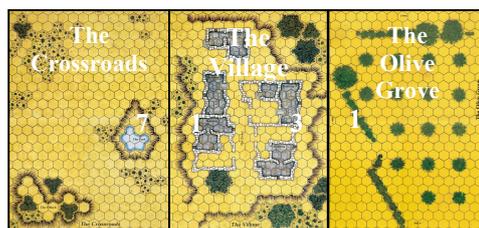
- 1) The caravan has just stopped to rest and water. All characters must be in or adjacent to a pool hex (including mules). The draught horse will be unharnessed from the wagon.
- 2) The raiders set up behind, and on the reverse slope of the hill.
- 3) The Caravan Patrol must roll one DIO each turn. Add one to the result. If the score is less than turns number, they enter on side 3 or 1, die for which (1-5 side 1, 6-10 side 3).

Victory Conditions:

- 1) The Raiders receive victory points as follows:
Wagon captured and looted = 10 vp's
Each mule captured and led off = 8 vp's
Muslim merchant captured = 10 vp's
- 2) The Muslim player receives vp's as follows:
10 vp's for each Knight captured or killed
2 vp's for each Sergeant or Turcopole killed.
- 3) The raiders must have at least twice as many vp's as the Muslim. If he has less, he loses outright. Any other result is a Muslim moral victory.

THE TAX GATHERER

Maps: The Olive Grove, the Crossroads and The Village.



Players: 4 upwards

Time: 31/2

Setting the Scene

The tax gatherer journeys north, from Bordeaux, to collect the English King's taxes from the Pontieven nobles. After two weeks of hard squeezing, he rests at an inn before setting off for home. The local nobles have a different destination for the gold!

The Tax Gatherer's Bodyguard

Dismounted Knights:	Crossbowmen:
Sir Richard	Denys
Sir Clugney	Nicholas
Sir Wulfric	Jacques
Sir Thomas	Bertrand

Knights Horses:	Sergeants:
Sir Richard's	Arnim
Sir Clugney's	Tyler
Sir Wulfric's	
Sir Thomas's	

Halberds:

Otto
Fredrick
Jean
Guy

4 mules-2 carts and draught horses; Leopold the Taxman.

The Nobles:

Each player may have 150 points of troops (see points value chart page 23) minimum of 4 players up to 5, if over 5 playing then reduce each total to 100 points. Each player must take at least one Knight.

Starting Positions

- 1) Buildings 4 and 5 are the inn - all the tax gatherer's

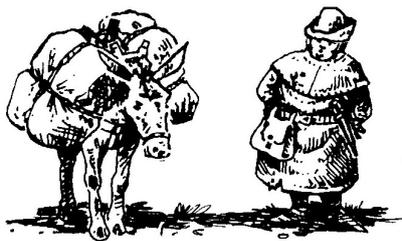
characters should start either inside the inn or within 2 hexes of its walls. Horses and mules should be in either yard. The carts should be outside, but adjacent to the inn walls, in the street.

2) The nobles must throw 1 DIO to determine which board they arrive on, 1-4 = crossroads, 5-8 = olive grove, 9-10 = village, and then throw again to see which board edge they appear on.

	Olive Grove	Crossroads	Village
1-5	Side 3	Side 5	Side 2
6-8	Side 4	Side 8	Side 4
9-10	Side 2	Side 6	Side 4

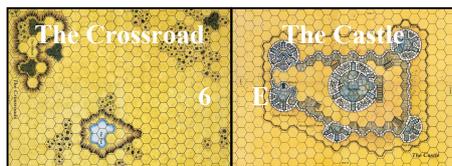
Victory Conditions

- 1) The Barons' object is to get as much gold as possible. Each mule has 5 bags of gold in its pack. Each cart has 10 bags of gold. Each dismounted character can carry up to 3 bags each. Each mounted character can carry up to 6 bags each. Each bag reduces movement by 1 point and attack strength by 2 points.
- 2) The tax gatherer must protect his gold and keep it intact. He may leave the board via side 5 (of the crossroads).
- 3) The player with the most gold wins the game.



REBELLION

Maps: The Castle/Crossroads



Players: 3 **Time:** 21/2 hrs

Setting the Scene

Gascony in 1295 seethes with revolt. In the Anglo-German garrison of Le Monde the Gascon knights prepare to betray the fortress to a French column hurrying south.

The Garrison

The English

Dismounted Knights:

Sir Lacy
Sir Clarence
Sir Wulfric

Longbowmen:

Dylan
Owen
Aylwin
Gwyn

Sergeants:

Sergeant Morgan
Sergeant Pugh
Sergeant Llewellyn

Engineer:

Baldric

Gascons

Dismounted Knights:

Sir Gaston
Sir Roland

Crossbowmen:

Jacopa
Francisco

Sergeant:

Arnim

Spearmen:

Odo
Hal

Halberd:

Naymes

The French

Mounted Knights:

Sir Richard
Sir Jacques
Sir Alain
Sir Thomas

Halberdiers:

Wynken
Geoffrey

Billmen:

Tybalt

Crossbowmen:

Denys
Nicholas

Set Up

- 1) Gascons, 2 characters in the keep - the rest may be placed anywhere in the castle, except either gate tower.
- 2) Two Ballistae may be placed anywhere in the castle, and one scaling ladder is stored under the rampart walk - note its position on the reduced map.
- 3) English, 2 Knights plus 3 others must be in the keep - the rest may be placed anywhere in the castle.
- 4) There must be at least one character per tower (Gascon or English).
- 5) The French arrival is determined by die roll. Throw 1 DIO, if the score is less than the turn number, then the French arrive at the crossroads board, side 8.

Special Rules

1) Although the garrison is a little edgy, the Gascon conspirators are hoping to take the English contingent by surprise. Each time a Gascon character comes within the line of sight of an English character throw one DIO. Roll for every Gaston moving in this way. A single character may take, or cause, any number of tests per turn.

Resultant Number	Reaction
10	character recognizes Gascon intent & raises alarm
7-9	character suspicious. All English characters within 5 hexes are alerted. Any approach by Gascon characters will result in combat. If the Gascon characters remove themselves from line of sight, or halt all movement, the situation returns to normal.
1-6	no effect.

Add one to the die roll for each extra Gascon character adjacent to the one causing the test.

2) Any character attacked, who is not killed or stunned by the first blow raises the alarm. Any other combat raises the alarm.

Victory Conditions

The Gascon/French player must control the castle by capturing or killing the English garrison.

RETURN FROM HATTIM

Maps: All

Players: 2

Time: 11/2 - ? hrs

Setting the Scene

Syria, July 3 1187, as the sun slowly sinks over the corpses of the Crusader army, a party from the rearguard begins its journey home. Pursuers lie not far behind.

The Forces

The Pursued:

Temple Mounted Knights:

- Sir Gerard
- Sir Dreux
- Sir Amalric
- Sir Roger
- Sir Balian
- Sir Raoul

Turcoples:

- Kamal
- Merton
- Arnulf
- Tamara

Sergeants:

- Baldwin
- Guy

1) This scenario is played using a rolling terrain format. To begin the turn the Crusader player rolls one D10 to determine which maps are in play (two throws are required on the first turn), see table below.

Dice Throw	Map
1-3	Olive Grove
4-7	Crossroads
8-9	Watering Hole
10	Village (see 7)
11+	Castle

Add +1 to the die roll for each 4 maps covered. If available, you could use The meadow for The crossroads and The caravanserai for the Village

2) The maps (only two are in play at any one time) should be laid down short ends together (Crusader player orientates the map sides).

3) Each time the Crusader player reaches the end of the 'corridor' he throws for a new map and places it so as to continue the corridor. If the new map is a repeat of one already in use then roll again.

4) Each turn the Moslem throws to see whether he has any troop to bring on. Throw 1 D10 and consult the table below.

- 1 = Major Force
- 2-6 = Minor Force
- 7-10 = Nothing

5) If the result indicates that a force has become available

roll again to determine entry point, see below. If a map change will result in a Moslem force being left on a third map, this force has lost contact and is removed from play.

6) A Major force consists of anything up to 15 characters of any type from the Moslem counter mix except crossbowmen. Throw one D10 and add 5. A minor force consists of up to 6 characters, no more than 2 characters may have defense strengths higher than 11. Throw one D6.

7) If the village map is called up throw 1 D10 and consult the table below.

- 1-3 = Moslem village
- 4-8 = Christian village
- 9-10 = Deserted

If the result makes the village Moslem, the Moslem player throws 1 D10 and then chooses the resultant number of spearmen, javelin, slinger, and archer characters.

If the result makes the village Christian, he follows the above procedure choosing instead peasant or short bow characters.

Set Up

1) Throw two dice to determine the first two maps. The Crusader player sets up one move in from the south edge of the corridor.

2) The Moslem player sets up as per Rule 4.

3) Should villagers be rolled up they must be set up within the buildings or yards.

Victory Conditions

1) The Crusaders objective is to get safely into the castle. If he gets 3 or more Knights into the castle he wins outright. If less, then he wins a tactical victory. If no Knights but other Crusaders get to safety, he wins a marginal victory.

2) The Moslem must kill the entire Christian force to win.

BLOCKADE

Maps Crossroads, Village, The Castle



Players: 3

Time: 21/2-3 hrs

Setting the Scene

The castle of Mar sur Chammond will have to capitulate soon if supplies of food do not get through....

Forces

The Blockaders

Mounted Knights:

Sir Lacy
 Sir Clarence
 Sir Wulfric
 Sir Hughes
 Sir Mortimer
 Sir Fitzwarren

Spearmen:

Bertin
 Crispin
 Perkin
 Mark
 Hal

Halberdiers:

Wynken
 Geoffrey
 Hubert
 Tom

Short bowmen:

Mathias
 Fletcher

Sergeants:

Tyler
 Amin

4 scaling ladders

The Blockade Busters**Mounted Knights:**

Sir Gilbert
 Sir Richard
 Sir Gaston

Spearmen:

Alwyn
 Gareth
 Aki
 Brendan

Halberdiers:

Godric
 Evans
 Bors

Longbowmen:

Alwyn
 Gwyn
 Dylan

Sergeants:

Morgan
 Pugh
 Llewellyn

2 wagons each carrying 10 pts of supplies

6 mules each carrying 3 pts of supplies

The Sally Force:**Mounted Knights:**

Sir Raymond

Crossbowmen:

Emlyn
 Rodger

Mounted Sergeants:

Baldwin
 Guy

Long bowmen:

Owen
 Dylan
 Idris

Halberdiers:

Shawn
 Cliff
 Fursa

1 Ballista; Jones the Engineer.

Special Rules

Barricades:

1) These are represented by using the rubble counters.

2) For movement, cover, and terrain advantage treat barricades as "window in building".

3) The screens provided may be used as gates, movement costs are as per rules dealing with screens - they may not be moved if any enemy character is adjacent to them.

Set Up

1) The Blockaders may set up anywhere on the village map.

2) The Blockaders have 10 rubble counters and 5 screens counters to be used as barricades and gates.

3) The Blockade Busters enter on turn 1 on side 5 of the crossroads map.

4) The Sally force may set up anywhere in the castle. It may not move or fire until either the Blockaders fire at them, or enter the castle map, or the Blockade Busters enter the village map.

Victory Conditions

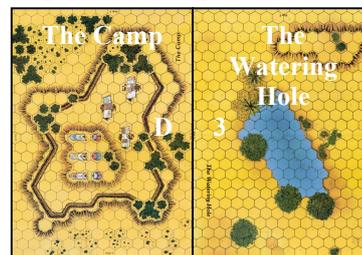
1) The objective of the Blockade Busters and the Sally forces is to get the food supplies into the castle.

2) The Blockaders must prevent 1) above and/or cause the enemy forces such casualties as to enable the castle to be taken later (see below).

3) The Blockade Buster wins if he can get 1/2 or more of the food into the castle, and not lose more than 50% of his total (incl. Sally force), or all the food and not lose more than 70% of his force (for close games use points values given on page 23). The Blockader must prevent the above, also he may, if he wishes, attempt to assault the castle. If he takes it then he wins automatically.

ACRE 1191

Maps the Camp, the Watering Hole



Players: 2 upwards

Time: 3 hrs-

Setting the Scene

The blazing July sun beats down on the battered, weary Moslem garrison: of Acre. Saladin determines one last effort to force Richard of England to abandon the siege. On the perimeter of the siege lines lies a vital watering hole – if only he can take the camp guarding it .

The Attackers

First Wave:-

Syrian Cavalry:

x6

Seljuk Cavalry:

x4

Bedouin

x4

Horse Archers:

Second Wave:-

Mamluks:

x5

Seljuk Cavalry:

x8

Horse Archers:

x4

**Spearmen
 (Sudanese)**

x6	x6
Spearmen: x 10	Spearmen (Syrian) x8
Seljuk Inf x 8	Crossbow Armored x4
	Crossbow Unarmored x4

The Camp Garrison	
Dismounted Knights: Sir Raymond Sir Walter	Dismounted Horses: Sir Raymond's Sir Gerald's

Mounted Sergeants: Baldwin Guy	Halberds: Shawn Fursa
---	------------------------------------

Mounted Sergeant Horses: Baldwins Guys	Armed Crossbowmen: Aubrey Jordan
---	---

Turcopole (dismounted) Reuben Merton Mosul	Armed Short bow: Renier William
--	--

Turcopole Horses: Reuben's Merton's Mosul's	Unarmed Bow: Gwyn Alwin
---	--------------------------------------

Foot Sergeants: Llewellyn Pugh	Spearmen: Stori Hayden Bryn
---	---

Camp Attendants (peasants):
x5

Relief Force	
Mounted Knights: King Richard Sir Walter Sir Lacy Sir Clarence Sir Hughes Sir Mathew Sir Dreux	Spearmen: Odo Wynken Mark Hal Bertin Crispin

Unarmored Crossbow: Bertrand Roland	
--	--

Set Up

1) The Camp Garrison may set up anywhere inside the camp.

2) The Attackers - the first wave starts turn one by entering the camp board alongside B, the second wave enters side B one complete turn after the first Moslem character reaches the hill inside the camp (i.e. reaches hill on turn 4 so second wave appears turn 6)

3) The Relief Force enters side 1 hex row D, E, F on turn 5.

Victory Conditions

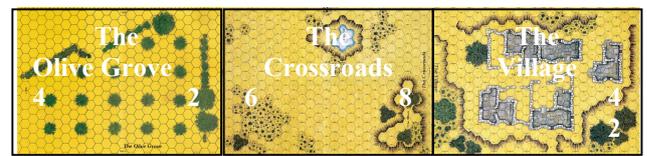
1) If the Moslem player clears the camp of enemy characters and maintains position until turn 36 he wins an outright victory, or he can attempt to poison the spring (see below) if he succeeds in this he wins outright.

2) Crusader player must maintain/regain control of the camp, totally clearing it of enemy characters, and must not allow the Moslem player to poison the spring.

Special Rules

Poisoning the spring - three of the Moslem spearmen are carrying poison (the names of the characters should be written down on a piece of paper, then folded securely and placed where all players can see it). If any of these spend two uninterrupted turns adjacent to the pool it is considered poisoned. Attacking or defending counts as interruption, the required two turns must be consecutive.

PALACE REVOLUTION



Maps: The Olive Grove , Crossroads, Village.

Players: 2 upwards

Time: -

Setting the Scene

The Caliph walks amongst his olive trees in his garden, suddenly a messenger bursts through the trees. The Commander of the Royal Mamluks has revolted and is coming to kill him! "Escape" urges the Caliph's son, "To the stables!"

The Caliph's Party: (Dism) Caliph Qutb Ad-Din Kilij (Caliph's son) Rashid (Bodyguard) Vezelay (Bodyguard)	Spearmen: Tossaum Bayson Ahmed
--	--

The Revolting Mamluks: (Dism) Al-Kamil (Mamluk Commander) Maarat Abaga El Arish	
--	--

The Sentries: Olive Grove Ashok (Dism) Mohammad (Dism)	Village Syrian cavalry (Dism) Moonga Suejac Nassin Kukburi
---	--

Crossroads Sudanese Spearmen Shazir	
---	--

Abdoul 4 horses in the yard of
Yousef Building 4.
Essem

2 siege towers 4 trebuchets 3 mangonels
4 carts 6 barrels of oil 6 ladders

Set Up

- 1) The Caliph's party (all characters adjacent) hex rows H, I, J of the Olive Grove but not within 5 hexes of board edge.
- 2) The Revolting Mamluks enter on turn 1 on side 4 of Olive Grove.
- 3) Each player takes it in turn to place one sentry on the appropriate map - Caliph places first.

Special Rules

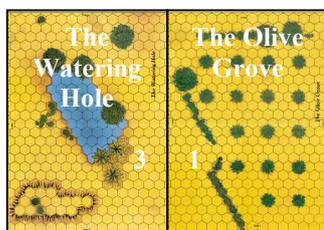
- 1) Each time either a member of the Caliph's party or a Revolting Mamluk comes within 10 hexes of a sentry, throw 1 D10 and consult the following table:
7 - 10 Loyal guard joins Caliph's party
3 - 6 Neutral - throw next turn, if neutral result again remove from board
1 - 2 Joins revolt

Victory Conditions

- 1) The Caliph must exit the village board on side 2 mounted (4 horses are in the yard of building 4) or kill Al Kamil. If Al Kamil is killed his followers will rout off board.
- 2) Al Kamil must capture or kill the Caliph and his son. If the Caliph is killed but his son escapes, then the game is drawn.

BURN THE ENGINES

Maps: Watering Hole, Olive Grove.



Players: 2 upwards **Time:** 11/2 hrs

Setting the Scene

The Templar fortress of Chammond is blockaded by the Moslems. Some miles away to the east the Moslem Commander has ordered his siege engines to be completed. In the darkness of a moonless night Sir Balian and his brother Knights slip quietly through a secret postern determined to burn those engines or die.

The Forces:

The Engine Camp:

The Guard		Crossbow:
Fatimid Spearmen:	Archers: (Dism)	x2
x 9	x5	
Mounted Bedouin	Engineers	Sudan Inf:
x 4	4 dismounted	x6
	Syrian cavalry	Peasants
	characters	x4

The Attackers

Knights:

Sir Balian
Sir Dreux
Sir Amalric
Sir Rodger
Sir Raoul

Archers:

Gwyn
Aylwin
Myrlin

Crossbow:

Alric
Roger

Set Up

- 1) The siege equipment must be set up within 4 hexes of the watering hole facing side 1 of the board - no equipment may be on the other side of the watering hole.
- 2) The Engineers and Peasants set up as above.
- 3) The Guard may set up anywhere on the watering hole map.
- 4) The attackers enter side 3 of the Olive Grove on turn one.

Victory Conditions

- 1) Sir Balian must destroy the siege engines at any cost.
- 2) The Moslem player must prevent the above.

BODY OF THE CHURCH

Maps: Crossroads, Olive Grove.



Players: 2 **Time:** 11/2 hrs

Setting the Scene

The Church of St. Austin has 'discovered' the body of St. Gregory, and is taking the lead casket to its newly dedicated Church, escorted by a jubilant local population. The local rival Church of St. Agnes feels that their new nave is a more fitting home for the Saints' remains

Townsppeople & Clergy of ST. Austins:

Monks:	Spearmen:	Crossbow:
Ernest	Hal	Gaston
Engeram	Perkin	Bertrand
	Bertin	
Short bow:	Odo	Civilians:
Engrard		Edith
	Peasants:	Audrey
	Farmer	Blodwin
	Carpenter	Leopold
	Cedric	Philip
	Radult	Baldric
	Salter	Dai
	Gam	Jones

Gobin
Baker
Giles
Smith
Wulf

Lord of St. Austins

Sir Lacy
Sir Wulfric

Cart carrying coffin; draught horse

Townspople of ST. Agnes

Knights:

Sir Clarence
Sir Fitzwarren

Sergeants:

Morgen

Short bowmen:

Idris
Myrlin
Owen

Spearmen:

Hayden
Arnold
Aki
Stori
Mordred
Byrn

Peasants:

Roger
Ivor
William
Geoffrey
Jasper
David
Mathew
Morris
Harry
Gawain
Dylan
Jasper
Ivor

Set Up

- 1) Townspople and Clergy of St. Austins enter on turn one on side 4 of the Olive Grove map.
- 2) Townspople and Lords of St. Agnes may set up anywhere on the Crossroads board.
- 3) The Lord of St. Austin (Sir Lacy and his retainer Sir Wulfric) enters on side 4 of the Olive Grove map, 6 turns after the Townspople of St. Austin.

Victory Conditions

- 1) The Townspople of St. Austin are to get the body of St. Gregory to its Church by exiting it offside 6 of the Crossroads board.
- 2) The Townspople of St. Agnes are attempting to get the body of St. Gregory off to their Church by exiting it offside 4 of the Olive Grove board.
- 3) When any peasant gets adjacent to the body of St. Gregory it will 'grab' a part. Throw on the table below to determine which part is grabbed, and how many points they are worth if exited from the map.

Die Throw	Part	Av. Qty	vp's	
1-3	Finger	(8)	1	
4-5	Arm	(2)	2	
6	Rib	(4)	3	
7	Pelvis	(1)	4	
8-9	Leg	(2)	2	
10	Head	(1)	7	Total 39 vp's

If no player achieves 1 or 2 above, the side that can get twice as many vp's off its friendly edge wins; if neither achieves twice as many then the game is a draw.

Special Rules

- 1) Although the coffin of St. Gregory begins the game in the cart it may be carried by four characters, their movement allowance reduced by two.
- 2) Two characters must be adjacent for one whole turn (no shooting, no attacks or being attacked) to open the coffin (use the drawbridge piece to represent the coffin). Parts of the body cannot be grabbed unless the coffin is opened.
- 3) Once a character grabs a part note this fact on a piece of paper. If a character grabs a 'relic' he will try to directly exit the board. Characters adjacent to a dead character with a relic will get the relic and try to exit the board.
- 4) Civilian characters may not be fired at or attacked unless they obstruct access to the coffin.

END OF AN ORDER

The Maps: The Village, the Castle



Players: 2 upwards

Time: 2 hrs

Setting the Scene

France 1311. The Order of the Temple (the Templars), once the most powerful of the military orders, is in its death throes. For years, its wealth and power have been envied by Philip of France. With Papal connivance the French King begins its wholesale suppression. After three years of charges of heresy and witchcraft the Order, its Grand Master in a French prison, holds only a few small castles in the south of France, beyond the reach of the French King. Not, however, beyond the reach of the greedy and envious local lords and peasants who are only too glad to avenge their grievances in Templar blood

The Forces

Templar Garrison

Dismounted Knights:
Sir Amalric
Sir Balian
Sir Dreux

Knight's Horses:

Amalric
Balian
Dreux

Dismounted Sergeants:

Guy
Pugh

Spearmen:

Aki

Sergeant's Horses:

Guy

Armd. Archers:

Simon	Armd. Crossbowmen:
Robert	Gilles
	Jordan

One barrel of oil is available on the same turn as Sir Walter enters any castle hex.

The Forces of Sir Walter

Knights:	Mounted Sergeants:
Sir Walter	Baldwin
Sir Roger	

The Local Garrison

Forces of Sir Clugney:

Knights:	Sergeants:
Sir Clugney	Tyler
Sir Roger	
Sir Gaston	Crossbows:
Sir Peter	Denys
Sir Gunter	Francisco
	Jacques
Halberds:	Bertrand
Otto	
Naymes	
Fredrick	

Forces of Sir Richard:

Knights:	Sergeant:	Halberd:
Sir Richard	Martin	Geoffrey
Sir Piers		
Sir James		
Sir Jacques		

Billmen:	Crossbowmen:	Shortbowmen:
Jean	Nicholas	Engerrand
Guy	Gaston	

To be divided between Sir Clugney and Sir Richard

Local Peasants:		Spearmen:
Jasper	Smith	Mark
William	Gam	Bertin
Mathew	Radult	Brenda
David	Carpenter	Perkin
Harry	Farmer	Crispin
Roger	Baker	Odo
Ivor	Gobin	Hal
Geoffrey	Giles	
Morris	Cedric	

9 scaling ladders

Situation Notes

1) Sir Walter (an important lay Templar Brother) is bringing the last message of the Grand Master to Sir Amalric. His instructions are that the brother Knights should escape to Spain.

2) Sir Clugney is aware that a force of Templars is on the way to relieve the castle.

Set Up

1) Templar Garrison anywhere on castle.

2) The Templar player throws one DIO each turn. If the result is equal to or less than the current turn number, then Sir Walter arrives that turn on side 1 of the Village board.

3) Sir Clugney, Sir Richard, and the local peasants set up anywhere on the Village map.

Victory Conditions

1) The forces of Sir Richard and Sir Clugney must capture the castle and kill all the Templar Knights (Lay and Brother).

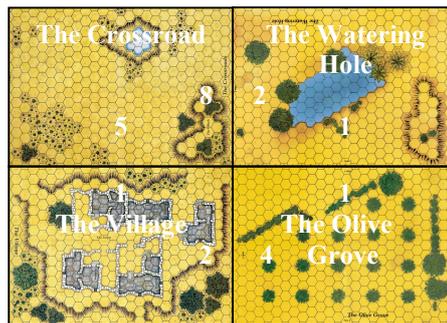
2) Once Sir Walter has passed on his message, the Templars must exit the board (Village board side 1). If the Templar players exits 4 Knights, he wins total victory; if 3 a tactical victory; if one or more a marginal victory.

3) Sir Walter is carrying the last order of the Grand Master to Sir Amalric so he must spend one whole move adjacent to him to pass on his message (both may fight or defend during this turn).

4) Should Sir Walter not be able to pass on the message the Templars must hold out in the castle; if they do so the game is drawn.

THE MAGNIFICENT SEVEN - in Spain!

Maps: The Village, the Crossroads, the Watering Hole, the Olive Grove



Players: 3

Time: 3 hrs

Setting the Scene

The fourth raid to pass this way in a month! "Enough is enough!" cry the villagers of Santa Domingue, "wait until those butchering heathens come back this way!" As the Moslem raiders make their booty-laden way back to the ever-turbulent frontier, the villagers of Santa Domingue lie in wait.

The Forces

The Moslems

The Moslem raiding force is divided into three columns:

Column One: -

Mounted Knights:

Sir Roland
Sir Gaston
Sir Conrad

Moslem Knights:

Kukburi
Ashok
Mohammed

Moslem Cavalry

Taki
Faiz
Baha

Moslem Light Cavalry:

Kitbuga
Al-Ashraf
Mehmet
Rukin

	Thatoul
Column Two: - Moslem 'Knights'	Moslem Cavalry:
*Nassim	Rashid
Suejac	Murda
Moslem Light Cavalry:	Vezelay
Ismail	
Russik	
Kamal	
Mosul	

Column Three: - Spearmen:	Archers:	Armed Crossbow:
Yassaffa	Sadik	Abdur
Anwar	Mustafa	Farhat
Jamil	Jellal	
Hashmi	Osewl	
Mohsen	Mohammed	
Magid	Shammin	
Gashan	Ageel	
Ahmed	Farhad	
Mehmet		
Ibrahim		
Unarmed Crossbow:	Javelinmen:	Slings:
Naqeen	Baysan	Omar
Khaleed	Tossaun	Mustaq
	Husseyin	Jahil
	Messut	
	Abdul	
	Ali	

* = Commander of the entire force.

6 mules and two carts.

The Spanish Christians		
Commune Forces:		
Dismounted Knights:		Halberdier:
Sir Richard		Fursa
Sir William		
Crossbow:	Peasants:	Spearmen:
Jacopa	Geoffrey	Odo
Francisco	Ivor	Stori
Gaston	Harry	Aki
Arbalister	Roger	
Codemar	Mathew	
Roland	Morris	
	William	
Billmen:	David	
Jean	Jasper	
Rees		

Knights of Santiago (Military Order): - Mounted Knights:		Turcoples:
Sir Gerard		Arnulf
Sir Dreux		Merton
Sir Balian		Reuben

Horse Archers:

Bar
Imad

Forces of Roger: -	Mounted Sergeants:
---------------------------	---------------------------

Mounted Knights:	Baldwin
Sir Roger	Guy
Sir Raoul	

Turcoples :
Tamara

Set Up

- 1) The Commune Forces set up anywhere on the Village and Olive Grove boards.
- 2) The Knights of Santiago and Roger's Forces set up behind the hill on the Watering Hole board.
- 3) Moslem Column One enters on turn one on side 6 of the Crossroads map, in the four hex rows nearest side 7.
- 4) Moslem Column Two enters on turn two on the Village board, side 4, in the three hex rows nearest the Crossroads board.
- 5) Moslem Column Three enters on turn one on the Crossroads board, side 6, in the middle four hex rows.

Situation Notes

- 1) The Moslem forces are on their way home. They know a Christian force is behind them, so they are in a hurry. Therefore, they will move forward at maximum speed until the ambush is sprung, or until Christian forces are spotted.
- 2) Each Moslem column must maintain a corridor 4 hexes wide between the others until either fighting starts, or Christian forces are spotted.
- 3) The Village is ruined (this raiding force sacked the village on their way), no Moslem may get within one hex of the buildings until conditions outlined in 2 above are fulfilled.
- 4) If using Morale rules all Spanish troops count as x2 morale value.

Victory Conditions

The Moslem forces must get their booty off the table within 24 turns. All characters not dead must also move off. The Spanish player must avoid the above.

INFIDELS!

Maps: The Village, the Crossroads, the Watering Hole, the Olive Grove



Players: 3

Time: 3 hrs

Setting the Scene

King Roger II Master of Sicily sees the death of the Emir of Al-Haquie as his opportunity to extend his dominions

to the North African coast. After all, the state is now ruled by a 12-year-old boy.

A raid is launched in order to scout out the coastline to the north of the Emir's capital. While the horses and supplies are unloaded on the beach, Sir Lacy - the leader of the expedition - takes a mainly infantry force on to capture the oasis of Raf-A-Hahid. All is as expected - the little village is deserted, no opposition.

The Forces

Sir Lacy's Force

Mounted Knights:

Sir Lacy
Sir Jacques
Sir James

Sergeants:

Atwood
Martin
Tyler
Arnim

Billmen:

Guy
Robin
Rees
Jean

Armed Crossbow:

Arbalister
Denys
Nicholas
Francisco
Codemar
Jacopa

Halberdiers:

Naymes
Wynken
Tom
Geoffrey
Fredrick
Otto
Hubert
Watkin

Short bow:

Mathias
Fletcher
Alyward
Engerand
Chretien
Boyer

THE ARAB MILITIA

Heavy Cavalry:

Suejac (Emir)
Murda

Archers:

Sadik
Mustafa
Jellal
Osewl
Mohammed
Shammin
Ageel
Farhad

Javelinmen:

Baysan
Tossaun
Husseyin
Messut
Abdul
Ali

Spearmen:

Yassafa
Anwar
Jamil
Hashmi
Mohsen
Majid
Gashan
Ahmed
Mehmet
Ibrahim

Slingers:

Omar
Mustaq
Jalil

Sir Conrad's Force

Mounted Knights:

Sir Conrad
Sir Roland
Sir Gaston
Sir William
Sir Piers

Arab Cavalry:

Ruzik
Ismali
Rukin

Turcoples

Kamal
Mosul
Arnulf
Tamara

Reuben
Merton

Marines

Spearmen:

Crispin
Bertin
Perkin
Hal
Odo
Mark

Crossbow:

Betrand
Forester
Gaston
Roland
Jacques

The Emir's Forces

Emirs Mamluks:

Maharat
Al-Kamil
Abaga
El Arish
Hakim

Arab Cavalry:

Kitbuqua
Thatoul
Al-Ashrar
Memhmet

Young Mamluks:

Moonga
Mohammed
Kukburi
Ashok
Nassin

Turcomans (horse archers);

Imad
Bar
Arghun
Qutuz

Set Up

- 1) Sir Lacy's force sets up anywhere on the Watering Hole board.
- 2) The Militia enter on turn one, on the Village board, in the four hexes bordering the corner formed by sides 1 and 4.
- 3) Each side rolls IDIO each turn. If the number thrown is LESS than the turn number either the Emir's force or Sir Conrad's force enters as appropriate.
- 4) Sir Conrad's force enters the Crossroads board anywhere on side 6.
- 5) The Emir's force may enter via the Village or Crossroads board as desired, anywhere along sides 1 (Village) or 5 (Crossroads).

Victory Conditions

- 1) The Christian player's objective is to capture the oasis and to destroy the Moslems as a viable force without losing too much. Therefore, the Christian player wins a total victory if he controls the oasis board and has killed or routed one half of the Moslem force. If the oasis is controlled but less than half of the Moslem force has been destroyed a tactical victory result. Any other combination leads to a draw or Moslem victory.
- 2) The Moslem player wins by either controlling the oasis or killing or routing over half the Christian force. Control of the oasis means that no enemy forces are within 15 hexes of the oasis.