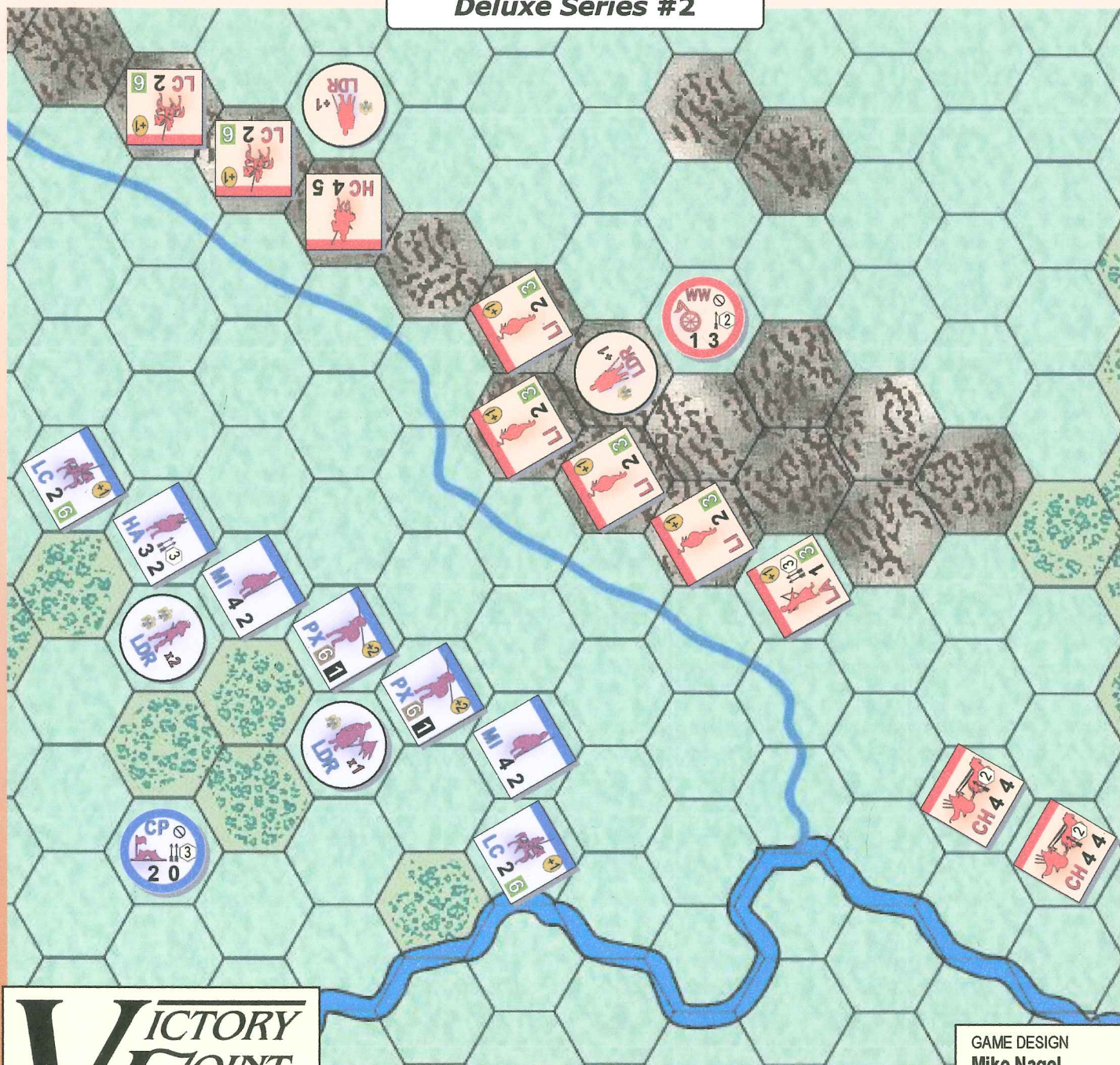


ANCIENT BATTLES DELUXE

*From Guts
To Gunpowder*

Deluxe Series #2



**VICTORY
POINT
GAMES**

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ANCIENT BATTLES DELUXE

FROM GUTS TO GUNPOWDER

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[0.0] USING THESE RULES

New gaming terms, when they are initially defined, appear in **dark red** lettering for quick referencing.

The instructions for this game are organized into major “**Rules**” sections as shown in large **green CAPS font**, and represented by the number to the left of the decimal point (e.g., rule 4.0 is the fourth rule). These rules generally explain the game’s subject matter, its components, the procedures for play, the game’s core systems and mechanics, how to set it up, and how to win.

With each Rule, there can be “**Cases**” that further explain a rule’s general concept or basic procedure. Cases might also restrict the application of a rule by denoting exceptions to it. Cases (and **Subcases**) are an extension of a Rule shown in the way that they are numbered. For example, Rule 4.1 is the first Case of the fourth Rule; and Rule 4.1.2 is the second Subcase of the first Case of the fourth Rule.

Important information is in **red text**.

References to examples of a Rule or Case are in **blue text and this font**.

Text in **shaded boxes**, like this, provides the voice of the game’s designer, who is addressing you to explain an idea or concept that is not, itself, a Rule or a Case.

[1.0] INTRODUCTION

ANCIENT BATTLES DELUXE is a two-player game using standardized game pieces and rules that allow players to recreate any number of pre-gunpowder and early-gunpowder battles in a compact playing area over a short time.

[2.0] EQUIPMENT USED

The Game Maps: The 11” x 17” game boards feature maps portraying the types of areas where these ancient battles were fought.

The Player Aid Sheet: The 8.5” x 5.5” Player Aid Sheets provide important rules reminders plus the charts and tables needed to play games in the ANCIENT BATTLES DELUXE series.

Information Markers: There are several markers included with the game to keep track of various things, such as: the current Game Turn, who has the Initiative, each army’s Morale Level, and the (yellow / red) current Status of each side’s units.

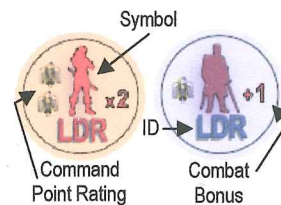
UNIT TYPES

Below are descriptions of the various playing pieces (hereafter referred to as “**units**”) available in the ANCIENT BATTLES DELUXE series of games.

Although a unit type may be described here, it might *not* be required with the particular scenarios that you’re playing. Only the components required to play *this* game’s scenarios are included.

LEADERS

These pieces represent the kings and generals who lead the armies depicted in the game. They perform special functions in the game and are vital to a side’s success on the battlefield. Protect them!



Each leader unit is marked with one or more command modifiers. To the left of the leader symbol are zero to two Command Point icons. This is how many Command Points are provided by having that leader in play. To the right of the leader symbol is a Combat Strength modifier used in combat. A multiple value (x1, x2) increases a combat unit’s Melee Strength modifier. An addition modifier (+1) increases a combat unit’s strength by that amount. These modifiers are cumulatively

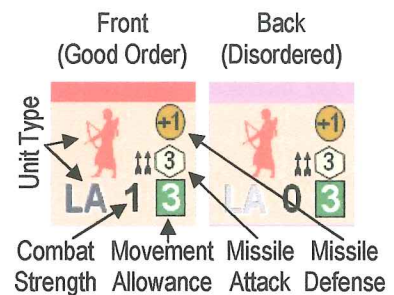
applied toward any unit stacked with the leader (with additional modifiers being applied prior to the effects of multipliers).

COMBAT UNITS

These pieces represent the various troops available to an army during a scenario. Each combat unit is noted by at least three factors: 1) its Combat Strength, 2) its Movement Allowance, and 3) its Ranged Combat Defense (if it is not ‘0,’ in which case no value appears) and a color stripe along its top to show its ‘front’ facing.

In addition, units that can perform Ranged Combat (i.e., “shoot”) also possess a Missile Type and Range.

Every combat unit also has two sides. The front side is its “**Good Order**” side. The reverse is its “**Disordered**” side, where you can see that its effectiveness is reduced. A unit usually becomes Disordered during combat and may be returned to its Good Order side when Rallied.



Each game in the ANCIENT BATTLES DELUXE series includes many (but not all) of the following combat unit types:

INFANTRY TYPE UNITS:

Infantry type units are the foot soldiers.



Light Infantry (LI): These are mobs of poorly armed, often untrained men. Typically they have a shield, one weapon, and no body armor. They might represent peasant levies or barbarians.

Medium Infantry (MI): These units are adequately armed (either at their own or their government’s expense), drilled regular infantry. You would find these among city-state armies, auxiliary and mercenary forces.

Heavy Infantry (HI): These units are heavily armed, well-trained professional infantry. Examples include Roman Legions or Viking ‘Huskars.’

Phalanx (PX): These units represent heavily armed infantry, massed shoulder-to-shoulder with pikes (long spears). The wall

of shields and spears provides good defense against missiles.

Pikemen (PK): These units represent a light, mobile Phalanx formation effective against cavalry. E.g., a Scottish 'Shiltron.'

Mixed Missile (MM): These units primarily represent javelin throwers, slingers and archers with limited hand-to-hand ability, such as Greek 'Peltasts.' They could represent regular infantry with a high proportion of missile troops.

Light Archers (LA): These units are bowmen or slingers with little or no body armor. Their purpose is to disrupt the enemy, not fight hand-to-hand.

Heavy Archers (HA): These units are armored bowmen (such as Assyrian archers or medieval crossbowmen). They can defend themselves in melee, but they sacrifice mobility.

CAVALRY TYPE UNITS:

Cavalry type units use horses and camels for speed and, after stirrups became common in Europe during the 8th Century AD, increased striking power (i.e., "shock").



Light Cavalry (LC): These units are mounted troops with little or no body armor and usually armed with spears or javelins. They are used primarily as scouts for their army, to screen or turn the flanks of a battle line and attack the enemy's rear – then to ride down fleeing foes.

Heavy Cavalry (HC): Well-armored, main shock cavalry used for direct attacks along a battle line to execute charges and deliver decisive blows.

Mounted Archer (MA): Light, missile equipped cavalry units used by the Parthians and Mongols.

Cataphract Cavalry (CT / HT): Very heavily armored, missile equipped cavalry units used by the Byzantine Empire.

Knights (KT): These are extra-heavy cavalry in chain or plate armor.

Camelry (CC): Camel mounted troops; this cavalry type unit is particularly effective against enemy cavalry.

Chariots (CH): These are light, two-wheeled wagons carrying two or three warriors and bowmen.

Battle Chariots (BC): These are a larger variety of chariot formation, geared toward a powerful initial shock, but not as effective afterwards.

'OTHER' TYPE UNITS:

Elephants (EL): These units represent groups of African or Asian elephants, each

including a driver, a fighting platform (howdah), and several warriors.

Camp (CP): This is the baggage of the army in the field. It may be fortified by a dirt moat or palisade or just by pulling the wagons into a circle. It contains the war chest, supplies, loot, and often the troops' families. Needless to say, it is very important to the morale and physical needs of the men.



War Wagons (WW): A mobile camp that has the same attributes of a Camp unit.

[3.0] SEQUENCE OF PLAY

Each scenario involves the play of several **Game Turns**, a minimum of six and as many as ten.

Procedure

During each Game Turn, players alternate spending **Command Points (CPs)** to activate individual units or groups of units called '**Formations**.' A player who has spent all of his CPs must sit idly while his opponent is free to spend his remaining CPs to activate his units. A player may opt to '**Pass**' (i.e., not expend any CPs) in an attempt to get in the last move that turn, but when both players *Pass in succession*, the expenditure of CPs ceases for that Game Turn and any unspent CPs available to a player for that turn are lost.

Each Game Turn is comprised of all of the following '**Steps**:'

1. **Remove Leaders:** Both players remove all of their Leader units from the map and place them to one side.
2. **Army Panic Check:** Both players determine if their army has reached its breaking point and '**Panics**.'
3. **Receive Command Points:** Both players determine their allotment of Command Points for the current Game Turn. Each player adds the number of Command Points provided by their active Leaders (eliminated ones don't count!) to a value determined by their own die roll on the Command Table:

Command Table				
Die Roll				
+CPs	+1	+2	+3	

4. **Determine Initiative:** The players each roll a die; the one with the highest die roll, after any CP 'bidding,' becomes the Initiative Player for the current turn.
5. **Place Leaders:** Players alternate returning their active Leader units to the

board beginning with the Initiative Player. Leaders are added to any hex containing a combat unit of their own side. Multiple Leaders may be placed in the same hex, if desired. Once placed during this Step, they remain with the unit they are stacked with until removed by combat (as per 11.5) or during the next Remove Leaders Step.

6. **Activation:** The Initiative Player decides who will take the first **Action**, then players alternate taking Move, Fire, Rally, and Panic Movement Actions – marking activated units – or 'passing' until they both pass in succession.

7. **Melee Combat:** Remove all Yellow Action markers (●) from the units. Then, beginning with the Initiative Player, players alternate selecting eligible individual units to engage in Melee Combat, marking activated and retreated units, again until they both 'pass' in succession.

8. **Turn End:** Remove all Red Action markers from the units (●), and then advance the Game Turn marker to the next box on the Turn Track. A check might be needed to see if the game ends and a winner determined.

[4.0] ARMY PANIC CHECK

Armies will 'break' and 'panic' in one of two ways: 1) a cumulative loss of a certain number of combat strength points; or 2) through the loss of all its Leaders.

Procedure

When a combat unit is eliminated, the Combat Strength from its Good Order side is deducted from its side's **Panic Rating** (as listed in the setup instruction). During this Phase, if either side's Panic Rating is below one, or if its last Leader has been recently Eliminated (see 11.53), then that side now '**Panics**.'

Each army can only Panic once per game. Skip this check on future turns for a player whose army has already Panicked.

Panic Effects

- [4.1] **Immediate:** When an army Panics during this Phase, all its Good Ordered units remaining on the board are immediately flipped to their **Disordered** side. (Disordered units are unaffected.) This is a one-time reaction by that army.



[4.2] Long Term: For the rest of the game, the enemy player may use one of his Actions (and spend 1 of his CPs) per turn during the Activation Phase to conduct **Panic Movement** (9.0) of all of the Disordered units in that Panicked army.

[4.3] End Game: Panicking an enemy army is worth 1 Victory Point at the end of the game (see 14.0).



This hasn't changed throughout history. The object of a battle is to make things so inhospitable for the other side that they leave and you control the battlefield – and the worse condition they leave in (i.e., the more casualties they suffer and worse their leadership and morale is), the better.

[5.0] DETERMINE INITIATIVE

General Rule

The player with the Initiative is called the **'Initiative Player'** and his opponent is the **'Non-Initiative Player.'** The Initiative Player decides who can conduct the first Activation during that Game Turn.

Procedure

Each player rolls one die (d6) to determine their **'Initiative Value.'** The player with the highest Initiative Value gains the Initiative. If the Initiative Values are tied at this point, the player who had the Initiative during the *previous* Game Turn (or the player designated as 'Side A' in a scenario on the first turn only) gains the Initiative and becomes the Initiative Player and claims the Initiative marker for that turn as a reminder.



[5.1] Bidding for Initiative: After determining who is the Initiative Player, the Non-Initiative Player may reverse that outcome. He may spend 1 CP to **'seize the initiative'** from his opponent and become the Initiative Player for that turn.

If he does so, then each player may alternately spend 1 CP at a time in order to regain the initiative.

[5.2] Ending the Determine Initiative Step: The players continuing bidding until either: 1) one player does not have any CPs left to spend, or 2) either player chooses not to spend a CP to seize the initiative from his opponent, thus conceding that his opponent will be the Initiative Player.

For example: Caesar and Alexander both roll a 4 for Initiative this turn. This Initiative Value tie is resolved by recalling that Caesar had the Initiative *last* turn, so he retains his position as the Initiative Player *this* turn (in a tie-breaker).

Alexander decides to spend 1 CP, thus seizing the Initiative from Caesar.

Caesar then opts to spend 1 CP to regain the Initiative, to which Alexander declines to spend another to take it back. Caesar will again be the Initiative Player this turn, and Alexander will be the Non-Initiative Player.

[6.0] ACTIVATION

The Activation Step is the heart of each Game Turn where players alternate performing actions with the units.

Procedure

During the Activation Step of a turn, both players alternate spending 1 CP to perform an **'Activation.'** An Activation can be used on individual combat units or groups of combat units called **'Formations.'** When friendly units are activated, they may Fire, Move, or Rally and an appropriate Action marker is placed on each one, denoting that it has performed its one Activation for this turn.



An Activation may also be used to hinder the enemy's units, such as their Elephants (if Optional Rule 15.4 is being used) or after their army Panics (as per 9.0).

'Passing': A player may opt to *not* spend a CP, thereby **'passing.'** If both players pass in succession, any remaining CPs are lost, the Activation Step ends, and play proceeds to the Melee Combat Step.

Cases

[6.1] Unit Activation: Beginning with the player *determined by* the Initiative Player, an individual combat unit or Leader **that does not currently have an Action marker on it** is selected for activation and 1 CP spent.

- That selected unit is, or all the units in the Leader's Formation are, then activated to either: **Rally, Move, or Fire** (i.e., conduct Ranged Combat).
- As each activated unit completes its orders, an Action marker is placed on it; this will denote that it cannot be activated again during this same Activation Phase.

[6.2] Formations: Selecting a Leader for activation allows all combat units within its Formation to be Activated as well.

Definition: A **'Formation'** is a group of mutually supportive combat units without Action markers, where each unit within the Formation is adjacent to at least one other unit within the same Formation and one

unit within the Formation is stacked with the activated Leader.

If the Formation is ordered to **'Move,'** then all of the units within that Formation must also be **facing** the same direction.

[6.2.1] Unit Selection: The individual units comprising a Formation are determined immediately upon the activation of a Leader.

[6.2.2] Singling out Units in a Formation: Not all units within the Formation need be activated, allowing them, for example, to be part of a different Leader's Formation later in the same turn.

[6.2.3] Formation Action Integrity: When a Formation is activated; all the designated units comprising that Formation must perform the *same* action (either Rally, Move, or Fire).

[6.3] Action Marker Placement: As each activated unit completes its action, an appropriate Action marker is placed on it.

Once a player has finished activating the units in a Formation as desired, the Leader is also marked with a Yellow Action marker (●).

[7.0] RALLY

General Rule

In order to return a unit from its Disordered side back to its Good Ordered side, it must be **'Rallied.'**

Procedures

1. An individual combat unit automatically Rallies by simply spending 1 CP to do so.
2. When a Formation is ordered to Rally, each eligible combat unit rolls one die (d6) to determine whether or not it Rallies. Each Formation combat unit activated to Rally may make one Rally attempt as explained in the following Cases.

After conducting its Rally Action, place a Yellow Action marker (●) on that unit.

Cases

[7.1] Rally Die Rolls: If a unit's die roll is less than or equal to (\leq) its Disordered Combat Strength, the unit recovers and is flipped back to its Good Order side. If that unit's roll is greater than ($>$) its Disordered Combat Strength, it remains Disordered.

[7.2] Rally Die Roll Modifiers:

Subtract two (-2) from the die roll for a unit attempting to Rally if it is in the same hex as one or more friendly Leaders.

Subtract one (-1) from the die roll for a unit attempting to Rally if it is *not* in the same hex as a friendly Leader but *is* in a hex *adjacent* to one or more friendly Leaders.

These modifiers are **not** cumulative; use only the single best one.

[7.3] Automatic Results: Regardless of its modified outcome, a die roll of '1' is always successful and a die roll of '6' is always a failure.

Rally Table	
Die Roll	Result
1	Unit Always Rallies
≤ Str.	Unit Rallies
> Str.	Unit Fails to Rally
6	Unit Never Rallies
Die Roll Modifiers (use only one):	
-2: If stacked with a friendly Leader	
-1: If adjacent to a friendly Leader	

[8.0] MOVEMENT

General Rule

When activated to move, units trace a path along the map's hex grid, moving from their present space to an adjacent one while spending their Movement Allowance.

Combat units move from hex to hex, paying a cost in '**Movement Points**' from their **Movement Allowance** to enter each hex and, in some cases, to cross certain hex-sides (see **Terrain Effects Chart**).

Combat units may move up to their full Movement Allowance each Game Turn when activated to move. They cannot save any of their Movement Allowance from one turn to another or share them between units, nor can they exceed their Movement Allowance in a single turn unless their entire move will consist of moving only one hex straight ahead.



Because of its 1 Movement Allowance, a **Phalanx** unit uses this Rule to maneuver through difficult terrain.

For example: A Phalanx unit may move one hex straight ahead into an adjacent Rough hex (even though it costs two MPs), provided the unit does not rotate in either hex.

Procedures

1. An individual combat unit may perform a Move Action by simply spending 1 CP to do so.

2. When a Formation is ordered to Move, each eligible combat unit can be moved as explained in the following Cases.

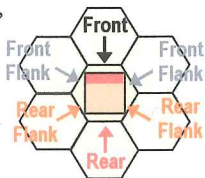
After conducting its Move Action, place a Yellow Action marker (●) on that unit (unless it leaves an Enemy Zone of Control, see 8.8, in which case it is tagged with a Red Action marker: ●).

Cases

[8.1] Formation Movement: For multiple combat units in a Leader's Formation to move via that Leader's activation, they **must begin** that activation **facing in the same direction**. When activating a Formation, combat units are moved individually in any order and direction(s) that their owning player desires. *They do not have to maintain their formation, facing, or relative position.*

[8.2] Unit Facing: Every combat unit on the map must be arranged so that the top of that unit (i.e., the side with its color ID stripe) is pointed distinctly toward one of its six adjacent hexes.

The hex immediately adjacent to the top edge of a unit is its '**Front**' hex. The hex immediately adjacent to the bottom edge of a unit is its '**Rear**' hex. The hexes adjacent to a unit's Front hex are called the '**Front Flank**' hexes. Similarly, those adjacent to a unit's Rear hex are the '**Rear Flank**' hexes as illustrated here.



[8.3] How to Move Combat Units: To move, a combat unit must enter its frontal hex. It must expend the cost of the terrain (see **Terrain Effects Chart**) in Movement Points from its Movement Allowance to do so. If a combat unit does not have sufficient Movement Allowance remaining to enter a given hex, it may not enter it.

Exception: If a combat unit's entire move consists of moving only one hex straight ahead, it may exceed its Movement Allowance to enter a hex.

[8.3.1] Moving through Enemy Units:

A combat unit cannot move through an enemy unit (except enemy Leaders alone).

[8.3.2] Moving through Friendly Units:

A combat unit *can* move through a hex containing another friendly combat unit, but then **both** of these combat units are immediately flipped to their Disordered side. There is no additional penalty if that unit was already Disordered; that is, Disordered units

may freely move through each other without effect.

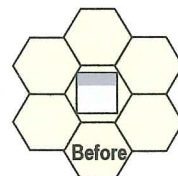
Exception: If either or both combat units involved in this 'pass through' movement are '**Light**' (Light Infantry, Light Archers, or Light Cavalry), this penalty does *not* apply to either unit.



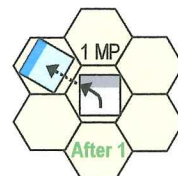
All **Light** units have their Movement Allowance shown in a **Green** box to help you remember this.

[8.4] Changing a Combat Unit's Facing:

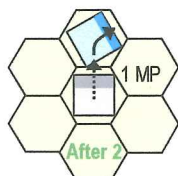
A combat unit may freely rotate **one** hex side (60 degrees) within a hex whenever desired during its Move Action. It may do so before **and** after leaving or entering a hex, or when simply remaining stationary in that hex (i.e., just 'turning in place'). Rotating a unit more than one hex side costs 1 Movement Point.



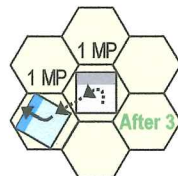
For example: Consider these "Before" and "After" illustrations. In illustration **After 1**, you see an allowed move; the unit first rotates 1 hexsides (60 degrees) at no Movement Point (MP) cost, then it enters the hex to its new Front facing, spending 1 MP. You can tell this is correct when rotating *before* moving, as it now has its Rear facing back toward the hex it just left.



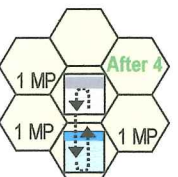
In **After 2**, the unit spends 1 MP to move straight ahead first, *then* it opts to use its free rotation (turning 1 hexside). This is a fairly typical move.



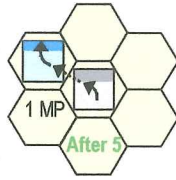
In **After 3**, the unit spends 1 MP to rotate 2 hexsides (120 degrees), and 1 more MP to enter the next hex; it then uses its free rotation to change its facing in its destination hex at no additional cost.



In **After 4**, the unit spends a total of 3 MPs to turn completely around, move a hex, and turn around again! That's a lot of MPs just to 'take a step back,' but if it has the MPs to spend, it *is* allowed.



Finally, in **After 5**, you see a standard move where a unit 'sidesteps' over one hex. It is perfectly allowed to rotate one hexside in the hex it started, spend 1 MP to move, and then rotate again one hexside in the hex it enters.



[8.5] Stacking: No more than **one** combat unit may occupy a single hex at a time. Leaders and markers are exempt from this restriction; any number of these pieces may be stacked in a hex (with or without combat units).

[8.6] Exiting the Map: A combat unit may exit the map by moving to the map's edge and expending one additional Movement Point (+1 MP) if it has one.

[8.6.1] Don't Panic: A combat unit that exits the map in this manner does **not** affect its side's Panic Level.

[8.6.2] Don't Return: A combat unit that exits the map may not return, unless allowed to do so by its scenario's Special Rules.

[8.7] Entering the Map: Any combat units that enter the map during play (as described in that scenario's Special Rules) are considered '**reinforcements**'.

Reinforcements enter the map as part of a Formation (requiring the expenditure of a CP), even if a Leader is not included among those reinforcements.

[8.7.1] Entry Cost: A reinforcement entering the map must pay the terrain cost of the first hex entered.

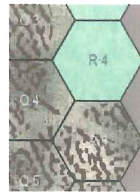
[8.7.2] Bonus Movement Allowance: Reinforcements may move up to **twice** their normal Movement Allowance on their turn of entry providing they do not end their move adjacent to an enemy combat unit.

These reinforcements are considered to enter the map in 'march formation' rather than in 'combat formation.'

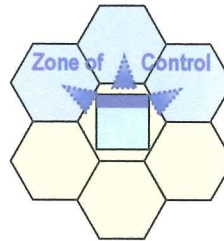
[8.7.3] Blocked Entry: If enemy units occupy the hexes through which reinforcements are scheduled to arrive, those reinforcements are assumed to be just off the map edge in (imaginary) adjacent hexes and are able to engage the blocking units in Melee Combat.

These imagined off-map hexes are assumed to be of the most beneficial type to the reinforcing units of those adjacent bordering hexes, for the purpose of determining melee modifiers.

For example, if entry hex R-4 is blocked, the reinforcing unit may occupy either Clear or Hill terrain, whichever is most beneficial to its attack.



[8.8] Zones of Control: A combat unit projects its power into its three frontal hexes (i.e., its front and front/flank hexes). These three hexes are called a combat unit's '**Zone of Control**' (or '**ZOC**').



[8.8.1] Stop: A combat unit **must stop** immediately upon entering an enemy combat unit's ZOC, but it may still rotate one hexside normally, prior to ending its move (as per 8.4).

[8.8.2] No 'Infiltration' Movement: A combat unit beginning its turn in an enemy ZOC may **not** enter another ZOC hex (even one projected from that same enemy unit). It may rotate freely within the same hex, however.

[8.8.3] Disengagement Movement: A combat unit **may exit** an enemy ZOC, but after doing so it is marked with a Red Action marker (●, instead of a Yellow one), this means that it can **not** initiate Melee combat in the next Phase.

[8.8.4] You're Wet: ZOCs **do not** extend across River hexsides. They **do** extend across Stone Bridge and Ford hexsides.

For example: A Light Cavalry unit begins its activation in an enemy Zone of Control. First, it rotates 180 degrees to face in the opposite direction (1 MP). It then advances four hexes (at a cost of 4 MPs) and rotates one hexside to the left at no cost. It then moves one more hex (1 MP; its 6th and last) into an enemy unit's rear hex and rotates one hexside there to face the enemy. It is then marked with a Red Action marker, as it cannot attack during Melee since it started its activation within an enemy ZOC.

[8.9] Terrain Effects: These are covered on the Terrain Effects Chart. In Melee Combat, both the Attacking ("Atkr") and Defending ("Dfdr") units have their own modifier based on the terrain in their respective hexes.

In addition:

- A Disordered unit suffers no further adverse affects when entering a Woods hex. It simply remains Disordered.

[9.0] PANIC MOVEMENT

General Rule

After an army **Panics** (see 4.0), its units are subject to move against the owning player's will (i.e., they are moved by the enemy player). In effect, if not rallied, those units might '**flee**' the battlefield.

Procedure

After your opponent's army **Panics**, you may use an Action and spend 1 CP per turn to conduct '**Enemy Panic Movement**' to move **all** of his Disordered units that are untagged by Action markers and are **not** in hexes with Leaders.

[9.1] Fleeing: Enemy Panic Movement is a Movement Action (8.0) performed on **all** qualifying enemy combat units by rotating them to face (at no Movement Point cost – maintaining order is the last thing on their minds), and moving them toward (through the expenditure of their *entire* Movement Allowance, if possible), the nearest map edge and exiting them off the map (if possible, see 8.6).

This is good way to earn another Victory Point for having superior strength on the map at the end of the game (see 14.0).

[9.2] Which Way?: If more than one map edge is closest to that enemy combat unit, the player conducting the Enemy Panic Movement decides which is approached.

[9.3] Out of My Way!: Each such Panicked enemy combat unit is rotated and moved individually. It *may* be moved through other units in its army (as per 8.3.2) but **only** if they are directly between that unit and the nearest map edge (i.e., they can't go 'out of their way' to flee through their own units; *be fair applying this rule!*).

[9.4] No Attacking: Place a Red Action marker (●) on each unit after its Panic Movement is complete.

[10.0] RANGED COMBAT

General Rule

Ranged Combat allows units equipped with bows, javelins, slings and so forth (i.e., those with a **Missile Rating**, shown as a number of arrow symbols) to attack enemy units 'at range' (indicated by a number inside a hexagon on that unit).

Missile Rating



Range Value
(in hexes)

Procedures

An individual combat unit may conduct Ranged Combat by simply spending 1 CP to do so.

- When a Formation is ordered to Fire, each eligible combat unit may conduct Missile Combat as explained in the following Cases.

After conducting its Fire Action, place a Red Action marker (●) on that unit. It will *not* be able to initiate Melee Combat during the next Step.

Cases

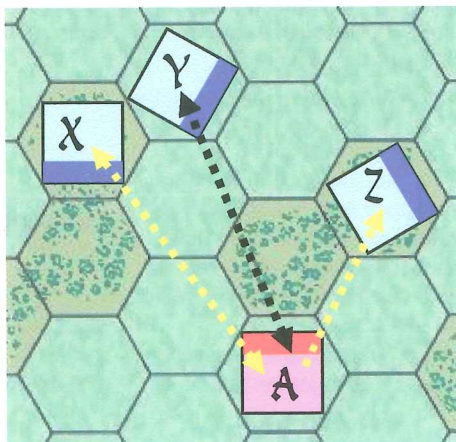
[10.1] Properly Equipped: Only combat units with a Missile Rating and a **Range Value** (a number inside a hex symbol) are capable of conducting Ranged Combat.

[10.2] Determining Range: 'Range' is the number of hexes away from the hex occupied by a **firing unit** (exclusive) to the hex occupied by the **target unit** (inclusive). Missile units have a maximum range (in hexes) shown as its Range Value.

[10.3] Arc of Fire: A firing unit may only conduct Ranged Combat through its frontal hexes (i.e., its front or front/flank hexes; a.k.a. its Zone of Control).

[10.4] Determining Line of Sight: In order to conduct Ranged Combat against a target unit, the firing unit must be able to 'see' it. To determine if a firing unit has a 'Line of Sight' (LOS) to the target unit, draw an imaginary line from the center of the firing unit's hex to the center of the target unit's hex. A firing unit's Line of Sight is blocked if it passes through (but not into) any Hill, Woods or Built Up hex, or any hex containing a combat unit (friendly or enemy). An LOS that passes directly along a hex side is blocked if **both** hexes on either side are blocking hexes.

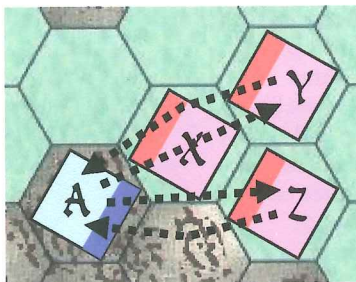
Exception: A unit on a Hill may fire over a combat unit *not* on a Hill and vice-versa (i.e., units do not block LOS between units on Hills and units not on Hills).



In the above illustration, A can shoot at X and Z (yellow arrows) but not Y (black arrow) as the Woods block the Line of Sight. The Woods do not block the Line of Sight between A and Z

because it runs along the **hexside** and only one of the hexes along that side is a blocking hex.

Conversely, Y could not shoot back at A for the same reason, while X could. Note that Z could not shoot at A because Z is not facing in the right direction!



Here, A can shoot at both Y and Z, and both of those units could shoot back at A. That is because unit X does not block the Line of Sight shooting up or down the Hill. Note that A and Z can hit each other because once they ignore X (due to the Hill exception) their Line of Sight is running along the **hexside** and not through a blocking hex.

[10.5] Designate Attacking Missile Units: When conducting Ranged Combat, the attacker may select one or more 'eligible' units. To be eligible, the firing units must all be within range, have a Line of Sight to the target unit, not have an Action marker on them, and be part of the same formation activation (see 6.2). From among the eligible firing units participating in a single Ranged Combat, the attacker selects a 'Lead' unit. All other firing units in that Ranged Combat are 'Supporting' units, **but only if they are not Disordered.**

[10.6] Resolving a Ranged Combat: The following steps are used to resolve a Ranged Combat (a.k.a. 'Missile Attack').

- Determine the Missile Defense Value:** First, the defender rolls one die (d6) for the target unit and adds the result to the unit's Ranged Combat Defense rating plus any Terrain Modifier the target unit might enjoy (see the Terrain Effects Chart) to obtain the target unit's **Missile Defense Value**.
- Determine the Missile Attack Value:** Then attacker rolls a number of dice equal to the number of arrows (♣) on the firing unit and notes the value of the single highest roll *only* (discarding the others). To that value, add one (+1) for **each** Supporting unit participating in that Ranged Combat to obtain the firing unit's **Missile Attack Value**.
- Compare the Values and Apply the Result:** If the Missile Attack Value is greater than (>) the Missile Defense

Value, the target unit is Disordered (see 11.3). If the target unit is already Disordered, it is Eliminated instead. Any other result is treated as 'No Effect.'

- Place Red Action Markers:** After determining the result, each firing unit participating in that Ranged Combat receives a Red Action marker (●).

Ranged Combat

Difference	Result
A > D	Defender Disordered
Otherwise	No Effect

- Defender's Value =**
 (d6) + (●) (Missile Def.) + (●) (Terrain)
- Attacker's Value =**
 (d6) (roll one d6 for each ♣, use highest)
 +1 for each supporting unit
- Compare Values, Apply Result
- Red Action Marker for Firing Unit(s)

[10.7] Rapid Fire: Certain scenarios (e.g., those involving English Longbowmen) allow some units to conduct 'Rapid Fire' Ranged Combat: an ability to fire several times when activated. When activated, these units can either complete a number of individual Ranged Combats at the same or different targets, or they may combine these attacks into an Enhanced Attack with a greater chance of success, or a combination of the two, as explained in the following Subcases:

[10.7.1] Predesignation: The type and number of Rapid Fire attacks must be determined before any dice are rolled, but the specific target unit is determined at the beginning of each Rapid Fire Ranged Combat.

[10.7.2] Normal Attacks: When a Rapid Fire enabled unit opts to complete multiple individual Ranged Combats, each is resolved as per Rule 10.5. During its Missile Attacks, only that rapid-fire unit can function as the Lead unit. Non-Rapid Firing units may only support a Rapid Firing unit's *first* such attack during a single Ranged Combat Step.

[10.7.3] Enhanced Attacks: When combining two or three Rapid Fire attacks into a single Ranged Combat, multiply the firing unit's Missile Attack Dice by the number of available attacks. All supporting units are handled normally, regardless of their type.

For Example: A scenario's Special Rule indicates that an English Longbow unit (two missile dice) may fire three times per turn. That unit may make three normal attacks; or

may make one enhanced attack, rolling six dice (two arrow symbols times three attacks).

[11.0] MELEE COMBAT

General Rule

Melee Combat takes place after all unit Activations to Move, Rally, and Fire. It allows units equipped with swords, axes, hammers, pikes, and so forth to attack enemy units in 'hand-to-hand' combat.

Procedure

Start the Melee Combat Step by removing all Yellow Action markers from the map. Note that Red Action markers remain on the map; those units cannot initiate Melee Combat during this Game Turn's Melee Combat Step, but they can be targeted for Melee Combat.

Then, beginning with the Initiative Player, each side alternates conducting one Melee Combat at a time; each Melee Combat is completely resolved before the next one is commenced.

A player may opt to *not* conduct a Melee Combat, thereby passing. If both players pass in succession, the Melee Combat Step ends and play proceeds to the End of Turn Activities Step.

After conducting Melee Combat, place a Red Action marker (●) on **both** that unit **and** the opposing unit (if it does not already have one).

Cases

[11.1] No CP Cost: No CPs are spent to conduct Melee Combat; it 'just happens.'

[11.2] Steps in a Melee Combat: Each Melee Combat follows these steps:

1. Designate Attacking Unit: The attacking player designates any one of his eligible units (i.e., one that does not have a Red Action Marker on it and has an enemy unit located in one of its front or front/flank hexes; i.e., its ZOC).

Zero Strength Attacks / Defenses:

Combat units with a Combat Strength of zero (0) may *not* initiate an attack. When attacked, they defend as if their Combat Strength were one (1).

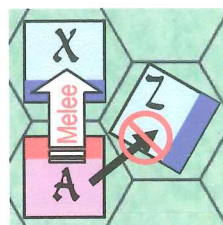
2. Select Defending Unit: The attacking player then selects **one** enemy unit in one of the attacking unit's front or front/flank hexes.

Facing Restriction

If the attacking unit has an enemy unit in its **front** hex, it **must** select this unit. (The troops prefer to fight straight ahead.) If there is no enemy unit in the attacking unit's front hex, an enemy unit

in either Front Flank hex may be selected as the defending unit.

Here, A would like to attack Z in its Rear Flank, but **must** attack X instead.



3. Retreat before

Melee: A good order 'Light' Infantry type unit

(i.e., LI or LA) that is being attacked by a Non-Light Infantry type unit may retreat prior to combat. Similarly, a good order Cavalry unit that is being attacked by *any* type of unit with a lesser Movement Allowance can also retreat prior to combat.

Retreat before Melee Cases

Procedure: Rotate the retreating unit so that its Rear hexside faces the unit it is retreating from. It then moves one hex forward (i.e., directly away from the attacking unit). Cavalry units may retreat up to *two* hexes in a straight line.

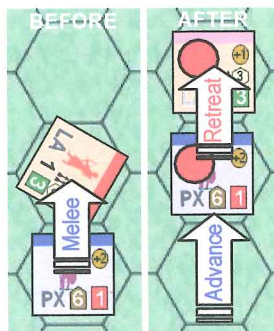
- Disordered combat units cannot retreat before combat.
- Retreats cannot be made in violation of the stacking limit (8.5).
- Leader units automatically retreat with the unit they are stacked with.
- A retreating unit automatically becomes Disordered and is marked with a Red Action marker (●).
- The attacking unit may (or must) Advance After Combat into the vacated hex (see 11.6).
- The attacker also is marked with a Red Action marker (●) regardless of any optional activity after the initial retreat.

For Example:

A Light Archer (LA) unit is being attacked by a Phalanx (PX). The LI opts to retreat one hex; it rotates to face away from the attacking

Phalanx unit, moves one hex 'forward,' and flips to its disordered side. The PX unit opts to advance. Both units are marked with Red Action markers.

For Example: A Light Cavalry (LC) unit is being attacked by a Medium Infantry (MI) unit. The LC opts to retreat two hexes. It does so and flips to its disordered side. The



MI unit must advance into the vacated hex. Both units receive Red Action markers.

For Example: A LC unit is being attacked by a Heavy Cavalry (HC). The LC can retreat before combat because it is being attacked by any *other* type of unit (a HC in this case).

4. Determine the Melee Value Modifiers:

When Melee Combat between units occurs, a unit's Melee Strength may be increased by additives and multiples due to the circumstances listed below.

Procedure

A combat unit's **Base Melee Strength** is equal to its printed Combat Strength. The Base Melee Strength is modified by +1 for each Leader stacked with that unit that has a Combat Bonus of "+1."

A combat unit's **Base Strength Multiplier** is calculated as follows:

- +1: for the unit itself
- +1: for each Leader stacked with that unit with a Combat Bonus of "x1"
- +2: for each Leader stacked with that unit with a Combat Bonus of "x2"
- +1: if the unit is Cavalry Effective (see below) and it is in melee with a cavalry-type unit



All **cavalry-effective** units have their Combat Strength shown in a **Brown** pointed box to help you remember this.

This value is expressed and applied as a **multiplier** of the unit's Base Melee Strength. The value given after applying the calculated multipliers to the unit's Base Melee Strength is that unit's **Modified Melee Strength**.

Thus, a **cavalry-effective** unit that is stacked with a both a x1 and a x2 Leader and attacking an enemy cavalry type unit would have a x5 Combat Strength multiplier, i.e., 1 for the unit itself, +3 for the Leaders, +1 for being cavalry-effective.

5. Generate Final Melee Values: The Modified Melee Strengths are now used to calculate the **Final Melee Values** for the attacking and defending units. The following steps should be followed in strict order for *both* units.

Included in the counter mix for each side are Die Roll Modifier Markers to allow for easy tracking of these cumulative modifiers. They can be used on either the Turn or Casualty Record tracks.

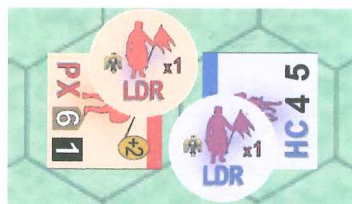


Procedure

- i) The attacker and defender each roll one die (d6) to generate their **Base Combat Values**.
- ii) **Combat Strength Advantage** (skip this step if an **Elephant** unit is *attacking*): Compare the attacking and defending units' **Modified Melee Strengths** as determined in Step 4.
 - If both Modified Melee Strengths are equal, no modifier is applied. Proceed to Sub-step iii.
 - The side with the higher Modified Melee Strength receives a **Base Combat Value Modifier**. This modifier is found by dividing the higher Modified Melee Strength by the lower Modified Melee Strength. Any remainder is dropped, leaving a whole number which is added to the Base Combat Value of the unit possessing the higher Modified Melee Strength.

Note that if the result is +1, the modifier is applied **only** if the unit with the lower Modified Melee Strength occupies the Zone of Control of the unit with the higher Modified Melee Strength.

- In no case may the Combat Strength Advantage modifier exceed +10.



Example #1: A Phalanx unit stacked with a x1 Leader attacks a Heavy Cavalry unit that is also stacked with a x1 Leader. The attacker's Combat Strength would be 6×3 (for the unit, the Leader and Cavalry Effectiveness combined) = 18, while the defender's Combat Strength would be 4×2 (for the unit and Leader) = 8. This result provides the attacking side a +2 Combat Value Modifier since its Modified Melee Strength is greater than twice, but less than three times the defender's.

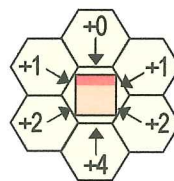
Example #2: A Medium Infantry unit stacked with a x2 Leader and a +1 Leader would have a Combat Strength of 15 (base of 4+1 [for the +1 Leader], times 3 for the unit and the x2 Leader).



Example #3: A Heavy Infantry unit (Strength 4) is attacking a Phalanx (Strength 6) through the latter's rear hex. If they had met head-on, the Phalanx would receive +1 Combat Value Modifier because its Modified Melee Strength is at least greater than (but not twice as strong as) the Heavy Infantry unit. Since the HI unit is *not* in the PX's ZOC, the PX can't benefit from a mere +1 modifier.

- iii) **Terrain:** The Base Combat Value for each unit is further modified by the terrain in the hexes occupied by the attacking *and* defending units, *as well as* the hexside between the two units. See the **Terrain Effects Chart** for these modifiers. All Terrain modifiers are cumulative.

- iv) **Tactical Approach Vector:** The attacker receives a Combat Value Modifier when engaging in Melee Combat from any hex other than directly against the defender's Front as follows:



- +1 when attacking from the defending unit's Front Flank hex
- +2 from its Rear Flank hex
- +4 directly from its Rear hex

- v) **Final Melee Value:** Apply the **Base Combat Value Modifiers** found in this step to the **Base Combat Value** rolled for each unit in Sub-step i. This provides the **Final Melee Value** for each unit.

6. **Determine Melee Results:** Compare the Final Melee Values of each unit as determined in Step 5. Using the **Melee Combat Table**, determine the outcome of the combat.

[11.3] Explanation of Results: Units that are affected by combat and other events might receive the following results:

- AD = Attacker Disordered:** If the attacking unit is in Good Order, flip it to its Disordered side. If it is already Disordered, it is Eliminated instead.
- AE = Attacker Eliminated:** The attacking unit is Eliminated.


DD = Defender Disordered: If the defending unit is in Good Order, flip it to its Disordered side. If it is already Disordered, it is Eliminated instead.

DE = Defender Eliminated: The defending unit is Eliminated.

EN = Engaged: Any Good Order units in this Melee Combat become Disordered; Disordered units simply remain Disordered.

[11.4] Combat Unit Elimination Effects: Eliminated combat units are removed from play and their Good Order Combat Strength value is deducted from their side's Panic Rating. Also, **Advance After Combat** (11.6) *must* be considered.

[11.5] Leader Escapes: In those days, Leaders led from the front at considerable personal risk.

[11.5.1] Shot Out from Under Me: A Leader stacked with a combat unit that is Eliminated must make an '**Escape**' die roll. On a roll of , the Leader is captured or killed (see 11.5.3 below); any other result leaves the Leader unit in that hex.

[11.5.2] I'm All Alone Here: A Leader whose accompanying combat unit is Eliminated is left alone in the hex. If an enemy unit enters that hex, either by Advance After Combat (11.6) or through Movement (8.0) that Leader is **not** captured or killed (see 11.5.1) because he has ample time to flee. Set him aside; he reenters play normally during the next Place Leaders Step.

[11.5.3] Leader Losses: Losing Leader units makes it much harder to conduct operations during the game. If an army's *last* (or only) Leader unit is Eliminated, that army will Panic during the next Panic Check Step (4.0).

[11.6] Advance after Melee Combat: When a defending combat unit is Eliminated through Melee Combat, the victorious attacking combat unit that defeated it **must Advance After Combat** into the vanquished unit's hex. *Defending units never Advance After Combat.*

[11.6.1] Disciplined Troops: There is an exception to the above Rule. If the victorious attacking unit's Movement Allowance is in a **black box**, that unit is '**disciplined**' and has the *option* to Advance After Combat, not a mandate to do so (*due to its training and organization*).



All **disciplined** units have their Movement Allowances shown in a **Black** box to help you remember this.

[11.6.2] Straight On Advancing: The Rear hex of the advancing unit **must** be the hex it just advanced from (which requires rotation toward a Front Flank hex). **No** rotation is permitted within the newly advanced into hex.

[11.6.3] No Additional Melee Combat: This one-hex Advance After Combat movement does not allow any 'follow-up' Melee Combat with this **exception**:

If the advancing attacking unit is a non-light **cavalry type** (i.e., its Movement Allowance is **not** in a **green box**) and it is stacked with a Leader, it may initiate a second Melee Combat against another enemy combat unit in its ZOC from its newly occupied hex. This advancing unit may only conduct one such '**Advancing Melee**' per turn.

[11.7] Everybody's Exhausted: Surviving units on both sides (attacker and defender) of a Melee Combat have a Red Action marker (●) placed on them.

[12.0] END OF TURN ACTIVITIES

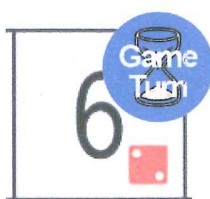
At the end of each Game Turn, certain 'housekeeping' functions must take place.

Procedure

- 1. End Game Check / Advance the Game Turn Marker:** Advance the Game Turn marker to the next box on the Turn Track **unless** the current Box includes an End of Game Check value.

If it does, the Initiative Player rolls one unmodified die (d6). If the result is less than or equal to (\leq) that value, the game is over and the winner is determined according to the Victory Conditions (14.0). On any other result, advance the Game Turn marker to the next box and play the next Game Turn.

For Example: Game Turn 6 is ending; its box includes an End of Game Check value ('●'). Since blue was the Initiative Player, he rolls a die: on a roll of 1 or 2, the game ends immediately. On any other result, the Game Turn marker is advanced and Turn 7 is played.



- 2. Remove All Action Markers:** If the game continues, remove **all** Action markers from the map and set them aside for reuse next turn.

[13.0] CAMPS & WAR WAGONS

General Rule

Camp units and War Wagons represent an army's base of operations and were important objectives on a battlefield. Therefore, they observe the following:



[13.1.1] Movement: Camp units have no Movement Allowance and therefore cannot move. War Wagons have a Movement Allowance of three (3).

[13.1.2] A 360 Degree Facing: Camp and War Wagon units' Zone of Control extends into **all six** hexes adjacent to it and all of these hexes are considered its **front** (which is important for its Arc of Fire, see 10.3).

[13.1.3] Combat Effects: Camps and War Wagons may never initiate a Melee Combat; they can only initiate Ranged Combat. Additionally, Camps and War Wagons are immune to Ranged Combat results (hence the ○ symbol where other unit's have a Missile Defense Rating).

[13.1.4] Looting: A combat unit that eliminates a Camp or War Wagon is also, itself, eliminated (*this is the game effect of 'looting' the Camp*). Neither of these losses affects their respective side's Panic Level. A leader stacked with a unit that is eliminated owing to looting is returned to play during the Place Leaders phase of the following turn.

[14.0] VICTORY CONDITIONS

General Rule

The performance of the players is evaluated by counting **Victory Points (VPs)**. The player with more VPs is the winner with the difference in VPs earned by the winner translating thus:

0 = Draw 2 = Substantive
1 = Marginal 3+ = Decisive

Procedure

Scoring VPs: One VP is earned for each of the following (for a maximum total of 3 VPs):

- 1 VP for causing the enemy's army to **Panic**.
- 1 VP for eliminating the enemy's **Camp**.
- 1 VP for a '**glorious slaughter**' (i.e., having twice as many total Strength Points on map as your opponent when the game ends; excluding Camps; sum all combat units' **current** Combat Strength values –



Good Order or Disordered – to determine each army's total).

In addition, some scenarios might start one side with 1 VP.

[15.0] SCENARIOS

General Rule

The battles fought out using the **ANCIENT BATTLES DELUXE** rules are specified on individual scenario cards. Each provides a description of the action taking place, its place in history and the motivation of the leaders involved.

To play a scenario, select the battle to be fought and who will represent each side in some mutually agreeable manner. The player designated as "Side A" wins the Initiative on the first turn in the case of tied Initiative die rolls. (This is the only innate advantage to playing Side A in a scenario).

Each player selects a set of game pieces and places their units on the map as indicated. The **Units at Start** section of the scenario indicates the type of units required and their initial hex and facing. Use the map's compass rose in the corner to properly align the pieces (the front border of a combat unit should be placed to match its appropriate direction). To help setup, a setup diagram is provided on each scenario card. Set Leaders and reinforcing units aside until they are required.

Place the Game Turn marker in box '1' of the Game Turn Track.

Place each side's Army Panic markers on the Casualty Record Track to indicate its Panic Level.

For Example: The Blue army's Panic Level is '32.' The Blue Player's 'x10' marker would go in the '30' space, while their 'x1' marker would go in the '2' space. As losses are suffered, these markers will be adjusted downward until they go below one point, when that army panics.



Each player should also place his Command Point markers within easy reach.

Scenarios might include Special Rules that specify additional set up requirements or Optional Rules that must be heeded. Examine these carefully and follow their instruction. Add terrain markers to the map as indicated, or grant one side its Scenario Defined Victory Point marker.

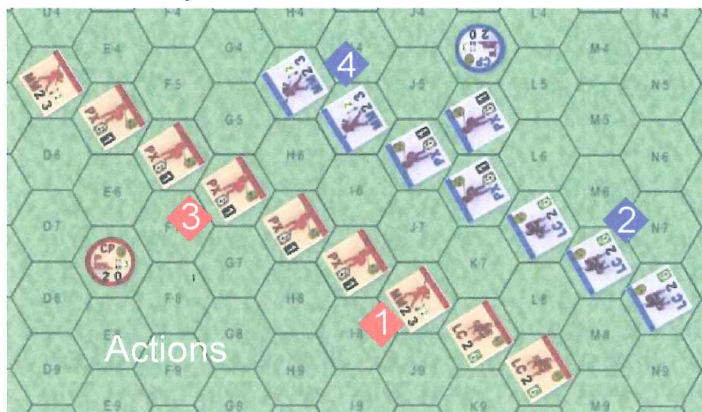
When the map board is set up, players should begin with **Step 3** of the Sequence of Play (**Receive Command Points**).

[16.0] GAMEPLAY EXAMPLE

Here is a sample turn being played to help illustrate the game systems and mechanics used in ANCIENT BATTLES DELUXE.

Game Turn 1

- 1. Remove Leaders:** Skipped; Leaders have yet to be placed.
- 2. Army Panic Check:** Ignored; the game just started!
- 3. Receive Command Points:** Both players total the number of Command Points (CPs) they derive from their active leaders (two each, in this scenario) and roll a die, adding the result from the Command Table. Blue rolls a 1 and Red rolls a 3, providing Blue and Red with totals of 3 and 4 CPs, respectively.
- 4. Determine Initiative:** Both players roll a die. They each roll a 4. Since this is the first turn, Side A (the Blue side) wins the Initiative. Red opts to spend 1 CP to 'steal' the Initiative away from Blue. Blue does not counter, ceding the Initiative to Red. Both sides have 3 CPs left.



- 5. Place Leaders:** Players alternate placing their leaders on the map, starting with Red, who won the Initiative. Red places a leader in hex L9. Blue places a leader in hex N8. Red places a leader in hex I7. Blue places a leader in hex J6.
- 6. Activation:** Players alternate taking actions, the Initiative player determining who will take the first action. Red opts to take the first action himself.

Action 1: Red expends 1 CP to activate the MM unit in J8 to fire at the PX in J6. The PX's defense value = a die roll (1) + the PX's ranged combat defense rating (+2) for a total of 3. The MM must roll one die (since it only has one arrow symbol: 1) needing greater than a 3 to hit. He rolls a 2 and the PX is Disordered. The MM in J8 is marked with a Red Action marker (●).

Action 2: Blue uses the leader in N8 to activate the three LC units on his left wing as follows:

- The LC in N8 rotates and moves to N9 (1 MP), moves to N10 (1 MP), rotates and moves to M10 (1 MP), moves to L11 (1 MP), rotates and moves to K10 (1 MP), rotates and moves to K9 and rotates in K9 (1 MP). The LC is marked with a Yellow Action marker (●).
- The LC in M7 rotates two hex sides (1 MP) and moves to N8 (1 MP), rotates and moves to N10 (2 MP), rotates and moves to M10 (1 MP), rotates and moves to L10 and rotates to face L9 (1 MP). The LC is marked with a Yellow Action marker (●).

- The LC in L7 rotates and moves to L8 (1 MP). The LC is marked with a Yellow Action marker (●).

Action 3: Red uses the Leader in I7 to activate the five adjacent PX units:

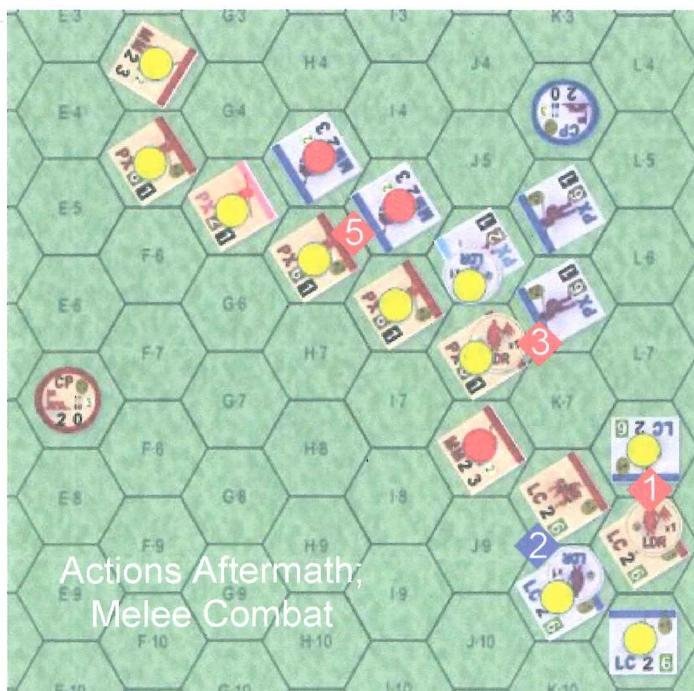
- The PX in I7 advances forward to J7 (1 MP) and is marked with a Yellow Action marker (●).
- The PX in H7 advances forward to I6 (1 MP) and is marked with a Yellow Action marker (●).
- The PX in G6 advances forward to H6 (1 MP) and is marked with a Yellow Action marker (●).
- The PX in F6 advances forward to G5 (1 MP) and is marked with a Yellow Action marker (●).
- The PX in E5 advances forward to F5 (1 MP) and is marked with a Yellow Action marker (●).

Action 4: Blue uses the leader in J6 to activate both MM units on his right flank for missile fire (note that the PX unit in J6 is part of this formation, but it is not being activated).

- The MM in I5 fires on the PX in H6. The PX rolls a 6 (+2 for a total of 7). The MM cannot beat a 7, and is marked with a Red Action marker (●).
- The MM in H5 fires on the PX in G5. The PX rolls a 1 (+2 for a total of 3). The MM rolls a 2, causing the PX to become Disordered. The MM is marked with a Red Action marker (●).

The Leader in J6 is also marked with a Yellow Action marker (●).

Action 5: Red uses 1 CP to activate the MM unit in D5. The MM advances to F4 and rotates. The MM is marked with a Yellow Action marker (●). Red has expended his last available Command Point for this turn.



Action 6: Blue has one Command Point left, but opts to pass. He could activate the PX in K6, but if that unit is moved, it would be

marked with a Red Action marker, since it starts its activation within an enemy ZOC; he'd rather fight with that unit than move it.

Action 7: Red has no Command Points remaining, so he must pass, ending the Activation Phase with the situation looking like the preceding illustration.

7. Melee Combat: Remove all of the Yellow Action markers. The Red (initiative) player begins the Melee process.

Melee 1: Red is concerned about the position of the LC with his Leader in L9, so opts to attack the LC in L8 with them. The attacking LC has a strength modifier of x2 (x1 for the unit, plus x1 for the Leader), bringing its strength to 4. The defending LC has a multiple of x1 (only) so its strength is a 2. The attacker gains a +2 to his die roll, since his strength is twice that of the defender. The attacker rolls a 6 (+2, for 7). The defender rolls a 1 (ugh!). Since the attacker's roll is greater than three times the defender's; the defending LC is Eliminated. (The Blue player reduces his morale markers by two points to account for the two points of strength lost with the LC). The attacking LC **must** advance into the defender's hex, and is marked with a Red Action marker (●).

Melee 2 (Blue): Blue activates the LC in K9 to attack the LC in K8. The attacker gains a +4 to his die roll (+2 for the strength differential – similar to the previous melee – and an additional +2 for the attack vector). The attacker rolls a 5 (+4 for a 9, ugh!). The defender rolls a 6. Since the attacker's result is greater than, but not more than double the defender's result, both units are considered "Engaged," so both become Disordered (if not already so). Both units are marked with Red Action markers (●).

Melee 3 (Red): Red activates the PX in J7. This PX must attack the enemy PX in K6, as the latter is in the former's frontal ZOC hex (i.e., the attacking direction 'priority'). The attacker gains a +2 to his roll (from the Leader). The attacker rolls a 4 (+2 for a 6). The defender rolls a 6. Since the attacker's total is less than the defender's (but the defender's total is *not* double the attacker's), the attacker becomes Disordered. Both units are marked with Red Action markers (●).

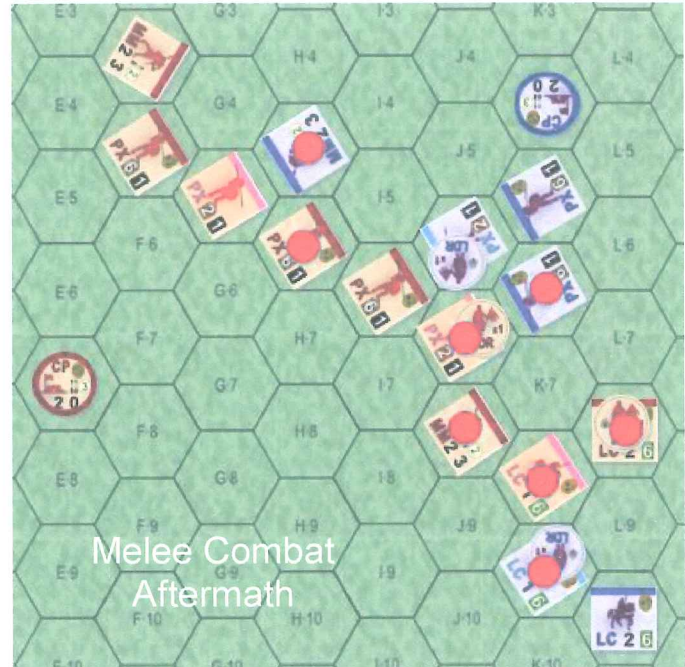
Melee 4 (Blue): The only other melee option for Blue is attacking with the disrupted PX in J6 (stacked with a Leader) against the good order Red PX directly in front of it. The Blue player declines, opting to pass.

Melee 5 (Red): The Red player activates the PX in H6 to attack the MM in hex I5. The PX gains an attack modifier of +3 (its strength being three times that of the MM). The PX rolls a 6 (+3 for a 9). The MM rolls a 1 and is eliminated (the Blue player lowers his morale marker by two points). Since the PX's movement value is within a black box, it has the option to advance into the vacated hex. It declines that option and chooses not to advance. The PX is marked with a Red Action marker (●).

Melee 6 (Blue): The Blue player still has the option to attack with the disrupted PX in J6 but, again, opts not to.

Melee 7 (Red): The Red player only has one unit left with which it can melee, its own disrupted PX in G5. He opts not to attack, and also passes.

With two passes in a row, the Melee Phase ends with the situation now looking like this:



8. End Turn: All activation markers are removed and the Turn marker is advanced into the next turn box. Since there is no End of Game check in the Turn 2 box, play continues.

Leuctra: Game Turn 2

And so the game would continue with another turn being played.

Backward Compatibility:

ANCIENT BATTLES DELUXE was designed with backward compatibility in mind for those wanting to use its components with the "classic" rules from *Ancients*. The Combat Strength and Movement rates for the units are basically unchanged from that game. A missile unit with two arrow symbols is an "A" unit in *Ancients*, while one with a single arrow symbol is a "B" unit.

GAME CREDITS

Game Design: Mike Nagel

Game Development & Documentation: Alan Emrich

Proofreading: Vince DeNardo, Eric Miller, Stephen Neuville, and Sal Vasta

Art & Graphic Design: Alan Emrich

Playtesting: David Briggs, Bradley Boyles, Phil Carroll, Kim Meints, Dave Schubert

Special Thanks: We are deeply indebted to **Bill Banks**, the designer of the original *Ancients* boardgame of yesteryear and our inspiration for *Ancient Battles Deluxe*. *Ancients* has been a favorite game of ours and we have longed to do a state-of-the-art version combining its simple elegance with the types of interactive systems and improved command control rules featured in *Ancient Battles Deluxe*.

The Future

ANCIENT BATTLES DELUXE will feature expansion kits in the future with additional units (and unit types, such as Elephants), new maps, and many *many* more scenarios. If you design some of your own, let us know; perhaps we can publish them and expand the series!

[17.0] OPTIONAL RULES

The following Optional Rules are provided for those who want to modify the game, or as required by a scenario's Special Rules.

Note that these Optional Rules may be combined in any way that both players agree to. You are free to use any or all of these Optional Rules.

[17.1] Free Deployment: As an alternative to the strict historical deployment of units as prescribed in a scenario's setup instructions, players can use this Optional Rule to freely deploy their starting units.

[17.1.1] Side B Setup: The Side B Player (as designated by the scenario) begins by placing his Camp unit. It must be placed on a hex that is at least three (3) and no more than five (5) hexes from the any map edge hex.

Then the Side B Player sets up all of his combat units and Leaders (including reinforcements) within three (3) hexes of their Camp and facing in the direction(s) he desires. Finally, the Side B Player places the Side A Player's Camp unit anywhere on the map.

[17.1.2] Side A Setup: The Side A Player sets up next, and begins by adjusting the location of his Camp unit by up to three (3) hexes.

Then the Side A Player sets up all of his combat units and Leaders (including reinforcements) within three (3) hexes of their Camp and facing in the directions he desires. After this set up is complete the game begins normally.

[17.2] Luck vs. Skill: Extreme die rolls simulate the chaos of a battlefield, but some players may prefer a more *Chess*-like game of careful planning that is less luck dependent. For them, consider these Rules:

[17.2.1] Die Roll Averaging: Treat all die rolls of [1] as rolls of [2], and all die rolls of [6] as rolls of [5]. *Averaging Dice, with these numbers printed on them, can be found at game stores!*

[17.2.2] Re-rolls: Players may, beginning with the Initiative Player, spend a Command Point to have any *single* die re-rolled (by the original rolling player) under any circumstance, with the re-rolled outcome being the one applied. These rolls *can* be re-rolled again if the opponent spends 1 CP to do so. *Players may want to 'save' a CP or two before Melee Combat to help ensure victory during the clash of swords and spears!*

[17.3] Barbarian Charges:

To reflect this military doctrine, and to give 'Barbarian' Light Infantry (LI) units a chance against stronger units, when a scenario designates a side to be 'Barbarian,' the Barbarian Player may **triple** (x3) the Combat Strength of all his LI units for any one Game Turn.

He may choose to save this bonus and use it when he deems appropriate, unless the following 'Command Control' Option Rule (17.4) is being used.

People such as the Celts, Germans, Vikings, etc. relied on the ferocity of their initial charge to smash the enemy quickly, valuing size to overwhelm opponents and ferocity to psyche them out.

[17.4] Command Control: Knights and Barbarians are '**impetuous**' units and must roll for '**Command Control**' when indicated in a scenario's Special Rules.

[17.4.1] Procedure: At the end of Step 5 of the Sequence of Play, after placing Leaders, total all available Leader counters on the checking side (beginning with the Non-Initiative Player if both sides have these **impetuous** units). Multiply that number of active friendly Leaders by two (x2) to determine that side's base **Command Control Value**. That player may then spend CPs to increase his side's final Command Control Value by one per CP spent.

After determining that side's final Command Control Value, roll one die [1]. If the result is greater than (>) that side's final Command Control Value, then all of its Knights and barbarians units lose Command Control. Any other result is considered to have 'No Effect.'

[17.4.2] Effect of Losing Control: All Knight and Barbarian combat units **must** expend their *entire* Movement Allowance on a given Game Turn in which Command Control is lost. This movement must take place prior to any other Activation by that side. This **Impetuous Movement** costs no CPs.

- **Charge!** Each hex entered due to Impetuous Movement must be closer to, or at least no further away from, the nearest enemy unit than the hex currently occupied by the impetuous unit.

- **Gangway!** If Impetuous Movement causes movement through a friendly



unit, they become Disordered in the normal manner (as per 8.3.2).

- **Damn All!** Impetuous units that currently have lost Command Control suffer a minus one (-1) Missile and Melee Combat Value modifier.

[17.5] Elephants: In addition to Move, Fire, Rally and Panic Movement Actions, a player may spend one (1) CP to attempt to '**Frighten**' all enemy Elephant units that do not have an Action marker on them.

Procedure: The Activating Player rolls one unmodified die [1] for each enemy Elephant unit that does not have an Action marker on it, and consults the following table.

Die Roll	Result
[1]	No Effect.
[2]	No Effect.
[3]	That Elephant unit balks . Place a Yellow Action marker (●) on it.
[4]	That Elephant unit is frightened but control is maintained. Place a Red Action marker (●) on it.
[5]	That Elephant unit panics . You now have control of that Elephant unit for the duration of this turn as if it were part of your army! (If eliminated, it still counts as a loss for its original owner.)
[6]	That Elephant unit panics . You now have control of that Elephant unit for the duration of this turn as if it were part of your army! (If eliminated, it still counts as a loss for its original owner.)

Elephants were very temperamental beasts in battle. Several ingenious techniques were used to cause them to panic (often into their own troops).

[17.5] 'Dismounted' Cavalry Units: At the beginning of a battle during a player's Setup, each player may, beginning with the Side 'A' player (as listed in that scenario's Exclusive Rules), substitute infantry type units for cavalry units, as listed below:

1 Light Cavalry	= 1 Mixed Missile
1 Heavy Cavalry	= 1 Medium Infantry
1 Knight	= 1 Heavy Infantry
1 Mounted Archer	= 1 Light Archer
1 Cataphract	= 1 Heavy Archer; or
1 Cataphract	= 1 Medium Infantry

Note that Knights are *still* subject to Command Control (17.4), even when fighting Dismounted.



[18.0] DESIGNERS NOTES

After having spent several years in support of the venerable *Ancients* game through several versions of my *Relative Range* web site, I was pleased to be given the opportunity to update the design. Alan Emrich provided a collection of correspondence between himself, Bill Banks and several other enthusiasts that outlined the direction that Bill expected the evolution of the game would take. This provided an opportunity to enhance one of my favorite games and a great learning experience for myself – an adventure in game design.

Upon initiating the redesign, I decided early on that I wanted to be able to use the previously designed scenarios largely as written. Doing so would provide the greatest level of playability ‘out of the box’ without having to spend a lot of extra time in research. If similar results could occur with the new system as with the old, not only would a lot of time be saved on my part, but also on the part of the fans of the game that have created their own scenarios over the years. In addition, any new components would be backwardly compatible with the original game, allowing it fans to use updated pieces.

The original game system follows a basic ‘Igo-Ugo’ sequence of play where one side moves and attacks with his all of units, followed by his opponent doing the same (with a brief interruption for Defensive Missile Fire). Bill indicated in his correspondence with Alan that he’d like to implement a method whereby players would be limited in how many units could be activated during a turn (similar to the ancient miniatures system *De Bellis Antiquitatis* or *DBA*). In *DBA*, a die is rolled to indicate the number of units that can be moved, thus enhancing the variability of play. I rejected this *exact* mechanic for several reasons, but primarily because it could give rise to the continual activation of a few units while the remainder of an army sits on its hands. In lieu of this system, I thought it best to use a variation of the command system employed in my *Flying Colors* game, where leaders are activated and any unit within a leader’s command may be activated as well. Doing so would add an emphasis on leadership over that of the original design, in that leaders would be required to allow masses of units (formations) to be activated. The number of formations and individual units out of formation could be limited by die roll in a manner similar to *DBA* and still allow players to activate all their units in a manner similar to the original game, thus providing variability and the enforcement of decision-making allowing mass activation of units (a true command system).

With a command system in place, the next issue to tackle would be the sequence of play itself. I wanted to avoid the possibility of a few units being activated over and over again, so I opted for a unit activation mechanic that would ‘finish’ a unit for the turn after its activation, forcing additional units to be activated. One concern, however, was the existence of Defensive Missile Fire in the original game. In *Ancients*, units are moved, then Defensive Missile Fire occurs, followed by Melee Combat. If players were to swap moving formations, when would Defensive Missile Fire take place? This gave rise to the Command Point expenditure concept, where a Command Point would be spent for a unit or formation to take a specific action (Move, Fire or Rally). I left Melee out of this group, saving it for the end of the turn, as the three other actions are really just preparation for, or recovery from, Melee Combat.

The third major divergence from the original game arose from discussions I have witnessed with regards to entry-level games. It would seem that any wargame that includes a Combat Results Table (CRT) it deemed ‘too complex’ for new players. Relatively speaking, the CRTs in *Ancients* were very simple. Be that as it may, I opted to change the combat system to one that does not rely on tables. I had seen chartless combat successfully implemented in games (particularly by veteran wargame designer S. Craig Taylor), and felt the same could be done in *ABD*. The challenge would be to use the same combat values on existing unit types, and get the same (or very close to the same) results. Getting a satisfactory result took quite a bit of tuning, but I’m very happy with the outcome. The Melee Combat process was relatively easy to convert. Missile Combat, however, took some thinking and a flash of inspiration. In the original game, there are two types of missile units (‘A’ and ‘B’). I could have used a die-roll modifier to distinguish the two types, but I did not think this a good solution, particularly as I’ve wanted to introduce a C-type unit (early gunpowder) into the game for some time (*watch for a future expansion kit*). Requiring a different (and possibly results-skewing) modifier into the game, I felt the multiple die system to be an elegant solution. It also provides the feel of a volley occurring (at least to me)!

The rest of the game system is simply straight adaptation from the original *Ancients* game, adjusting some of the original mechanics so that they work more smoothly (e.g., rotating a unit prior to moving), or adding in some simple suggestions by fans of the game (e.g., forcing a unit to melee whatever is directly in front of it; variable game length).

I am very pleased with the way this game design has turned out, and I hope that you will have as much fun playing it as I have. I must say that a lot of credit is due to Alan Emrich, whose stellar development work has really polished my design to a mirror shine. And, of course, our ultimate thanks go to Bill Banks, who has provided a great foundation for it all.

Mike Nagel

www.relativerange.com

ANCIENT BATTLES DELUXE

Command Table

Die Roll					
+CPs	+1	+2	+3		

Ranged Combat

Difference	Result
A > D	Defender Disordered
Otherwise	No Effect

1. Defender's Value =
 + (Missile Def.) + (Terrain)
2. Attacker's Value =
 (roll one for each , use highest)
 +1 for each supporting unit
3. Compare Values, Apply Result
4. Red Action Marker for Firing Unit(s)

Melee Combat

Strong Side	...Is Greater Than	Result
DV	> 2x AV	AE
DV	> AV and ≤ 2x AV	AD
AV	≥ DV and ≤ 2x DV	EN
AV	> 2x DV and ≤ 3x DV	DD
AV	> 3x DV	DE

AV = Attacker's Value

DV = Defender's Value

1. Designate the Attacking Unit
2. Select the Defending Unit
3. Retreat Before Combat (Good Order only; LI or LA = 1 hex; CAV = 2 hexes)
4. Calculate Strength Values:
 = Base Value;

Rally Table

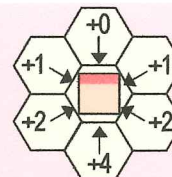
Die Roll	Result
	Unit Always Rallies
≤ Str.	Unit Rallies
> Str.	Unit Fails to Rally
	Unit Never Rallies

Die Roll Modifiers (use only one):

-2: If stacked with a friendly Leader

-1: If adjacent to a friendly Leader

- + Ratio Advantage (Str. x Multiplier)
- + (Terrain)
- + (Attack Vector)
- = Final Value;



5. Compare Final Values, Apply Result
6. Red Action Marker for All Unit(s)

Terrain Effects Chart

Terrain	MPs	Missile Defense	Melee Atkr / Dfdr
Clear	1	-	- / -
Rough	2	-	-1 / -1
Woods	1	+1	- / +1
Hill	2	-	+1 / +1
Town	1	+2	- / +3
Stream hex	2	-	-2 / -2
Wood Bridge ^A	1	-1	-1 / -1
River hexside	N/A ^B	-	N/A
Stone Bridge	+1	-	-2 / -
River Ford	+2	-	-1 / -

= Must **stop** upon entry; non-Light units **Disordered**.

A = Wood Bridge effects supersede Stream hex effects.

B = Can only cross River hexsides at Bridges and Fords.

SCENARIO 1

KADESH, 1288 BC

Design: B. Banks & M. Nagel

SIDE A AS MATAWALLIS, KING OF THE HITTITES

Your spies have done their job well. The Egyptians have walked into your trap. You are now poised to destroy an entire enemy corps, cut their army in two, and isolate the Egyptian Pharaoh.

Panic: 18

Units at Start: LI (I11/1), LI (J11/1), LI (J12/1), CH (K11/1), CH (K10/1), CH (L12/1), CH (L11/1), MM (M12/1), CH (M11/1), CP (M10), LI (N12/1), LI (N11/1), LI (O11/1), LDR-B.

SIDE B AS RAMSES II, PHARAOH OF EGYPT

The defectors that told you the Hittites were retreating are spies! You are about to learn the true whereabouts of the enemy, when survivors of the Re corps stream into your camp. If you can hold out, your chronicler may be able to turn a draw into a victory or a defeat into a draw.

Panic: 16

Units at Start: MI (I9/2), MM (J9/2), CH (K8/2), CP (P9), MI (P8/2), MM (Q8/2), CH (Q9/2), LDR-B.

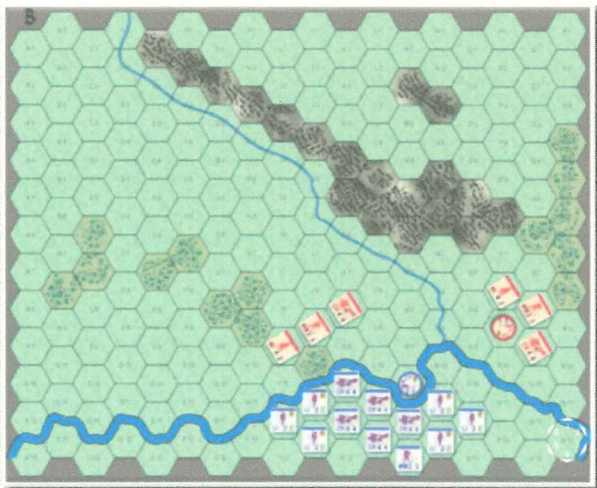
Reinforcement: (Turn 3, between A9 and A11): CH, LI, MM.
(Turn 5, between A9 and A11): CH, LI, MM.
(Turn 5, between R9 and R11): LI.

SPECIAL RULES

1. Egyptians start with 1 VP.
2. Place a wooden bridge in K6, a stone bridge between L10-L11, a ford between P10-P11, and a built-up area in M10.

HISTORICAL NOTE

After the Hittite ambush overran the Re division, Ramses gathered up his bodyguard and prepared to die valiantly. He was saved only by the timely arrival of reinforcements. Nevertheless, the Hittite failure to capitalize on their ambush is often considered to constitute an Egyptian victory.



SCENARIO 2

LEUCTRA, 371 BC

Design: B. Banks & K. Meints

SIDE A AS EPAMINODAS OF THEBES

The Peloponnesian war put an end to Athenian arrogance. It replaced it with Spartan arrogance. To prevent your city-state from being stifled, you must defeat the legendary Spartan army.

Panic: 14

Units At Start: MM (G4/5), MM (H5/5), MI (I5/5), MI (J6/5), MI (K6/5), PX (K5/5), LC (L7/5), LC (M7/5), LC (N8/5), CP (K4), LDR-A, LDR-B.

SIDE B AS CLEAMBROTUS OF SPARTA

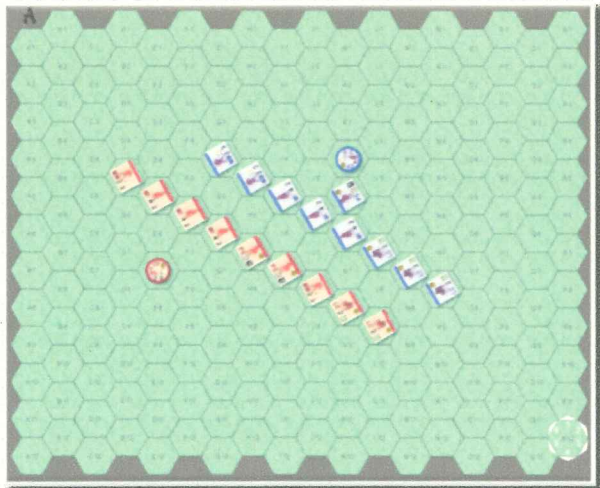
Thebes should have learned its lesson in the last war. Now you must send Spartans back into Boeotia and remove their base of power. You have the larger army and they are Spartans.

Panic: 16

Units At Start: MM (D5/2), MI (E5/2), MI (F6/2), MI (G6/2), PX (H7/2), PX (I7/2), MM (J8/2), LC (K8/2), LC (L9/2), CP (E7), LDR-B, LDR-C.

HISTORICAL NOTE

Contrary to prevailing practices, the Thebans placed their main strength on their left flank. This gave them the advantage of surprise, which they used to full effect. For a time Thebes became the dominant power in Greece.



SCENARIO 3

CHAERONEA, 338 BC

Design: B. Banks & K. Meints

SIDE A AS PHILIP, KING OF MACEDONIA

You have built the finest army in the world, but to the Greeks to the south you are a barbarian. You will show these arrogant Greeks who is master, and then turn a united Greece against the decaying Persian Empire.

Panic: 22

Units At Start: MM (G2/5), MM (G3/5), PX (G4/5), PX (G5/5), PX (G6/5), PX (H7/5), MI (I7/5), HC (I8/5), HC (J8/5), LC (I9/5), MM (I10/5), CP (J7), LDR-A, LDR-B, LDR-B.

SIDE B AS THEAGENES, KING OF THEBES

An upstart king from the northern fringes of civilization threatens the Greek city-states. Thebes, Athens and several smaller cities have combined an army to teach these Macedonians about Greek military tradition.

Panic: 16

Units At Start: CP (B3), MM (E2/3), MI (E3/3), MI (E4/3), MM (E5/3), PX (E6/3), MM (E7/3), PX (E8/3), PX (E9/3), LC (E10/3), LC (E11/3), LDR-B, LDR-C.

SPECIAL RULES

1. Place a Built-Up area in E1.
2. Ignore all Woods.

HISTORICAL NOTE

Philip attacks with his infantry on the right flank. He is either repulsed, or feigns a retreat. His son, Alexander, finds a gap in the opposite flank and leads his cavalry through it, to win the day. This tactic will become his trademark for the rest of his career. Please note that the 'woods' on the map actually represent swampy ground. Treat them as woods anyway.



SCENARIO 4

GRANICUS, 334 BC

Design: B. Banks & K. Meints

SIDE A AS ALEXANDER OF MACEDONIA

Your father, Philip, conquered Greece. Will you live in his shadow, or can you conquer the mightiest empire on earth? You have landed in Asia Minor and disbanded your fleet. You now face the first Persian army.

Panic: 30

Units At Start: HC (B3/2), LC (B4/2), MM (C4/2), PX (D5/2), PX (E5/2), PX (F6/2), PX (G6/2), PX (H7/2), PX (I7/2), MI (I8/2), LC (J8/2), HC (J9/2), HC (K8/2), LA (L9/2), LA (M9/2), CP (E8), LDR-A, LDR-B, LDR-B.

SIDE B AS MEMNON OF GREECE

As a Greek general working for the Persians, you have been ordered to defend Persian territory and not to withdraw. They say Alexander is only a boy. But he is a boy with a superb, veteran army and the support of some 'Persian' cities along the Aeonian coast.

Panic: 28

Units At Start: LC (E1/5), LC (F2/5), LC (G2/5), HC (H3/5), HC (I3/5), HC (J4/5), HC (K4/5), HC (K5/5), HC (L6/5), HC (M5/5), HC (M6/5), LC (N6/5), LC (O5/5), LC (O6/5), MM (L1/5), MI (M1/5), MI (N2/5), MM (O2/5), CP (O1), LDR-B, LDR-C.

SPECIAL RULES

1. Ignore all Woods.

HISTORICAL NOTE

The mercenary general Memnon suggested using a scorched earth strategy to grind the Macedonians down. This idea didn't sit well with the Persian nobles whose land was to be burned, so he was ordered to stand and fight. Given his weaker forces, the idea was to kill Alexander. In the cavalry battle on the Persian left, they nearly succeeded. Instead, Macedonian troops cleared the hill and surrounded the enemy's Greek mercenaries.



SCENARIO 5

LEGNANO, 1176 AD

Design: B. Banks & M. Nagel

SIDE A AS FREDRICH BARBAROSA, HOLY ROMAN EMPEROR

Who does Alexander III think he is? You are the Holy Roman Emperor and therefore lord of northern Italy. His kingdom is the kingdom of men's souls, not of earthly possessions. This is your fifth expedition into Italy. Make it your last.

Panic: 24

Units At Start: KT (I8/2), KT (J9/2), KT (J11/2), KT (I10/2), KT (G9/2), KT (H10/2), CP (H11).

Reinforcement: LDR-B (Turn 2, place where you wish).

SIDE B AS ALEXANDER III, POPE (IN EXILE)

Who does Fredrich think he is? You are the father of the church and God's representative on earth. Fredrich is just an earthly king. With the army of the Lombard League at your back you can make Fredrich's fifth invasion of Italy his last.

Panic: 31

Units At Start: KT (M6/5), HA (M3/5), HI (N4/5), HI (O4/5), WW (P3), HA (P5/5), LDR-B.

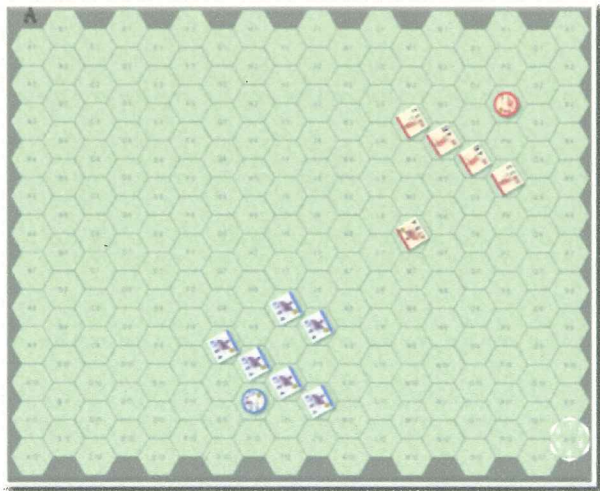
Reinforcement: 2xKT (Turn 2, enter at map edge within two hexes of the camp) LDR-B, 3xKT (Turn 3, enter at map edge within two hexes of the camp).

SPECIAL RULES

1. Side A's Camp has a combat strength of 4.
2. Once per game, Side B (Alexander) may stack a Heavy Infantry unit (representing the "Company of Death") with the War Wagon. Neither of these units may move for the duration of the game. If attacked, the Combat Strength of the HI is used. All other game effects are determined by the WW (Zones of Control, Missile Combat, etc).

HISTORICAL NOTE

Fredrich's cavalry defeated the lead Italian cavalry, but was stopped dead by the Italian pikemen. The rest of the Italian cavalry then appeared, and tipped the balance in the Pope's favor. This battle later became recognized as a foreshadowing of the rise of infantry. In this scenario, however, you will find the Italian infantry hanging on by its fingernails until the cavalry can ride to its rescue – much more dramatic!



SIDE A AS GUY OF LUSIGNAN

The infidels have attacked the crusader states and threatened the holy land. You have assembled all available crusaders to defeat these invaders.

Panic: 21

Units At Start: HA (E6/3) HI (F7/3), HI (G7/3), WW (H8), KT (I8/3), KT (J9/3), KT (K9/3), KT (L10/3), LDR-B.

SIDE B AS SALADIN

It is time to expel the infidel from the holy land. They have broken their truces, so now you will retake Jerusalem.

Panic: 16

Units At Start: LC (N6/5), LC (O6/5), LC (P7/5), LC (Q7/5), WW (P3), LDR-A, LDR-B.

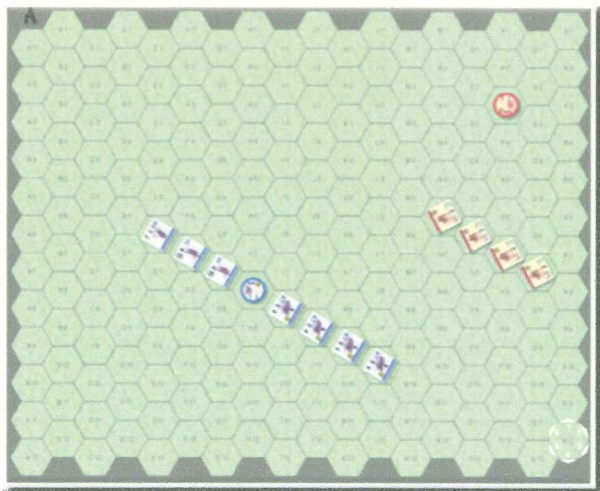
Reinforcement: 6xHC (Turn 1, enter from any map edge).

SPECIAL RULES

1. Knights must use the 'command control' rules (17.4).
2. Saladin's Heavy Cavalry (HC) may be withheld to enter on a later turn.

HISTORICAL NOTE

The Turks were often frustrated that Crusader armor was too difficult to penetrate. The Crusaders were frustrated that the enemy light cavalry would snipe from a distance, but wouldn't stand and fight. In this battle the Turks succeed in separating the enemy cavalry from the infantry, so that each can be defeated in detail. If they could prevent this, the Crusaders would win.



Design: B. Banks

SIDE A AS SALADIN

The infidel has captured Acre and slaughtered helpless prisoners. His army is marching down the Mediterranean coast, dividing your empire in half. You must make a stand somewhere before more cities fall.

Panic: 35

Units At Start: LI (E6/5), LI (E7/5), LI (F7/5), LI (F8/5), LI (G7/5), LI (G8/5), LI (H8/5), LI (H9/5), LI (I8/5), LI (I9/5), LI (J9/5), LI (J10/5), LI (K9/5), LC (A5/4), LI (A7/4), LI (A8/4), CP (B3), LC (B5/4), LI (B7/4), LI (B8/4), LC (C4/4), LI (C6/4), LI (C7/4), HC (D4/4), LI (D6/4), LI (D7/4), HC (E4/4), HC (F5/4), HC (G5/4), HC (H6/4), LC (I6/4), LC (J7/4), LDR-A, LDR-B.

SIDE B AS RICHARD THE LIONHEART

Four years ago the pagan, Saladin, destroyed a Christian army at Hattin and captured Jerusalem. You have come on crusade to recapture the city. Currently, you are marching south, consolidating the coastal cities and being harassed by enemy archers. Near the woods before Arsouf you are attacked.

Panic: 28

Units At Start: CP (E11), HA (D9/1), KT (C11/2), KT (D11/2), KT (E10/2), HA (F10/2), HA (E9/2), KT (F11/2), HA (G10/2), HA (H11/2), HA (B11/6), HA (B10/6), HA (C9/6), LDR-A, LDR-B.

HISTORICAL NOTE

Saladin harasses and finally attacks the Crusader army on its march. Richard manages to hold his knights in check and control their attack. If he could not have done this, his cavalry would have been drawn off and defeated, as happened at Manzikert. Note that the river actually represents the coastline.



SCENARIO 8

BANNOCKBURN, 1314 AD

Design: B. Banks & M. Nagel

SIDE A AS EDWARD OF ENGLAND

The Scots are in rebellion. You have an army of 20,000 with which to put them down. The enemy rabble is no match for English chivalry and sturdy yeoman archers. Don't let the poor terrain discourage you.

Panic: 43

Units At Start: KT (K11/1), KT (L11/1), KT (M11/1), KT (O8/1), KT (O9/1), LA (O10/1), LA (O11/1), KT (P9/1), KT (P10/1), LA (P11/1), LA (P12/1), KT (Q9/1), KT (Q10/1), LA (Q11/1), KT (R10/1), CP (R11), LDR-B.

SIDE B AS ROBERT THE BRUCE

Scotland has too long been under the English yoke. You have been hunted as a fugitive for years, but now you have an army. This is your chance for independence.

Panic: 20

Units At Start: PX (L6/4), PX (M6/4), KT (N5/4), PX (N6/4), LA (N7/4), PX (O6/4), CP (P4), PX (P6/4).

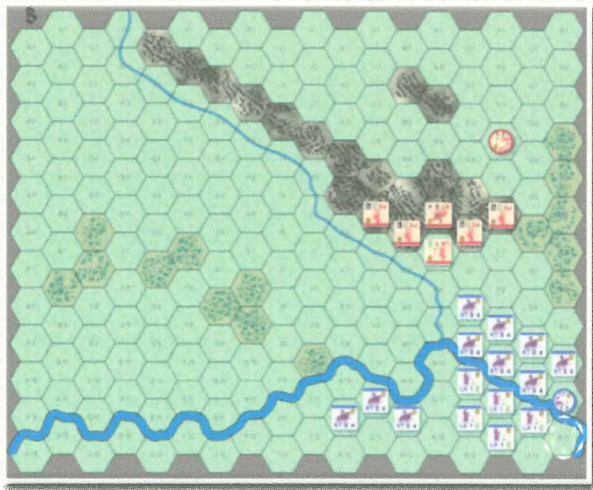
Reinforcement: LDR-A, LI, (Turn 4, arrive in the camp hex. It costs them one movement point to leave. If they cannot leave the camp, they must be brought in later).

SPECIAL RULES

1. English archers get two shots per turn and may use Rapid Fire (10.7).
2. English knights are subject to Command Control (17.4).
3. Place stone bridge between L10-L11 and a ford between P10-P11.

HISTORICAL NOTE

An English flanking attack is foreseen and repulsed. The main attack has some limited success despite the terrain and the sturdy Scottish pike units. At a critical point civilians from the Scottish camp make a spontaneous attack. The English are driven back into the woods and marsh where they are destroyed. The famous English longbows were present, but seem to have played no part in the battle.



Design: B. Banks and M. Nagel

SIDE A AS EPAMINODAS OF THEBES

You have defeated the famous Spartans before. Now another war has broken out with them. This time they have the support of Athens. Your generalship and the Theban 'sacred band' must now prove their worth again.

Panic: 18

Units At Start: MI (N7/3), LC (N6/3), MM (O5/3), MI (M7/3), PX (M6/3), PX (L7/3), MI (K7/3), LC (J8/3), CP (J6), MM (I8/3), LDR-A, LDR-C.

SIDE B AS AGESILAUS II, KING OF SPARTA

First the enemy general threatens Mantinea, then Sparta, now Mantinea again. He has kept you running across half of Greece. Now he attempts to out maneuver your position here. What will he do next?

Panic: 14

Units At Start: MM (J10/1), LC (K10/1), HI (L10/6), HI (M9/6), PX (N9/6), CP (N10), PX (O8/6), LC (P8/6), MM (P7/6), LDR-B, LDR-B.

HISTORICAL NOTE

Epaminodas attacks by surprise in an oblique formation (left flank attacks with right trailing). This is very similar to his famous victory at Leuctra and again he wins. However, he dies in the battle.



Design: B. Banks and K. Meints

SIDE A AS ALEXANDER OF MACEDONIA

The enemy empire has brought together a host of unheard of size. Your tiny army is well trained and experienced, but vastly outnumbered. Add to this the fact that you are deep inside their empire and it becomes clear that the result will be close at best.

Panic: 29

Units At Start: HC (N9/4), LC (O9/4), MM (M4/5), PX (M5/5), PX (M6/5), PX (M7/5), MM (M8/5), MM (O4/5), PX (O5/5), PX (O6/5), MM (O7/5), CP (Q5), HC (M3/6), HC (N3/6), HI (N4/6), LA (O2/6), LC (P2/6), LDR-A, LDR-B.

SIDE B AS DARIUS OF PERSIA

The barbarian boy-king has been beating your army for years. He has refused offers of half your empire and your daughter in marriage. He seems implacable and unstoppable. You have combined the might of Asia. You have a fine cavalry force and a plain on which to use it. Make the best of your advantage, for this may be your last chance.

Panic: 20

Units At Start: LC (B7/4), MM (D7/4), CP (E3), HI (E5/4), HI (E6/4), HI (F5/4), HI (F6/4), HI (G4/4), HI (G5/4), HI (H5/4), HI (H4/4), MM (I4/4), LC (J4/4), LDR-B, LDR-B.

HISTORICAL NOTE

Alexander attacked on his right flank, while refusing his left. In attempting to conform to this movement, the Persians opened gaps in their ranks, which Alexander exploited with cavalry thrusts, causing Darius to flee in panic from the field.



Design: B. Banks and M. Nagel

SIDE A AS ALEXANDER OF MACEDONIA

Crossing the Himalayas, you find the world does not end. There is another kingdom to defeat. You begin to wonder how much farther you have to go.

Panic: 25

Units At Start: HC (F4/5), LC (F5/5), HC (G4/5), LA (H5/5), MM (I5/5), PX (J6/5), PX (K6/5), WW (L4), PX (L6/5), PX (L7/5), PX, (M7/5), MM (N8/5), HC (O8/5), LC (P8/5), LDR-A, LDR-B, LDR-B.

SIDE B AS PORTUS OF INDIA

Your neighbor, the Persian Empire, has fallen. The invaders turn on you next. Earlier, your son was killed in battle. Now is the time for the showdown.

Panic: 23

Units At Start: LC (B7/2), CH (C6/2), LC (C7/2), LI (D8/2), LC (E8/2), LI (F9/2), CP (E10), EL (F8/2), LA (G8/2), LI (G9/2), EL (H9/2), LI (H10/2), LA (I9/2), EL (J10/2), LC (I10/2), LI (J11/2), LC (K11/2), LC (L12/2), CH (M11/2), LDR-B, LDR-B.

HISTORICAL NOTE

Epaminodas attacks by surprise in an oblique formation (left flank attacks with right trailing). This is very similar to his famous victory at Leuctra and again he wins. However, he dies in the battle.



Design: B. Banks and K. Meints

SIDE A AS PYRRHUS, KING OF EPIRUS

Greek colonies in Italy are threatened by Rome, a newly emerging power. They appeal to you for help and you have sent it.

Panic: 24

Units At Start: EL (B11/1), LC (B10/1), HC (C9/1), PX (D9/1), PX (E8/1), PX (F8/1), PX (G7/1), MI (H7/1), LA (I6/1), CP (G10), MM (J7/1), LC (J9/1), LDR-B, LDR-B.

SIDE B AS P. LAVERIUS LAEVINUS, CONSUL OF ROME

Greeks are interfering with Rome's affairs in Italy. You have crossed the Siris River and will face a Greek army for the first time.

Panic: 20

Units At Start: LC (B7/4), MM (D7/4), CP (E3), HI (E5/4), HI (E6/4), HI (F5/4), HI (F6/4), HI (G4/4), HI (G5/4), HI (H5/4), HI (H4/4), MM (I4/4), LC (J4/4), LDR-B, LDR-B.

HISTORICAL NOTE

Greek Phalanx and Roman heavy infantry are well matched and the issue is in doubt. Pyrrhus launches war elephants against the Roman right. The Roman cavalry panics and the Roman right flank is rolled up. Pyrrhus wins here and again at Asculum, but his losses at both battles are so high, he remarks, "Another such victory and I am lost". This is where we get the term 'Pyrrhic victory.' He is later defeated at Beneventum and comments "what a battlefield I am leaving for Carthage and Rome". He was right again.



Design: B. Banks and M. Nagel

SIDE A AS SEMPRONIUS LONGUS, CONSUL OF ROME

Hannibal begins the war by making his army in Spain disappear. Now it has reappeared in Italy. You don't care how he did it; it is your duty and your career to defeat this oriental wizard.

Panic: 16

Units At Start: LC (D9/3), HI (F7/3), MM (F8/3), CP (G5), HI (G6/3), LI (G7/3), HI (H6/3), LI (H7/3), HI (I5/3), LI (I6/3), LI (J6/3), MM (K5/3), LC (L4/3), LDR-B.

SIDE B AS HANNIBAL, GENERAL OF CARTHAGE

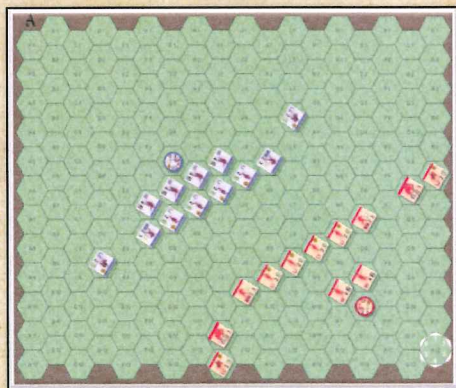
The Roman infantry is far superior to your barbarian mercenaries, and even your reliable Carthaginians. In addition, Roman fleets can keep Carthage's navy from sailing. You have crossed the Alps and brought war to Rome, but at a heavy cost to your army and with the loss of all your elephants.

Panic: 18

Units At Start: EL (I11/6), MM (J10/6), LC (I12/6), LI (K9/6), LI (L9/6), LI (M8/6), LI (N8/6), HI (N10/6), MM (O7/6), HI (O9/6), CP (O10), EL (Q6/6), LC (R6/6), LDR-A, LDR-C.

HISTORICAL NOTE

Roman cavalry was perhaps the worst in history. Hannibal easily defeated them. In addition, a hidden detachment of cavalry hit the Roman right rear. The result was that another army seemed to disappear – the Roman army. It was many days before the survivors straggled home with their long, sad story.



Design: B. Banks and M. Nagel

SIDE A AS ANTIOCHUS III

Your great grandfather was one of Alexander's generals, and so inherited part of the empire. Your ambition is to reunite it. Later, you will retake the north, the east and move into the west. First, you plan to topple the weak Egyptian kingdom to the south. One victory and this war should be over.

Panic: 36

Units At Start: LC (E11/6), LA (F10/6), MM (F11/6), EL (G9/6), LI (G10/6), LI (H10/6), HI (I9/6), HI (J9/6), PX (K8/6), PX (L8/6), CP (L9), PX (M7/6), EL (N6/6), LI (N7/6), EL (O5/6), HI (O6/6), EL (P5/6), MM (Q4/6), LC (P6/6), LC (Q5/6), LDR-B, LDR-B.

SIDE B AS PTOLEMY IV

As if ruling the empire weren't enough, a foreign army has invaded and taken your father's gains in Syria and Palestine. Bother!

Panic: 39

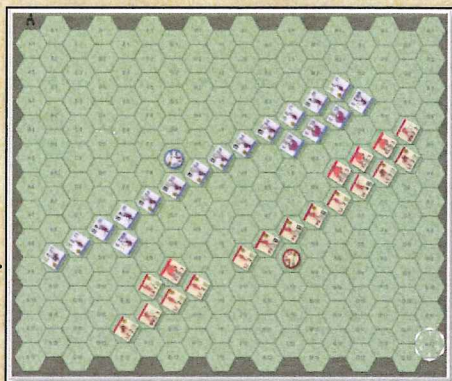
Units At Start: LC (B9/3), LI (C8/3), HI (D8/3), HI (E7/3), MM (E8/3), PX (F7/3), CP (G5), PX (G6/3), PX (H6/3), PX (I5/3), PX (J5/3), PX (K4/3), LI (L4/3), EL (L5/3), HI (M3/3), EL (M4/3), LI (N3/3), EL (N4/3), MM (O3/3), LDR-B, LDR-B.

SPECIAL RULES

Antiochus' Elephants gain a +1 when in melee against Ptolemy's Elephants.

HISTORICAL NOTE

Both sides win on their respective right flanks. This leaves the matter to the phalanxes in the center. Here Ptolemy's Egyptians get the better of their opponents. Antioch is forced to delay his conquest of Syria.



Design: B. Banks

SIDE A AS HANNIBAL OF CARTHAGE

Rather than waging a defensive war, you crossed the Alps into the enemy homeland. Unfortunately, you lost many good men and all your elephants doing it. Before you is an army at least twice your size. You have superior cavalry and one thing the Romans lack imagination.

Panic: 25

Units At Start: HC (F4/5), LC (F5/5), HC (G4/5), LA (H5/5), MM (I5/5), PX (J6/5), PX (K6/5), WW (L4), PX (L6/5), PX (L7/5), PX, (M7/5), MM (N8/5), HC (O8/5), LC (P8/5), LDR-A, LDR-B, LDR-B.

SIDE B AS TERENTIUS VARRO OF ROME

This Hannibal was supposed to be in Spain. He appears in Italy. He defeats a Roman army. Another army is sent against him and disappears. Well, now you have temporary control of two Roman armies. Let's see the wizard make both armies disappear.

Panic: 28

Units At Start: LC (G12/6), HI (I10/6), HI (J9/6), HI (J10/6), MM (J11/6), HI (K10/6), HI (K9/6), HI (K8/6), HI (K7/6), HI (L6/6), HI (L7/6), HI (L8/6), HI (L9/6), LC (M3/6), MM (M6/6), HI (M7/6), CP (N10), LDR-B.

HISTORICAL NOTE

The superior Roman infantry advances in a solid mass and forces back Hannibal's poorer troops in the center. The lines bow back, but do not break, thus surrounding the Romans on three sides. The Carthaginian cavalry easily wins on the wings, and completes the trap by attacking the rear. Hannibal is unable or unwilling to march on Rome. Instead, he prefers to separate Rome from her manpower base in Italy.



Design: B. Banks and K. Meints

SIDE A AS HANNIBAL, GENERAL OF CARTHAGE

Several disappointing years campaigning in Italy has failed to unravel Rome's hold on various Italian peoples. Some have joined you, some haven't. Foreign powers come to your aid, but to no avail. No matter how many armies your defeat, Rome simply builds another!

Panic: 24

Units At Start: LC (I9/6), MM (J9/6), EL (K8/6), EL (L8/6), EL (M7/6), MI (M8/6), HI (M9/6), MM (N7/6), MI (N8/6), HI (N9/6), HC (O6/6), HI (O8/6), CP (P10), LDR-A.

SIDE B AS SCIPIO AFRICANUS, CONSUL OF ROME

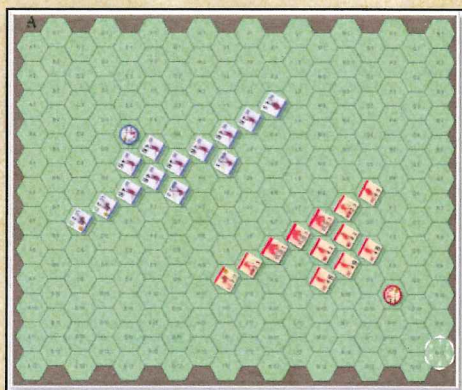
Rome has trusted you with an army and with the honor of invading the enemy homeland. So far it has paid off. Many of Carthage's former allies and subjects are coming over to Rome. But the famous Hannibal has returned from Italy. You will have to face him now.

Panic: 22

Units At Start: LC (C7/3), LC (D7/3), CP (E4), HI (E5/3), HI (E6/3), HI (F6/3), HI (F5/3), HI (G5/3), MM (G6/3), HI (H5/3), HI (I4/3), MM (I5/3), HI (J4/3), HC (K3/3), LDR-A, LDR-B.

HISTORICAL NOTE

Scipio held all the cards. Hannibal was deprived of his usual cavalry superiority. His veteran army had been seriously reduced by years of campaigning. All he had was a bunch of lousy elephants that ended up trampling his own front line.



Design: B. Banks and M. Nagel

SIDE A AS ANTIOCHUS III, KING OF SYRIA

Despite several reversals, you have spent your reign reuniting the Seleucid Empire that was left you. Now Rome presumes to dictate policy in Asia. They defeated you in Greece when you tried to bring it under your sway. Now the battle is in Asia Minor.

Panic: 36

Units At Start: LC (B8/4), CH (C7/4), MM (D7/4), CP (E3), MI (E5/4), EL (E6/4), HC (F6/4), MI (G4/4), MM (G5/4), LI (H5/4), PX (I3/4), EL (I4/4), LI (J4/4), MI (K2/4), MM (K3/4), HC (L3/4), PX (M1/4), EL (M2/4), CH (N2/4), LC (O1/4), LDR-B, LDR-C.

SIDE B AS CORELIUS SCIPIO, PROCONSUL OF ROME

Rome still has far to go to remove all its enemies. The Ptolemaic dynasty controls the wealth of Egypt. The warlike Greeks have been fighting each other for hundreds of years. But, for now, Rome is relying on you to stop the huge Seleucid Empire.

Panic: 24

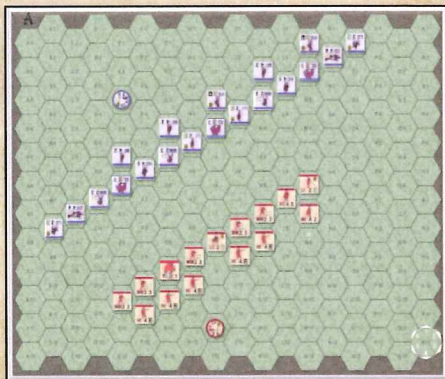
Units At Start: MM (E10/1), MM (F10/1), HI (F11/1), EL (G9/1), HI (G10/1), MM (H9/1), HI (H10/1), LC (I8/1), CP (I11), MM (J8/1), HI (J9/1), MM (K7/1), HI (K8/1), HC (L7/1), LI (M6/1), MI (M7/1), LDR-A, LDR-B.

SPECIAL RULES

The Romans begin with 1 VP

HISTORICAL NOTE

Antiochus personally leads his cavalry against the Roman right, and nearly takes the Roman camp. On his other flank, however, his elephants are panicked and driven back to disorder his phalanx. Despite his losses against Rome and at Raphia, he succeeds in reuniting most of his fragmented empire. He becomes known as Antioch the Great.



Design: B. Banks

SIDE A AS JULIUS CAESAR, PROCONSUL OF ROME

After saving Southern Gaul from invasion by the Helvetii, you must now save eastern Gaul from the Germanic tribes under Ariovistus. These Germans claim they have never lost a battle, and your legions are close to panic. Still, the Germans must now prove their boasts.

Panic: 24

Units At Start: CP (D6), HI (E5/3), HI (E6/3), HI (E7/3), LC (E8/3), MM (F5/3), HI (F6/3), HI (F7/3), HI (F8/3), MM (I2/4), HI (J3/4), HI (K3/4), HI (L4/4), HI (M4/4), LC (N5/4), LDR-A, LDR-B, LDR-D.

SIDE B AS ARIOVISTUS, CHIEF OF THE SEQUANI

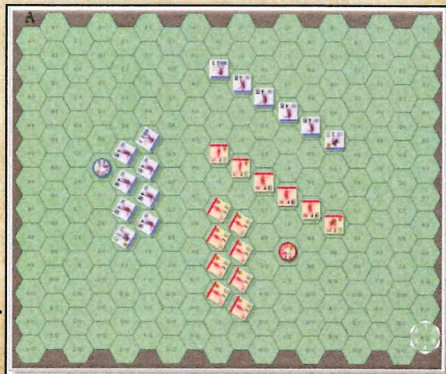
You need living room, so by right you must take it from the weak. If these Romans wish to interfere, they will be defeated too. They are powerful warriors, but you have out maneuvered them and cut their supply. This has forced them to divide their forces.

Panic: 17

Units At Start: LI (I5/1), LI (J6/1), HI (K6/1), HI (L7/1), HI (M7/1), LC (N8/1), CP (L9), LI (I7/6), LI (I8/6), LI (I9/6), LI (I10/6), LI (J8/6), LI (J9/6), LI (J10/6), LC (J11/6), LDR-B, LDR-B.

HISTORICAL NOTE

To reopen his supply line, Caesar took a sizable force and established a position on the German flank. The Germans attacked this force, but it held until a larger force arrived to relieve it. By helping the Gauls against the Germans, Caesar gained a foothold in northern Gaul. It paved the way for his conquest of the whole country.



Design: B. Banks and M. Nagel

SIDE A AS MÁEL MÓRDA

Forces from Orkney and the Isle of Man have gathered at the Viking base of Dublin. They are joined by Irish troops from Leinster. With this host you can sweep aside the forces preventing your settlement of Ireland. You also have the opportunity to settle personal scores against Irish nobles in the enemy army.

Panic: 19

Units At Start: MI (I2/4), HC (I3/4), MI (J3/4), LA (J4/4), MI (L4/4), LI (L5/4), MI (M4/4), LI (M5/4), CP (N2), MI (O5/4), LA (O6/4), MI (P6/4), HC (P7/4), LDR-B, LDR-D.

SIDE B AS BRIAN BORU

For years your rule has brought peace and stability to Ireland. Now, your old enemies, the Danes (Norsemen actually) and Leinster, threaten the kingdom. What is even more frustrating, you are too old to lead your army. Your son must lead.

Panic: 17

Units At Start: LC (G12/6), HI (I10/6), HI (J9/6), HI (J10/6), MM (J11/6), HI (K10/6), HI (K9/6), HI (K8/6), HI (K7/6), HI (L6/6), HI (L7/6), HI (L8/6), HI (L9/6), LC (M3/6), MM (M6/6), HI (M7/6), CP (N10), LDR-B.

SPECIAL RULES

All non-archer units on both sides are subject to Command Control.

HISTORICAL NOTE

The Vikings were defeated and chased back to Dublin, with the loss of 7000 men. Unfortunately for the Irish, their legendary king, Brian Boru, was found alone and killed by some fleeing Vikings after the battle.



Design: B. Banks and M. Nagel

SURENA, COMMANDER OF THE PARTHIAN HOST

A Roman general sees your country as an easy road to power at home. He is a stranger from a far off land and knows naught of the bravery of the Parthian warrior.

Panic: 14**Units At Start:** 1 x HC, 9 x LC, LDR-B, LDR-B.**LICINIUS CRASSUS, TRIUMVIR OF ROME**

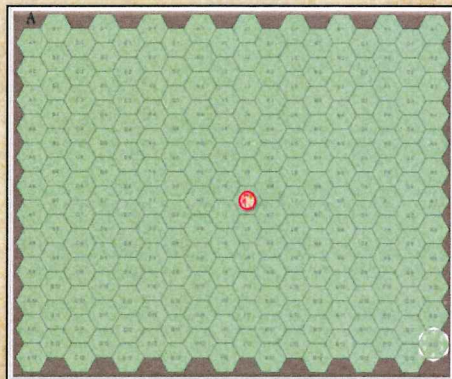
You and your legions are proven veterans. It was you who defeated Spartacus. But these Parthians will not stand and fight. They lead you further and further into the wilderness. Meanwhile they harry your columns on the march. You must force a battle to win.

Panic: 18**Units At Start:** WW (J7), 4 x LC, 6 x HI, 2 x MM, LDR-B.**SPECIAL RULES**

1. Romans setup first, placing their units anywhere within two hexes of their War Wagon, oriented as desired.
2. The Parthians enter from any map edge on Turn 1. Parthian units may be withheld until later turns.
3. The Parthians may spend one command point to exchange three of their LC with HC, once per game. None of these units may have ever occupied an enemy Zone of Control.
4. The Parthian HC and LC are actually cataphracts (CT) and mounted archers (MA), respectively. These units each have a Missile value of '1' (arrow) and a Range of '2' when not disrupted. They have no Missile ratings when disrupted. The HC units also carry a Movement value of '4' when in good order or disrupted. The CT and MA units will be available in a future expansion. Consider this a taste of things to come!

HISTORICAL NOTE

The Romans were faced with the same problems the Crusaders would have hundreds of years later. Like the Crusaders, they marched in squares to give protection from attacks that came from any direction. Also like later Crusader armies, they were defeated while spread out pursuing the elusive light horsemen.



Design: B. Banks and M. Nagel

SIDE A AS THE REPUBLICANS

Killing Caesar was necessary to prevent him from becoming king. The idea of a king in Rome has been unthinkable for hundreds of years. Now you must deal with his nephew and his strongest supporter, who are here to avenge his death.

Panic: 20

Units At Start: CP (E4), HI (E6/4), HI (F6/4), HI (G5/4), HI (H5/4), LI (I4/4), LI (I3/4), HI (J4/4), HI (K3/4), HI (L3/4), HI (M2/4), LC (N2/4), LC (O1/4), LDR-B, LDR-B.

SIDE B AS THE TRIUMVIR

You must not only avenge Caesar's death, you must also stop the powerful and ambitious men who will surely threaten you next. Once they are dealt with, it will be time to tend to your current ally.

Panic: 20

Units At Start: HI (F9/1), HI (G8/1), HI (H8/1), HI (I7/1), LI (J7/1), LI (J8/1), HI (K6/1), HI (L6/1), HI (M5/1), HI (N5/1), LC (O4/1), LC (P5/1), CP (M9), LDR-B, LDR-B.

HISTORICAL NOTE

Both sides win on their right flank. Brutus (Republicans) defeats Octavian (Triumvir) while Anthony (Triumvir) beats Cassius (Republicans). The following day the victorious armies meet, and the Triumvirs win.



Design: B. Banks and K. Meints

SIDE A AS CHNODOMAR, CHIEF OF THE ALLEMANI

The Roman Empire is weakening. You may now have a chance to grab some valuable land before some other group does.

Panic: 16

Units At Start: LI (D1/4), LI (E1/4), LI (F1/4), LI (F2/4), LI (G1/4), LI (G2/4), LI (H2/4), LI (H3/4), CP (11), LI (I2/4), LI (I3/4), LI (J3/4), LI (J4/4), HC (K2/4), HC (L3/4), LDR-B, LDR-C.

SIDE B AS JULIAN THE APOSTATE, EMPEROR OF ROME

It is no secret that Roman vitality has been drained. You will dedicate your reign to restoring traditional Roman values. You can begin to restore Rome's greatness by defeating an invading barbarian horde.

Panic: 42

Units At Start: HI (D6/1), HI (E5/1), HI (F6/1), HI (G6/1), HI (H7/1), HC (I7/1), LA (I8/1), LC (J8/1), CP (E6), HI (D4/2), LDR-A, LDR-B.

HISTORICAL NOTE

The barbarians defeat the cavalry on the Roman right flank, but the legions break through the center and rout the enemy.



Design: B. Banks

SIDE A AS ROBERT GUISCARD OF NORMANDY

The Pope granted you southern Italy and Sicily if you could take them from the nonbelievers. This you did and now you continue your war against Byzantium into northern Greece. Who knows where success here could lead?

Panic: 27

Units At Start: KT (K5/6), KT (K6/6), LA (K7/6), HI (K8/6), LA (K9/6), KT (K10/6), KT (K11/6), KT (L6/6), KT (L11/6), CP (M9), LDR-B, LDR-B.

SIDE B AS ALEXIUS COMNENUS, EMPEROR OF BYZANTIUM

It was well and good for a Norman adventurer to take Sicily from the heathen Arabs, but he goes so far as to take Imperial lands in southern Italy. He has landed near Corfu and must be defeated soon.

Panic: 24

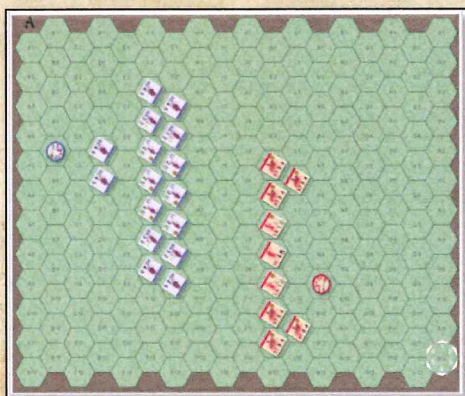
Units At Start: CP (B5), HC (D5/3), HC (D6/3), HC (F3/3), HA (F4/3), LI (F5/3), LI (F6/3), LI (F7/3), HA (F8/3), HC (F9/3), HC (G3/3), HA (G4/3), LI (G5/3), LI (G6/3), LI (G7/3), HA (G8/3), HC (G9/3), LDR-A.

SPECIAL RULES

Byzantine Light Infantry must use 'command control' (17.4).

HISTORICAL NOTE

The Normans are near to defeat when Alexius' Varangian guard makes an ill-timed charge that leaves them exposed. Ironically, the Varangian guard was made up largely of Anglo-Saxons, who lost to the Normans at Hastings the same way. Although he wins the battle, Robert Guiscard dies of the plague a few years later.



Design: B. Banks

SIDE A AS PHILLIP II, KING OF FRANCE

Thinking you'd be too busy with the English, Otto of Germany has invaded France. Moving your army against him, you are forced to battle near the village of Bouvines.

Panic: 35

Units At Start: KT (C4/2), KT (C5/2), KT (D5/2), HA (F6/2), HI (G6/2), HI (H7/2), CP (G8), HI (I7/2), HI (J8/2), HA (K8/2), KT (M9/2), KT (M10/2), KT (N10/2), LDR-A, LDR-B.

SIDE B AS OTTO IV, EMPEROR OF THE HOLY ROMAN EMPIRE

You command an army of Germans, Flemish, and a few English. It is time to lower lances, and with God's grace victory will be yours.

Panic: 42

Units At Start: KT (F3/5), KT (G2/5), KT (G3/5), HA (I4/5), HI (J5/5), HA (K3/5), HI (K5/5), LI (L4/5), HI (L6/5), LI (M3/5), LI (M4/5), HI (M6/5), LI (N4/5), LI (N5/5), HA (N7/5), LI (O4/5), LI (O5/5), CP (P3), LI (P5/5), HA (P6/5), KT (P8/5), KT (Q8/5), LDR-B, LDR-B.

HISTORICAL NOTE

The French knights win on both flanks, owing to superior training and practice. The German infantry is then left in an untenable position. This is the way medieval battles were supposed to be decided.



Design: K. Meints and M. Nagel

SIDE A AS SHALMANESAR III, EMPEROR OF ASSYRIA

Your efforts to subjugate the lands between Assyria and the Mediterranean have gone well. Most cities have fallen into your grasp with less than a whimper, the only exception being the Kingdom of Hamath, whose cities you have leveled. Now, an upstart band of kings lay between you and the completion of your conquest.

Panic: 35

Units At Start: CP (J1), MI (G2/4), MI (H2/4), MI (I2/4), MI (J2/4), MI (K2/4), MI (L2/4), MI (M2/4), MM (F3/4), MM (N3/4), HA (H3/4), HA (J3/4), HA (L3/4), CH (E2/4), CH (D3/4), CH (O2/4), CH (P3/4), MA (D2/4), MA (P2/4), LC (C1/4), LC (C2/4), LC (Q1/4), LC (Q2/4), LDR-A, LDR-C, LDR-C.

SIDE B AS HADADEZER, KING OF DAMASCUS

Any army of devils has descended upon your lands. They show no mercy. They are not to be reasoned with. They must be stopped. The king of Hamath and ten other allies have come together with you to stop this rolling abomination. On the bank of the Orontes River, you meet the devil in combat.

Panic: 38

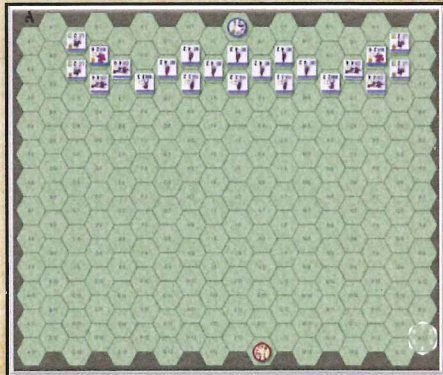
Units At Start: CP (K12), 4xCH, 2xLC, 1xCC, 4xMI, 12xLI, 2xLA, 1xLDR-B, 2xLDR-C.

SPECIAL RULES

1. Side B deploys as desired within Rows 9-12.
2. Hadadezer begins with 1 VP.

HISTORICAL NOTE

The exact deployment for this battle is unknown. The best description of this battle is found on Shalmanesar's own inscriptions, and therefore the outcome of the battle is in question. The inscriptions indicate a blow dealt against the Allies, and yet Shalmanesar's conquests did not advance much further. In fact, Shalmanesar returned to campaign in the area several more times. Hadadezer remained king of Damascus for another dozen years after this battle.



Design: K. Meints and M. Nagel

SIDE A AS MARDONIUS, GENERAL OF PERSIA

After the disastrous defeat at Salamis, the Persian emperor Xerxes has left you in charge of the conquered Greek territories. Athens continues to reject your offers of peace and you have learned of an army of Spartans coming to Athens' aid. Thermopylae and its 300 still weigh heavy on your mind.

Panic: 20

Units At Start: LC (P1/5), LC (P2/5), MI (P3/5), MI (P4/5), MI (P5/5), MM (Q3/5), LC (K9/6), LC (L9/6), MM (M8/6), MM (N8/6), MM (O7/6), MM (P7/6), LC (M9/6), LI (N9/6), LI (O8/6), LI (P8/6), LI (Q7/6), CP (N10), LDR-B, LDR-D.

SIDE B AS PAUSANIUS, COMMANDER OF GREEK ALLIED ARMIES

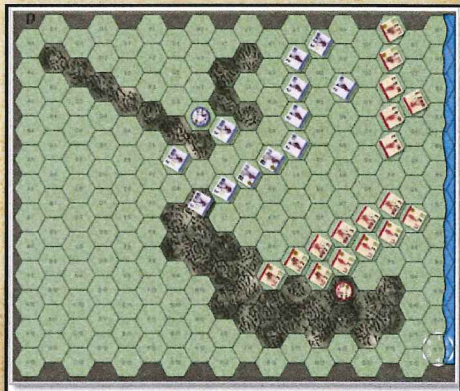
The Persian emperor has fled and what remains of his army is but a shadow of what it once was. With the aid of the Tegeans, you have convinced Sparta to come to your aid in casting the Persians out of Greece once and for all. But they still outnumber you by nearly three to one.

Panic: 21

Units At Start: CP (H4), MM (G5/3), MM (I4/3), MM (I6/3), PX (J6/3), MM (H7/3), PX (K5/3), MI (L5/3), MI (L4/3), MI (L3/3), MI (L2/3), MM (M1/3), MI (N3/3), LDR-A, LDR-B.

HISTORICAL NOTE

Both armies faced off for several days, unwilling to make a move. Finally, a bit of choice propaganda got the Greeks moving. Mardonius interprets the movement as a retreat by the Spartans and launches an attack into the Greek phalanxes. The result is a slaughter, resulting in the loss of over 85% of the Persian army. The survivors were wiped out during their retreat back to Asia Minor. Thus ended forever the Persian conquest of Greece.



Design: M. Nagel and B. Banks

SIDE A AS MILTIADES THE YOUNGER, STRAGEGOI OF ATHENS

Your efforts to free the Greek city-states of Persian control have raised the ire of Emperor Darius, to whom you swore fealty. The Emperor has taken your son captive and has now landed an army at Marathon in preparation for a punitive march on Athens.

Panic: 16

Units At Start: CP (I6), MI (L3/2), PX (L4/2), MI (L5/2), LI (L6/2),
LI (L7/2), MI (L8/2), PX (L9/2), MI (L10/2), LDR-A, LDR-B.

SIDE B AS DATIS, GENERAL OF PERSIA

As punishment for their support of the Ionian revolt, Darius has sent you with a force numbering in the tens of thousands to bring Athens to heel. All have fallen before you, and now, only a token force stands before the completion of your conquest.

Panic: 15

Units At Start: CP (R4), LC (O2/5), MM (O3/5), MM (O4/5), MM (O5/5),
MM (O6/5), MM (O7/5), LC (O8/5), LC (P2/5), LI (P3/5),
LI (P4/5), LI (P5/5), LI (P6/5), LI (P7/5), LC (P8/5),
LC (Q4/5), LDR-B, LDR-D.

SPECIAL RULES

1. The Persians begin with 1 VP.
2. The Persian LI is subject to Command Control (17.4).

HISTORICAL NOTE

The Greeks pulled their center back as a ruse to pull in the Persian force. It worked! As the Persian's advanced, the Greeks wrapped in their flanks to complete a double-envelopment. The Persian army panicked and fled back to their boats. Actual casualties are unknown, but Herodotus' estimates indicate 200 Greek casualties to over 6,000 Persians.



Design: B. Banks and M. Nagel

SIDE A AS CROESUS, KING OF LYDIA

Upon the advice of the great Oracle of Delphi, you have instigated a war against the Persians. Your first meeting with Cyrus revealed that you might have bitten off more than you could chew. You have been chased back into your own kingdom. The Oracle spoke of a great kingdom falling. Could it be your own

Panic: 35

Units At Start: LC (A3/4), LC (B3/4), LC (B4/4), LC (C3/4), LC (C4/4), LI (E4/4), HI (E5/4), LI (F5/4), HI (F6/4), LI (G4/4), HI (G5/4), LI (H5/4), MM (H6/4), LI (I4/4), MM (I5/4), CP (J3), LI (J5/4), MM (J6/4), LI (K4/4), MM (K5/4), LI (L5/4), MM (L6/4), LI (M4/4), HI (M5/4), LI (N5/4), HI (N6/4), LC (P4/4), LC (P5/4), LC (Q3/4), LC (Q4/4), LC (R4/4), LDR-B, LDR-B.

SIDE B AS CYRUS, KING OF PERSIA

The Lydians have foolishly decided to test your metal. You attempt to strike at them before they can regroup and are surprised to find that they have marched out to match you with twice your numbers ... but they are rabble ... and you have a secret weapon!

Panic: 28

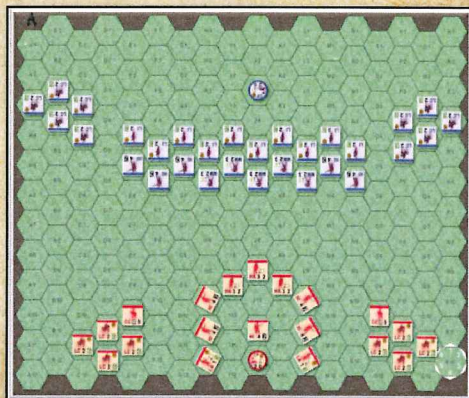
Units At Start: LC (C11/1), LC (D11/1), LC (D12/1), CC (E10/1), LC (E11/1), HA (I9/1), HA (J9/1), HA (K9/1), CC (O10/1), LC (O11/1), LC (P11/1), LC (P12/1), LC (Q11/1), HI (J11/1), CP (J12), HI (L10/2), HI (L11/2), LA (L12/2), HI (H10/6), HI (H11/6), LA (H12/6), LDR-A, LDR-B, LDR-B.

SPECIAL RULES

The Persian camp has a missile range of four hexes (representing several siege towers).

HISTORICAL NOTE

Being badly outnumbered, Cyrus formed his troops into a large square, with his flanks covered by cavalry and newly formed camel corps. This latter formation proved decisive, as the smell of the camels caused the Lydian cavalry to panic. The decisive Persian victory resulted in the annexation of Lydia.



Design: B. Banks and M. Nagel

SIDE A AS HANNIBAL, GENERAL OF CARTHAGE

You are on the move toward Rome again, after a Winter's rest and a great victory at Trebbia. The Romans have sent two armies against you, but you have found the perfect ground on which to set a deadly trap.

Panic: 14

Units At Start: HC (O5/2), LC (O6/2), LC (O7/2), LI (O8/2), HC (O9/2), LI (P10/2), WW (M2), HI (O2/3), HI (P2/3), MM (Q1/4), MM (R1/4), LDR-A, LDR-B.

SIDE B AS FLAMINIUS, CONSUL OF ROME

Hannibal has been cutting a swath of destruction south toward Rome. He must be stopped at all costs. You have assembled two armies to trap him. On a misty morning, you move your army northward along the banks of Lake Trasimeno, certain that the Carthaginian will be in your hands.

Panic: 14

Units At Start: WLC, (Q3/1), LC (Q4/1), MM (Q5/1), MM (Q6/1), HI (Q7/1), HI (Q8/1), HI (R9/1), HI (R10/1), HI (R11/1), WW (R12), LDR-B.

SPECIAL RULES

1. Do not roll for command points on the first turn. The Carthaginians automatically roll a '6' and the Romans a '1.'
2. The Romans begin with 1 VP.

HISTORICAL NOTE

Upon reaching Lake Trasimeno, Hannibal moved 35,000 of his men up into the wooded hills overlooking the water. As the 40,000 Romans marched past, he struck their column and destroyed it almost completely. This was one of the bloodiest ambushes in history, the Roman Consul Flaminius being counted among the dead.



Design: B. Banks and M. Nagel

SIDE A AS LUCINIUS, AUGUSTUS OF BYZANTIUM

Your brother-in-law, the ruler of the western empire, is demanding that you hand over your good friend Senecio, supposedly guilty of intrigue. Who does Constantine think he is to make such demands of you? And now, he has brought an army to your doorstep

Panic: 28

Units At Start: LA (B2/5), LI (C2/5), LI (D3/5), LI (E3/5) LI (F4/5), LI (G4/5), LI (H5/5), LA (G7/6), LA (H7/6), LC (K2/6), HC (K3/6), HC (K4/6), HC (K5/6), HC (K6/6), LC (K7/6), LA (M2/6), HI (M3/6), HI (M4/6), HI (M5/6), HI (M6/6), HI (M7/6), HI (M8/6), LA (M9/6), CP (N7), LDR-B.

Reinforcements: LDR-C, LDR-D (Turn 5: place as desired).

SIDE B AS CONSTANTINE, CAESAR OF ROME

You should know better than to appoint family into positions of power. The result is a plot against your rule, instigated by that rat, Senecio. Your brother-in-law has refused to turn him over, but justice must be done if you are to maintain face.

Panic: 20

Units At Start: CP (A3), HI (B4/3), HI (C4/3), HI (D5/3), HI (E5/3), HC (F6/3), LDR-A.

Reinforcements: 1xHC, 2xLC, 2xHI, 4xLA (Turn 1: enter at map edge within two hexes of the Roman camp).
LDR-C (Turn 2: place as desired).

HISTORICAL NOTE

Constantine led an army of 20,000 into Pannonia, where 35,000 Illyrians under Lucinius ambushed him near the Sava River, outside of Cibalae. Constantine repulsed the first assault, and managed to break the enemy army after taking severe losses himself. After a long and bloody pursuit, the two rivals came to terms before both of their forces were completely destroyed. Note that the exact date of this battle is in question, taking place somewhere between 314 and 316.



Design: K. Meints and M. Nagel

SIDE A AS JULIUS CAESAR

Pompey has stabbed you in the back ... and for that you will take Rome by force. You have consolidated your strength in the west and are marching eastward toward Pompey's center of power in Greece.

Panic: 17

Units At Start: MM (K2/4), LC (J3/4), MM (K3/4), HI (L3/4), HI (M3/4), HI (N3/4), HI (O3/4), CP (P1), HI (P3/4), HI (Q3/4), HI (R3/4), LDR-A, LDR-B.

SIDE B AS POMPEY

Caesar is an upstart and an enemy of Rome. He has foolishly chosen to march into Greece where you have begun the attrition and starvation of his army. But the Roman Senate demands action. Against your better judgment, you confront your foe with a larger, but less experienced force.

Panic: 28

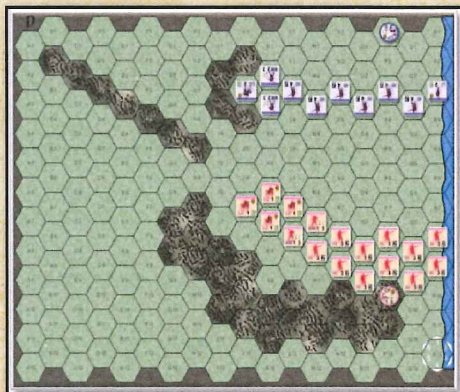
Units At Start: LC (K6/1), LC (K7/1), LC (L7/1), LC (J7/1) MM (M7/1), MM (L8/1), HI (M8/1), HI (N8/1), HI (N9/1), HI (O8/1), HI (O9/1), HI (P8/1), HI (P9/1), CP (P10), HI (Q8/1), HI (Q9/1), HI (R8/1), HI (R9/1), LDR-B, LDR-D.

SPECIAL RULES

1. Caesar crossed into Italy with a battle hardened veteran army. Pompey has only hastily assembled legions. To reflect this, all of Pompey's forces begin disrupted.
2. Caesar's LI in R3 is actually a reduced HI. It acts as an LI in every way and, in addition, it does not have to advance after combat.
3. Only the Hill hexes in B2 through H5 and the river are used. All other terrain is treated as "clear."

HISTORICAL NOTE

With a great fear of being outflanked, both armies anchor one of their flanks against the River Enipeus. Both armies advanced slowly toward each other. Caesar's right wing repulsed a cavalry charge, and followed up with a clash of veteran shields against Pompey's hastily assembled legions. Pompey's forces collapsed under the pressure, causing Pompey to flee to Egypt, where he was ultimately assassinated.



Design: B. Banks and M. Nagel

SIDE A AS PHILIP V, KING OF MACEDONIA

In an effort to stem the tide of Roman influence into your territory, you have marched south into Greece. Your cavalry was met and repulsed by Roman and their Allies in a skirmish outside Pherae. Now is not the time to engage

Panic: 21

Units At Start: HC (J5/5), LC (J6/5), MM (J7/5), LI (J8/5), MM (J9/5), LC (J10/5), HC (J11/5), PX (K6/5), PX (K7/5), CP (M6), PX (M8/5), PX (N8/5), LDR-B.

SIDE B AS FLAMINIUS, CONSUL OF ROME

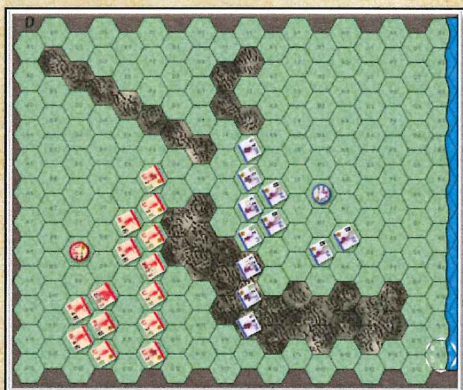
Philip had been pressing his influence too far south. The Aetolian League has appealed to Rome for assistance against these incursions. Outside of Pharae you have met and repulsed Carthaginian cavalry. But now you must find forage.

Panic: 22

Units At Start: CP (C8), HI (C10/2), HI (C11/2), EL (D10/2), PX (D11/2), LI (D12/2), HI (E7/2), HI (E8/2), LC (F6/2), LI (F7/2), LI (F8/2), MM (F9/2), LI (F10/2), LI (F11/2), LC (F12/2), LDR-B.

HISTORICAL NOTE

After a brief cavalry skirmish both the Romans and Macedonians set out in search of forage in the Cynoscephalae hills. Flamininus' scouts unexpectedly engaged Philip when they stumbled into the Macedonian's camp. A seesaw battle ensued as both sides brought their forces into the battle. Ultimately, Flamininus brought his elephants to bear against the still disorganized Macedonian phalanxes, causing the latter to rout. This battle marked the shift in power from Alexander's successors to Roman ascendancy.



Design: K. Meints and M. Nagel

SIDE A AS BELISARIUS

The Emperor, Justinian, has vowed to clear the west of the barbarian scourge. He has tasked you to begin his "Reconquista" by eliminating the Vandals. You lead 15,000 men, including your elite cataphracts, into Carthaginian territory.

Panic: 19

Units At Start: CT (K1/5), MI (K2/5), HA (K3/5), CT (L2/5), HI (L4/5), CP (M3), HI (M4/5), HI (N5/5), HA (O5/5), MI (P6/5), CT (Q5/5), CT (R6/5), LDR-A, LDR-B.

SIDE B AS GELIMER, KING OF THE VANDALS

You have word that a large force of Romans and Huns are on the approach. You have opted to take up a defensive position ten miles south of Carthage and have split your army into three segments to out-flank the enemy.

Panic: 27

Units At Start: HC (G4/2), HC (H5/2), HC (I5/2), LI (J6/2), LI (K6/2), LI (L7/2), LC (M7/2), LC (N8/2), LC (O8/2), CP (A3), LDR-B.

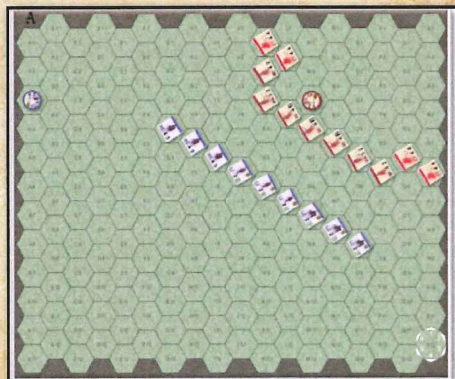
Reinforcements: 2xHC, 2xLC, LDR-C (Turn 2: within hexes A1-D1).
2xHC, 2xLC, 3xLI, LDR-B (Turn 5: on a map edge within three hexes of their camp).

SPECIAL RULES

The Vandals may not withhold their reinforcements. They must enter when indicated.

HISTORICAL NOTE

Gelmimer's plan proved too complex, as his forces were unable to coordinate properly across difficult terrain. Belisarius crushed the first Vandal force tasked to hold him in place while the other two turned his flank. The second force was defeated upon arrival. The third force, under Gelimer bloodied Belisarius' nose, but before a fatal blow could be dealt, Gelimer learned of the death of his brother in an earlier attack, lost confidence and was routed by a counter attack.



Design: B. Banks and M. Nagel

SIDE A AS ROMANOS IV OF BYZANTIUM

Your predecessors did much to weaken the empire, handing over territories and signing treaties with Turkish invaders. These incursions stop with you, as you lead expeditions to throw the heathens out. You have made a peaceful offer to Arp Aslan to end his siege of Edessa ... but you know he won't accept it.

Panic: 31

Units At Start: HT (J10/6), HT (K9/6), HA (K10/6), HT (L9/6), HA (L10/6), HT (M8/6), HI (M9/6), HT (N8/6), HI (N9/6), CP (N10), HT (O7/6), HA (O8/6), HA (P8/6), LDR-B, LDR-C.

SIDE B AS ALP ARSLAN (TURKS)

To expand Turkish holdings, you have invaded the Byzantine Empire. The emperor has been successful in throwing back Turkish forces, but this time you, the "valiant lion," are on the field. You have already disposed of half of Romanos' army. Now you will take the rest.

Panic: 33

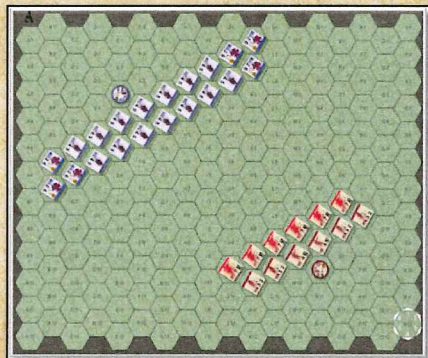
Units At Start: MA (B6/3), MA (B7/3), HC (C5/3), MA (C6/3), HC (D5/3), HC (D6/3), CP (E3), HC (E4/3), HC (E5/3), HC (F4/3), HC (F5/3), HC (G3/3), HC (G4/3), HC (H3/3), HC (H4/3), HC (I2/3), HC (I3/3), MA (J2/3), HC (J3/3), MA (K1/3), MA (K2/3), LDR-B, LDR-B.

SPECIAL RULES

The Byzantine HT is subject to Command Control (17.4). This simulates problems dissention within the Byzantine leadership during the battle. It is not a reflection on the cataphracts of the period.

HISTORICAL NOTE

As Romanos advanced toward the Turks, the latter spread out into a crescent formation, pelting the his flanks with missile fire. The Turks employed hit-and-run tactics to cause confusion. By nightfall, the Byzantines were in complete disarray, allowing the Turks to defeat them in detail. Romanos was captured by Alp Aslan, but mercifully released. Given that Romanos' rule completely collapsed after the battle, the Turks did him no favors.



Design: K. Meints and M. Nagel

SIDE A AS WILLIAM, DUKE OF NORMANDY

Edward the Confessor is dead and he had promised you the throne. You have been establishing policy in England for years, so the stories that Edward passed the crown to Harold must be lies. The crown is yours and you will take it by force, if necessary.

Panic: 13

Units At Start: HA (A4/1), HC (A5/1), MI (C5/1), HC (C6/1), MI (D6/1), HC (D7/1), CP (C8), LA (F7/1), HC (F8/1), LDR-B.

SIDE B AS HAROLD, KING OF WESSEX

Edward has passed the crown to you and your ascension has the support of the noble assembly. You have dealt with Viking invaders and now a Norman upstart has landed to claim your crown. You will show the people what the defender of the realm can do.

Panic: 14

Units At Start: MI (B2/4), MI (C2/4), HI (D3/4), CP (E2), HI (E3/4), HI (F4/4), MI (G4/4), MI (H5/4), LDR-B.

SPECIAL RULES

1. Harold begins with 1 VP.
2. If William is killed, his army automatically panics during the following turn. On the subsequent turn, return William to play (i.e. William is out of play for one full turn after he is "killed"). This panic does not provide a VP to Harold. If William is killed subsequently, he is out for good.

HISTORICAL NOTE

Harold's men hold the high ground, behind a shield wall. William's missile volleys have no effect, nor does

the initial charge by his infantry. Harold hold firmly after multiple attacks. In the melee, William's horse is shot out from under him, leading the Normans to believe he has fallen, causing them to rout. William stems the tide by removing his helmet to remove all doubt that he's still alive. After rallying his troops, Williams manges to break the shield wall and kills Harold.



Design: B. Banks and M. Nagel

SIDE A AS BUTILINUS, CHIEF OF THE FRANKS

Italy is ripe for plunder and is ruled by a eunuch. Your brother Leutharis has died during his return home, leaving you as sole chieftain, and your Goth allies have promised to make you king if you restore their kingdom. Why not? No man stands before you.

Panic: 27

Units At Start: HC (I8/3), CP (J5), HI (K6/3), HI (K7/3), LI (K8/3), HI (L5/3), HI (L6/3), HI (L7/3), LI (L8/3), HC (M2/3), HI (M4/3), HI (M5/3), HI (M6/3), LI (M7/3), LI (N4/3), LI (N5/3), LI (N6/3), LI (N7/3), LDR-B, LDR-D.

SIDE B AS NARSES, GENERAL OF BYZANTIUM

Belisarius is dead and the emperor Justinian has placed you in charge of completing his "reconquest" of the west. Italy is overrun with barbarians, but they know nothing of tactics, and you have an army of elite cataphracts to deal with them.

Panic: 20

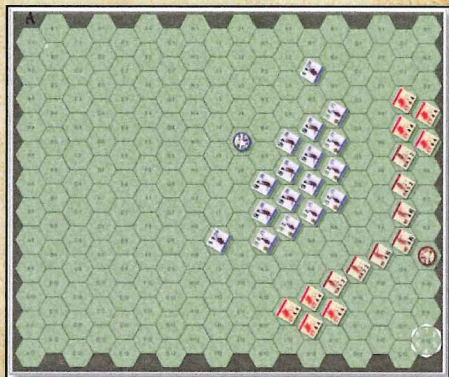
Units At Start: CT (L11/6), CT (M10/6), CT (M11/6), HA (N10/6), CT (N11/6), HA (O9/6), HI (P9/6), CT (Q3/6), CT (Q4/6), HA (Q5/6), HA (Q6/6), HI (Q7/6), HI (Q8/6), CT (R4/6), CT (R5/6), CP (R9), LDR-B, LDR-C.

SPECIAL RULES

1. The Franks must use Command Control (17.4).
2. The Franks may employ a Barbarian Charge (17.3) with their HI units (representing their use of the devastating Frankish axe man).

HISTORICAL NOTE

Both armies drew up before each other, with neither willing to make the first move until two Heruli mercenaries defected from Narses' camp and promised that their countrymen would not fight owing to disagreements with Narses. The Franks charged Narses' center and the latter lead his cavalry around their flanks in envelopment. As confusion spread among the Franks, the Heruli joined the battle, making the slaughter complete



Design: B. Banks and M. Nagel

SIDE A AS JELALAD-DIN, SULTAN OF THE KWARAZIMID EMPIRE

Genghis Khan has all but destroyed your empire. Your only hope is to escape into India. With a guard of 5,000 and nearly 50,000 refugees, you make your way toward the Indus. Can you cross in time?

Panic: 22

Units At Start: LC (E1/4), LC (F1/4), LC (F2/4), LC (G1/4), LC (G2/4), LI (I2/4), HC (I3/4), CP (J1), LI (J3/4), HC (J4/4), LI (K3/4), HC (K4/4), HC (L2/4), HC (M2/4), LA (M5/4), LA (N5/4), LA (N6/4), LA (O5/4), LDR-B, LDR-D

SIDE B AS GHENGIS KHAN AND THE MONGOL HORDE

The Kwazarim have mocked your negotiations and their sultan has defeated one of your armies. To save face, none may survive. The sultan is running for safety, but he carries too much baggage. Your horsemen are quickly gaining on him.

Panic: 37

Units At Start: MA (E3/1), MA (E4/1), HC (F4/1), HC (F5/1), MA (G4/1), MA (I5/1), MA (I6/1), HC (J6/1), HC (J7/1), HC (J9/1), HC (I8/1), HC (H8/1), HC (K9/1), MA (K6/1), MA (K7/1), MA (M7/1), MA (M8/1), HC (N8/1), HC (N9/1), MA (O8/1), WW (O10), LDR-A, LDR-C, LDR-C.

SPECIAL RULES

1. Ad-Din's LI is actually dismounted cavalry. Players may substitute the LI for LC.
2. At the beginning of each turn, the Mongol player must roll a die. If the roll is equal to or less than the current turn number, the following reinforcements are received: 3xMA, 2xHC, LDR-D. These units arrive between hexes R8-R10.

HISTORICAL NOTE

The Sultan posted his force in front of the Indus so that he and the refugees could cross over in safety. Genghis Khan released nearly a quarter of his army to make its way through difficult mountainous terrain to strike the Sultan's flank. This maneuver proved decisive, as the Mongols succeeded in encircling the Sultan's force and destroying it. The Sultan barely made it across the Indus, and spent three years in India in exile.



Design: B. Banks and M. Nagel

SIDE A AS LEOPOLD III OF AUSTRIA

You are a Hapsburg. Europe belongs to the Hapsburgs. You have tried to come to peaceful terms with the Swiss upstarts, but they have balked at your offer. Now you will have to deal with them more forcefully.

Panic: 32**Units At Start:** CP (C5), HI (C6/3), HI (D6/3), HI (F5/3), LDR-B.**Reinforcements:** 6xKT (Turn 2: enter on either map edge within four hexes of your camp).**SIDE B AS ARNOLD VON WINKELREID AND THE SWISS CONFEDERACY**

You have heard that the town of Sempach is under siege by a Hapsburg army. If you can catch the invaders by surprise and trap them, you'll show the strength and resolve of your Confederacy ... even at the cost of your own life!

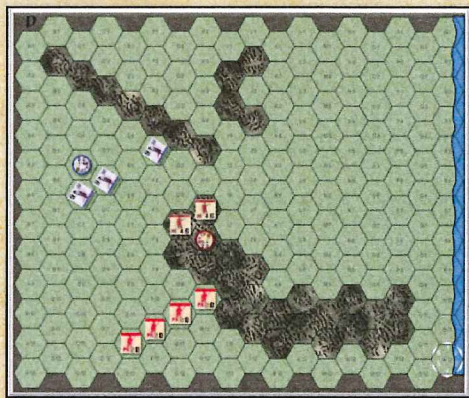
Panic: 14**Units At Start:** HI (H7/1), PK (E11/6), PK (F11/6), HI (G7/6), PK (G10/6), CP (H8), PK (H10/6), LDR-B.**SPECIAL RULES**

Beginning on Turn 3, the Austrian KT's are subject to Command Control (17.4).

HISTORICAL NOTE

The initial Austrian advance has some success until it runs into the main body of Swiss pikemen. Even with the arrival of reinforcements they are pushed back and eventually broken.

With this battle the pike begins to replace cavalry as the dominant arm. Gunpowder is already available at this time and will begin to be used more and more frequently. Thus enters the period of 'Musket and Pike', and the end of Ancient warfare.



Design: B. Banks and M. Nagel

SIDE A AS EDWARD I OF ENGLAND

Wallace and Moray have thrown your troops and influence from Scotland and declared its independence. They now look to establish trade agreements with foreign powers. To make matters worse, Wallace continues to lead raids into northern England. Scotland must be brought back under your heel.

Panic: 25

Units At Start: LA (H8/3), KT (H9/3), CP (I5), HI (I6/3), KT (I8/3), HI (J6/3), LA (J7/3), KT (K7/3), LA (M5/3), KT (M6/3), KT (N6/3), LDR-B, LDR-B.

SIDE B AS WALLACE OF SCOTLAND

The English dare to meddle in your affairs, even after they have been soundly beaten. They have gone so far as to break your treaty with France. As Guardian of Scotland, you have assembled an army to protect your lands from the English king. You know that he will come sooner rather than later.

Panic: 18

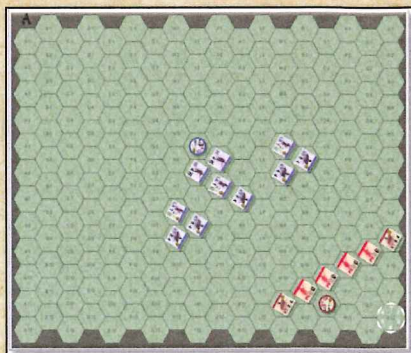
Units At Start: KT (M11/6), PK (N11/6), PK (O10/6), PK (P10/6), PK (Q9/6), CP (Q11), KT (R9/6), LDR-A.

SPECIAL RULES

1. Wallace begins the scenario win 1 VP.
2. The English KTs are subject to Command Control (17.4).
3. The English LAs may fire up to twice per activation

HISTORICAL NOTE

After making their way around a boggy area, the English cavalry easily drove off the few Scottish horsemen, but were driven off by the Scottish schiltrons. Edward moved his infantry in to lock the Scots in place and proceeded to pepper them with devastating missile fire. Unable to escape, the Scottish positions were broken apart and made vulnerable to a final cavalry charge. Nearly a third of Wallace's initial force was killed and another third deserted him. The English were back.



Design: B. Banks and M. Nagel

SIDE A AS HENRY OF SILESIA

Hell's horsemen have crossed into Europe. All the armies of neighboring nations have been summoned to halt the invasion. King Wenceslaus has called up an army of 50,000 to join your own of 25,000. You will match these barbarians with your Teutonic Knights.

Panic: 58

Units At Start: KT (N2/5), KT (N3/5), HA (N4/5), HI (N5/5), HI (N6/5), HI (N7/5), HA (N8/5), KT (N9/5), KT (N10/5), KT (N11/5), KT (O1/5), KT (O2/5), HA (O3/5), HI (O4/5), HI (O5/5), HI (O6/5), HA (O7/5), KT (O8/5), KT (O9/5), KT (O10/5), CP (Q5), LDR-B.

SIDE B AS KADAN

Within two generations, all of Asia is at your feet. It is now time to cross into Europe. The Khan has ordered two armies to attack into Hungary in pursuit of the perfidious Cuman peoples who have sought asylum there. You have been given command of a third army to attack into Poland to tie down any potential reinforcements.

Panic: 30

Units At Start: HC (G2/2), HC (G3/2), HC (G4/2), HC (G5/2), HC (G6/2), HC (G7/2), HC (G8/2), HC (G9/2), HC (G10/2), HC (G11/2), MA (I2/2), MA (I3/2), MA (I4/2), MA (I5/2), MA (I6/2), MA (I7/2), MA (I8/2), MA (I9/2), MA (I10/2), MA (I11/2), WW (B7), LDR-B, LDR-D.

SPECIAL RULES

Mongol units may leave the map and reenter the same map edge on the following turn, and adjacent edge in two turns or the opposite edge in three turns.

HISTORICAL NOTE

The Mongol army intercepted Henry's forces before they could link up with King Wenceslaus. Henry launched an attack with his knights that caused the Mongols to fall back in feigned retreat. The knights took the bait. The Mongols employed smoke to hide their movements and confuse the Europeans. In the confusion, Henry's forces were strung out and defeated piecemeal. Henry's army was virtually destroyed. Upon receiving news, Wenceslaus fell back to seek reinforcements. The Mongol strategy to delay assistance to Hungary had succeeded.



[17.0] EARLY GUNPOWDER

This Rule (17.0) extends the *ANCIENT BATTLES DELUXE* system into the early gunpowder period (circa 1300 to 1650 AD).

Note that most *ABD* rules remain largely unchanged when playing scenarios that include early gunpowder units (LG, HG, and CN). However, the following Cases are required that enhance, and may supersede, the Standard *ABD* rules booklet.

Gunpowder Units

INFANTRY TYPE UNITS:

Light Gunner (LG): These units comprise small formations of infantry armed with the early arquebus, such as Hungarian gunners of the Hussite Wars.

Heavy Gunner (HG): These units are larger and better equipped groups of hand gunners and pikemen similar to the early Spanish coronelias and the Swedish tercios.

'OTHER' TYPE UNITS:

Cannon (CN): These units represent one or more early cannon, such as the culverin.

Note that their Firepower Value ("X") varies and is defined in the scenario setup instructions.

[17.1] Special Cannon Unit Status: The two sides of a CN unit represent its "**unlimbered**" (front) and "**limbered**" (reverse) sides. Notice that while on its front side, a CN unit is able to fire, but not to move; while on its reverse side, it is the opposite (i.e., it can move but not fire).

[17.1.1] No Disorder: CN units have no Disordered side; consequently, they can never become Disordered. They are impervious to *all* Missile Attacks and any loss in Melee Combat results in their immediate elimination or capture (17.5).

[17.1.2] No Morale Loss: CN units have a zero (0) Melee Strength; consequently, the loss of a CN unit does not impact the Morale Level of an army.

[17.1.3] Cannons Don't Panic: CN units are *not* subject to Panic Movement, even if limbered.

[17.2] Movement: Although hand-held guns were manageable, early cannons were cumbersome and quite unwieldy.

[17.2.1] Hand Gunners: LG and HG units follow the same movement rules as other infantry-type units. Note that LG units are both *Light* and *Disciplined*; thus its Movement Allowance is shaded half green and half black to symbolize both of these attributes.

Firepower Value (3)



[17.2.2] Cannon Movement: The act of limbering (i.e., arranging the cannon so that it can be transported) or unlimbering (fixing it in a position for firing) a CN unit simply entails flipping it to one side or the other during a Move command for that CN unit.

- A CN unit may not both limber and unlimber during the same activation.
- Limbering always takes place at the **beginning** of the movement process (i.e., so that the CN unit can actually move during that activation).
- Unlimbering can take place at any point during the movement process. When unlimbering occurs, it ends movement for that CN unit.
- When it limbers or unlimbers, that CN unit may be faced in any direction at the end of, or prior to, movement.
- When activated as part of a formation, a limbering unit need not start facing in the same direction as the formation, but must be faced in the same direction as the formation upon limbering. A limbered unit must face in the same direction as the formation.
- At the end of its movement, a CN unit limbers, unlimbers or moves is always marked with a Red Action marker (●).

[17.2.3] Cannon Facing: A CN unit may simply be rotated to face in any direction while unlimbered (instead of actually moving) at the cost of 1 CP.

This movement may *not* be done as part of a formation move. After rotating thus, that CN unit is marked with a Yellow Action marker (●).

[17.2.4] Cannon Stacking: Unlike other units, CN units *can* stack in the same hex with one "Light" unit (e.g., LI, LA, LC, or LG) without any penalty to either stacked unit. Each unit maintains its own separate facing while stacked together.

Any other type of unit moving into a CN unit's hex eliminates the CN unit.

[17.3] Gunpowder Ranged Combat

Gunpowder units follow the same general procedure to resolve ranged combat as other missile units, but they use their Firepower Value as **both** their Missile Rating *and* Range Value as follows:

Gunpowder units have a Firepower Value. On LG and HG units, this is shown by a number of 'shot' in a yellow triangle. CN units have an "X" in a yellow triangle, as their range defined in the scenario setup (e.g., CN:X= 4).

A Gunpowder unit's Missile Attack Value (i.e., the number of dice it rolls) is equal to its Firepower Value minus the shortest number of hexes to the target hex (counting the target hex but not the firing unit's hex).

For example: The LG unit has a Firepower Value of 3. If it is attacking at a target two hexes away, it would have a Missile Rating of only 1 (one die rolled).

[17.4] Melee Combat "Close Fire:" Unlike other units, a Gunpowder unit may conduct a special "**Close Fire**" attack during the Melee Combat sequence if it is *not* marked with a Red Action marker (●).

Close Fire Procedure

Close Fire is conducted *after* any Retreat Before Melee and *before* Melee Combat itself. (You can think of it as Step 3 ½ in the Melee Combat sequence; 11.2).

- Close Fire is conducted simultaneously if both sides' units engaging in melee are gunpowder units.
- Close Fire is always conducted at a Range of zero (0) hexes (i.e., dice rolled are equal to its full Firepower Value).

For Example: A CN unit with a Firepower Value of 5 would conduct a Close Fire attack by throwing a full five dice.

- If a CN and LG units are stacked together (17.1.3) and are both capable of conducting Close Fire, combine their dice rolls into a single attack.

After resolving its Close Fire Step and applying all results, if both units survived the Close Fire, the **Melee Attack must be resolved** as originally declared (during Steps 1 and 2), continuing with Step 4.

If either side is eliminated from Close Fire, the Melee Combat ends a little early. Perform Rules 11.4 to 11.7 and implement the post-Melee Attack's aftermath normally.

[17.5] Cannon Units in Melee Combat

CN units may not retreat before combat, even if currently limbered.

A successful Melee Attack versus a defending CN unit results in its destruction (regardless of its limbered or unlimbered status) unless one CP is paid at that time to **capture** it.

When capturing a CN unit, simply replace it on the map with one of the capturing side's color, in a **limbered** state. If a non-light unit captures a CN unit, the attacking unit need not advance into the CN's hex, regardless of the attacking unit's type or quality (of course, it could... but that would result in the destruction of the CN!).

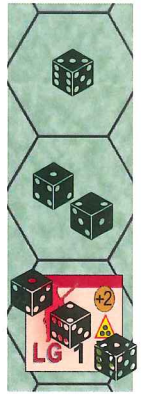
GAME CREDITS

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Design: M. Nagel and B. Banks

SIDE A AS THUTMOSE III, PHARAOH OF EGYPT

The rule of your empire has brought peace and prosperity from Egypt to as far as Anatolia. The rebel Canaanites threaten to fracture that prosperity. Now, with sole control over the empire, you march with a grand army to meet the rebels and show your strength as Pharaoh.

Panic: 14

Units At Start: CH (C8/1), CP (C11), LA (A8/1), LI (B9/1), LI (C9/1), LA (E10/1), LI (F11/1), CH (G10/1), LI (G11/1), CH (H9/1), LI (K8/1), LI (L8/1), LA (M7/1), LDR-B, LDR-C.

SIDE B AS THE KING OF KADESH AND THE CANAANITES

You have been under Egyptian bondage for far too long, but now their queen is dead. Before her successor can consolidate his power, the opportunity to break your chains has presented itself. You have marched with your allies to join the King of Megiddo, who controls the trade route between Egypt and Mesopotamia.

Panic: 10

Units At Start: CH (K5/4), LI (J6/4), MM (I6/4), MM (F8/4), LI (E7/5), LI (E6/5), MM (D6/5), CH (C5/5), CP (G5), LDR-B, LDR-C.

SPECIAL RULES

1. The King of Kadesh starts with 1 VP.
2. Place a Town in Hex G5.

HISTORICAL NOTE

The Canaanites' forces were dispersed when Thutmose arrived. Although initially surprised, the King of Kadesh managed to organize his available forces in defense of Megiddo. Still, Thutmose's army was able to outflank and overwhelm the King's forces, who managed to withdraw into the city. A seven month siege ensued, ultimately resulting in the capture of the city. Over the next several years, Thutmose brought the remainder of the 'rebels' back under his rule.



Design: M. Nagel and B. Banks

SIDE A AS VALENS, EMPEROR OF ROME

You allowed the Goths into your empire for protection and they repay you by burning your towns. You've learned of successes in bringing the barbarians to heel. You've found their camp, which is foolishly unprotected. The battle will be quick and merciless.

Panic: 29

Units At Start: LA (H4/6), MM (H5/6), MM (H6/6), MM (H7/6), MM (H8/6), MM (H9/6), LA (H10/6), LC (H11/6), LC (I3/6), LA (I4/6), HI (I5/6), HI (I6/6), HI (I7/6), HI (I8/6), HI (I9/6), LA (I10/6), HI (J6/6), HI (J7/6), HI (J8/6), HI (J9/6), HI (J10/6), CP (K6), LDR-B, LDR-D.

SIDE B AS FRITIGERN, KING OF THE VISIGOTHS

The Romans offered you protection from the Huns and have now turned you into their slaves. You have decided to take what you were promised by force. The Roman emperor has summoned an army to crush you. Let these liars feel the wrath of the Goths!

Panic: 46

Units At Start: LI (C3/1), LI (D4/1), LI (E4/2), LI (E5/2), CP (C5), LI (D7/3), LI (E6/3), LI (B7/4), LI (C7/4), LI (A5/5), LI (A6/5), LI (A4/6), LI (B4/6), LDR-B.

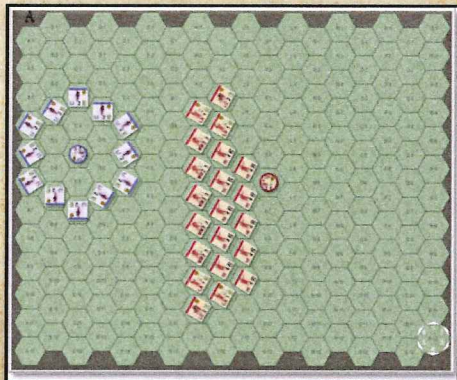
Reinforcements: 14xHC, 6xLC (Turn?: Enter at any of hexes A1, A2, A9, A11, B1-H1)

SPECIAL RULES

1. All Visigoth infantry strength is doubled if within two hexes of their camp.
2. At the beginning of each turn, the Visigoth player rolls a die. On a 1 or 3, the Visigoth reinforcements arrive (historically, this was on Turn 1).

HISTORICAL NOTE

The Romans marched through rough terrain towards what they thought was an unprotected camp. Most of the Gothic cavalry had been out foraging and returned once the Romans had engaged. The Goths surrounded the Romans, who were disrupted after their initial assault. This unexpected onslaught caused the Roman army to rout and be massacred by the pursuing Goths. Valens was lost during the retreat and was never seen again!



Design: M. Nagel and B. Banks

SIDE A AS PERSEUS (MACEDONIA)

The Romans have been polluting Greece, once the shining star of your Macedonian empire, for years. It's time to return it to its former glory. Your alliances are complete and now you march south with your mighty phalanxes.

Panic: 28

Units At Start: LC (G12/6), HC (H12/6), MM (I11/6), MM (J11/6), PX (K10/6), PX (L10/6), PX (M9/6), PX (M10/6), MM (N9/6), PX (N10/6), CP (N11), MM (O8/6), HC (P8/6), LC (Q7/6), LDR-B.

SIDE B AS PAULUS (ROME)

The Senate is concerned with Perseus' posturing and has elected you consul to protect Rome's interests in Greece. Perseus has defeated a Roman army before, but his phalanxes are slower than your mobile legions. With luck, you can take your opponent by surprise.

Panic: 25

Units At Start: LC (D11/3), LC (E10/3), HI (F9/3), CP (G6), MM (G10/3), HI (H10/3), MM (I9/3), HI (J9/3), MM (K8/3), HI (L8/3), MM (M7/3), HI (N7/3), MM (O6/3), LC (O4/3), LC (P4/3), HI (H8/3), HI (J7/3), HI (L6/3), LDR-B.

SPECIAL RULES

The stream represents broken ground. It costs 1 MP to enter and units become disrupted upon entry. Ignore all stream terrain effects.

HISTORICAL NOTE

When the fighting began, the Romans found Perseus' army fully deployed. At first, the Romans were unable to penetrate the Macedonian phalanxes. But as the latter advanced into broken terrain, they lost their cohesion, allowing the legions to break into their ranks for close combat. The Macedonian left broke first, followed by their center. With this, Perseus fled with his cavalry. After a bloody pursuit, Perseus was captured and paraded in chains throughout Rome.



Design: M. Nagel and B. Banks

SIDE A AS ALEXANDER, KING OF MACEDONIA

Earlier in the year you defeated Memnon and his Persian satraps at the Granicus. While in Tarsus you've learned that Darius is massing a great army. If he were to reach the Gulf of Issus, he'll cut off your supply lines. You must defeat him before that happens.

Panic: 22

Units At Start: MM (F6/4), MM (G6/4), LC (I6/4), HC (J7/4), MM (K6/4), LA (L6/4), PX (M5/4), CP (M3), PX (N5/4), PX (O4/4), PX (P4/4), MM (Q4/4), HC (R4/4), LDR-A, LDR-B, LDR-D.

SIDE B AS DARIUS, EMPEROR OF PERSIA

A child has invaded your empire and defeated your armies. He now sends a small force to bait you into an ambush. You have wisely outflanked this force and cut off his army from supply. Now you can crush him on the ground of your choosing.

Panic: 34

Units At Start: MM (E7/1), MM (F8/1), HC (I8/1), LC (J9/1), MM (K8/1), MM (L8/1), PX (M7/1), PX (N7/1), PX (O6/1), HC (O7/1), PX (P6/1), MM (Q6/1), HC (R6/1), LC (R7/1), LI (M10/1), LI (M11/1), LI (N10/1), LI (N11/1), LI (O9/1), LI (O10/1), CP (O11), LI (P9/1), LI (P10/1), LI (Q8/1), LI (Q9/1), LDR-B.

HISTORICAL NOTE

Although Darius seemed to be on the defensive, he had been pulled into terrain unfavorable to his huge army. The Persians struck first by attacking the Allied cavalry under Parmenion, who held. Alexander followed up with a calculated strike using his Companion cavalry, directly at Darius, who fled the battlefield. Instead of chasing him down, Alexander encircled and crushed Darius' Greek mercenaries. With this strike and the retreat of their emperor, the Persian army collapsed.



Design: M. Nagel and B. Banks

SIDE A AS AETIUS (ROME)

You have learned that the Huns have invaded Gaul. To counter the invasion, you've marched north with what forces you could find. Along the way, alliances with powerful magnates have swelled your army ... but are they trustworthy?

Panic: 25

Units At Start: HI (F9/6), HI (G8/6), HI (H8/6), LI (H9/6), LI (G9/6),
LI (K8/6), LI (L8/6), LI (M7/6), HI (M8/6), HI (L9/6),
CP (L10), HC (O6/6), HC (P6/6), HC (P7/6), HC (Q5/6),
HC (Q6/6), LDR-B, LDR-B.

SIDE B AS ATTLA (HUNS)

You have been contacted by Gaiseric, the king of the Vandals, and persuaded to wage war on the Goths. Doing so will create the chaos needed to disrupt Roman rule and open Gaul to conquest. Why not? You can always deal with Gaiseric later ...

Panic: 25

Units At Start: LI (D7/3), LI (E6/3), LI (E7/3), LI (F6/3), LI (F7/3), LI (G6/3),
CP (H3), LC (H5/3), LC (I4/3), HC (I5/3), LC (J4/3), HC (J5/3),
LC (K3/3), HC (K4/3), HC (L4/3), LI (M2/3), LI (N2/3),
HC (N3/3), LI (O1/3), HC (O2/3), HC (P2/3), LDR-B, LDR-B.

SPECIAL RULES

The scenario starts on Turn 3, rather than Turn 1 (to indicate the impending nightfall).

HISTORICAL NOTE

Before the battle, Attila's diviners foretold of a disaster to befall the Huns and of the death of an enemy leader. Attila attacked at dusk, hoping for the demise of Aetius. Both armies charged a hill at the center of the battlefield, but the Roman forces arrived there first and were able to repulse the Huns from a superior position. While Attila tried to rally his forces, the Romans charged them, causing a rout. Aetius chose not to capture Attila, fearing that his loss would embolden the Goths.



Design: B. Banks and K. Meints

SIDE A AS JEBE OF THE MONGOLS

Your revenge against the Khwarezmian Empire is complete upon hearing of the death of its sultan. The Khan has granted your wish to continue your campaign into the west. You have cut a swath of destruction to the gates of Russia where a new enemy awaits.

Panic: 15

Units At Start: MA (L12/6), MA (M11/6), MA (N11/6), HC (N12/6), MA (O10/6), HC (O11/6), MA (P10/6), HC (P11/6), MA (Q9/6), HC (Q10/6), MA (R9/6), HC (R10/6), LDR-B, LDR-B.

SIDE B AS MSTISLAV THE BOLD

The Mongols have plundered your neighbors and you have received warnings that they're now headed your way. You have formed an alliance of Russian princes to meet the threat at the Dnepr. The Mongols have seen the size of your army and are in retreat!

Panic: 24

Units At Start: HI (E4/2), HA (E5/2), HI (F6/2), HI (G6/2), HI (G7/3), LI (J7/3), LI (K6/3), LC (K8/3), LI (L6/3), HC (L8/3), LI (M5/3), HC (M7/3), HC (N7/3), LI (O6/3), CP (F7), HI (F8/4), HA (D6/5), HA (E6/5), HA (E7/5), HA (D5/6), LDR-B, LDR-C.

SPECIAL RULES

Mstislav starts with 1 VP.

HISTORICAL NOTE

Little is know about the process of this battle. The Mongols feigned retreat for nine days before turning to attack at the Kalka River. Apparently one of the allied groups turned and ran, causing the bulk of the Russian army to panic. This confusion led to the destruction of the Russian army at the hands of the Mongols. Mstislav the Bold managed to escape with a small portion of his army. Another portion tried to hold out but was captured and wiped out.



Design: M. Nagel and B. Banks

SIDE A AS KILIJ ARSLAN, SULTAN OF THE SELJUK TURKS

At first these "crusaders" were little more than a bickering rabble. But something new is approaching. Nicea and your treasury has been captured and handed over to the Byzantines. These fighters have spirit!

Panic: 23

Units At Start: LA (A5/3), LA (B5/3), LA (C4/3), HC (C6/3), LA (D4/3), HC (D6/3), LA (E3/3), HC (E5/3), MA (E7/3), HC (F5/3), MA, (F7/3), MA (F8/3), HC (G4/3), MA (G6/3), MA (G7/3), MA (H6/3), MA (H7/3), MA (I5/3), MA (I6/3), MA (J6/3), LDR-B, LDR-B.

SIDE B AS BOHEMOND OF TARANTO

You have grown up fighting your Christian neighbors and for what? The Pope has opened your eyes to a real threat. You must march east to "expel that wicked race from your Christian lands!"

Panic: 23

Units At Start: WW (N10), HA (N11/6), HA (O9/6), KT (O10/6), LDR-A.

Reinforcements: 3xKT, LDR-? (Turn ?: any map edge).

SPECIAL RULES

1. Bohemond starts with 1 VP.
2. At the beginning of each turn, Bohemond rolls a die. On a roll of 1 through 3, a group of reinforcements arrives. Up to four groups of reinforcements can arrive. The Leaders with each group are LDR-B, LDR-C, LDR-B and LDR-B respectively.

HISTORICAL NOTE

The Crusader army had separated when the Turks attacked. Bohemond's force was taken by surprise, but their knights were able to hold off the Turkish mounted archers. After several hours of fighting, more knights arrived to reinforce Bohemond, allowing them to hold on a little longer. The Turks had the Crusaders on the ropes when a third group of knights arrived, taking the Turks by surprise and allowing the Crusaders to rally. Finally a fourth group arrived, forcing the Turks to withdraw.



Design: M. Nagel and B. Banks

SIDE A AS BULCSU, MAGYAR GENERAL

These Germans are puny and weak. Rather than defending themselves, they squabble and bicker. While sweeping them aside, you have learned their tactics and adopted their technology. No one can stop you!

Panic: 12

Units At Start: HC (G10/6), HC (G11/6), HC (H9/6), MA (H11/6), MA (H12/6), HC (I8/6), MA (I9/6), MA (J9/6), CP (L8), LDR-B, LDR-B.

SIDE B AS OTTO I, KING OF THE GERMANS

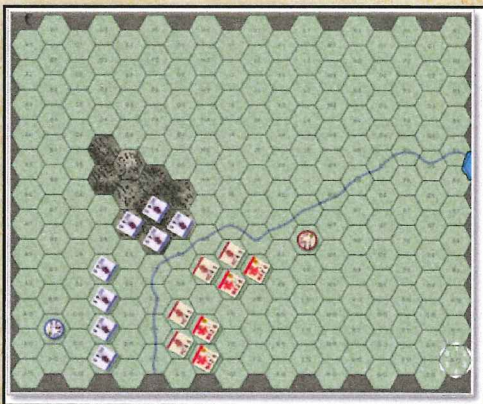
Your vassals are puny and weak. Rather than act like kings, they squabble and bicker and fall to Magyar raids. You've dealt with uprisings and incursions before. Now is your opportunity to show your strength and bind the remnants of Charlamagne's empire into a new Roman Empire ... a Holy Roman Empire!

Panic: 16

Units At Start: CP (B11), HC (D9/3), HC (D10/3), HC (D11/3), HC (D12/3), HC (E7/3), HC (F7/3), HC (F8/3), HC (G7/3), LDR-B, LDR-B.

HISTORICAL NOTE

As Otto marched toward the Magyars, the latter released some of their light cavalry that managed to get around Otto's flank. Fortunately this force went after the German camp, rather than completing an encirclement that might have spelled doom for Otto. The German line crashed into the Magyars, keeping the Magyars from using their standard hit-and-run tactics. Otto kept good control of his troops, allowing them to rout the Magyars.



Design: M. Nagel

SIDE A AS SIGISMUND, HOLY ROMAN EMPEROR

The heretic Jan Hus has been captured and burned at the stake. His Taborite followers have banded together under a new leader, Jan Zizka, and have taken over Bohemia. Your first attempt to put down their revolt at Prague failed. But now you bring a much larger army to deal with the infidels.

Panic: 24

Units At Start: MI (F5/4), MI (G5/4), MI (H5/4), KT (I5/4), KT (J6/4), KT (K5/4), MI (L5/4), MI (M5/4), MI (N5/4), CP (J2), LDR-B.

SIDE B AS JAN ZIZKA AND THE TABORITES

You know how the Emperor's armies fight: head-on and without subtlety. They underestimated you at Prague and you've adopted your defensive tactics to the march. Let them come!

Panic: 16

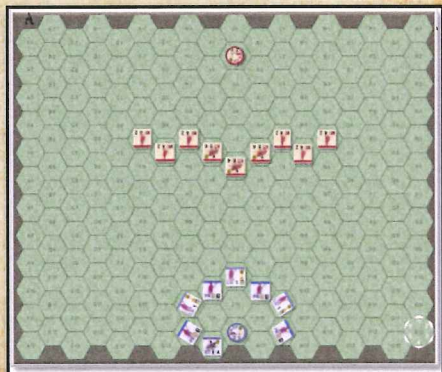
Units At Start: KT (I12/1), PK (H12/6), LG (H11/6), PK (I10/1), LG (J10/1), PK (K10/1), LG (L11/2), PK (L12/2), CP (J12), LDR-A.

SPECIAL RULES

1. All Taborite units are doubled in strength when within two hexes of their Camp.
2. This was a two-day battle, and it can be played out as either. When playing the first day, Zizka begins with 1 VP. When playing the second day, Sigismund begins with 1 VP.

HISTORICAL NOTE

Jan Zizka set up his forces in a square, using the walls of Kutna Hora as an anchor to the rear. Sigismund surrounded this formation on three sides and advanced cautiously, owing to Zizka's effective use of gunfire and the expectation that a conspiracy within the town would weaken Zizka's position. This conspiracy took effect over that night. The following day, Zizka counterattacked and broke his forces out of the encirclement.



Design: M. Nagel

SIDE A AS PROKOP THE GREAT

The alliance with your Bohemian brothers has been splintered. Bribes have induced some to join with the Pope and the Emperor into a so-called "Bohemian League." You have met the traitors and their Catholic masters on the plains of Lipany for one final battle.

Panic: 13

Units At Start: HC (F10/1), HC (F11/1), HA (G9/1), PK (H9/1), LG (I9/1), CN|4 (I9/1), LG (J10/1), CN|4 (J10/1), PK (K10/1), HA (L11/1), WW (I10), LDR-B, LDR-D.

SIDE B AS BOROK OF MILETINEK

The Pope and Emperor wish for peace. They have convened a council and come to terms generous toward the Bohemians, and acknowledged by the Church. Some of the Bohemians have agreed and banded with you. The rest await your attack.

Panic: 19

Units At Start: CT (E5/4), CT (F5/4), LI (G4/4), CN|4 (G4/4), PK (H5/4), PK (I5/4), LI (J6/4), CN|4 (J6/4), PK (K6/4), PK (L7/4), LI (M7/4), CT (N8/4), CP (J3), LDR-B, LDR-C.

SPECIAL RULES

1. If any of the Taborite infantry is disrupted at the beginning of the turn, roll a die. If the roll is less than or equal to the number of disrupted units, remove the Taborite cavalry units (they've routed from the field).
2. Prokop's infantry is subject to Command Control.

HISTORICAL NOTE

Prokop arrayed his forces defensively. Borok initiated the battle with gunnery attacks, followed by a repulsed infantry assault. Borok pulled his troops back to draw Prokop out of his defenses. The ploy worked, allowing Borok to charge in with heavy cavalry. Rather than meet this assault, Prokop's cavalry fled the field, possibly owing to betrayal by its commander. Prokop died while making a final stand, and with him died the Taborite resistance.⁷



Design: M. Nagel

SIDE A AS PROKOP THE GREAT

The great Jan Zizka is dead and the Taborite cause is fractured. You have been nominated to lead a disparate force of Bohemians to reclaim the city of Aussig from Saxon invaders, but an army three times your size has intercepted your effort. Can you hold them off, as Zizka would have done?

Panic: 10**Units At Start:** HI (G8/1), LG (H9/1), PK (I9/1), PK (J10/1), LG (K10/1), HI (L11/1), WW (I10), LDR-A.**SIDE B AS BOSO OF VITZTHUM**

The King promised the town of Aussig to the Duke of Saxony. Now it is overrun with infidels. The Duchess has sent you to reclaim it for her husband. Without Zizka at the front of their army, how tough can these Bohemians be?

Panic: 12**Units At Start:** HC (F5/4), HC (G4/4), LI (H5/4), LI (I5/4), MI (J6/4), MI (K6/4), LI (L7/4), LI (M7/4), CP (J2), LDR-B.**SPECIAL RULES**

1. Prokop begins the battle with 1 VP.
2. Prokop's forces may use a Barbarian Charge once during the scenario.

HISTORICAL NOTE

Prokop the Great had adopted Zizka's tactics virtually to the letter. He arrayed his forces on a hill, using Zizka's mobile fortress formations. As Bosó's army advanced to meet the Bohemians, it was peppered with gunfire, sustaining high casualties. Seeing Bosó's forces beginning to waver, Prokop ordered an attack and the Bohemians swarmed downhill. Bosó's force fled in disarray.



Design: M. Nagel

SIDE A AS JAN ZIZKA AND THE TABORITES

Winter is setting in and your leaders advise a retreat. But you've born close witness to the atrocities done by Sigismund and his Hungarian lackeys. With revenge in your heart, you form your armies for another attack.

Panic: 11

Units At Start: LI (J9/2), LI (J4/2), LI (K3/2), LG (K4/2), PK (K5/2), LG (K6/2), PK (K7/2), LG (K8/2), LI (K9/2), WW (H6), LDR-A, LDR-B.

SIDE B AS PIPA OF OZORA

After much deliberation, the king has ordered a retreat back to Moravia. Kutna Horá has been set aflame to deny it to the enemy and large numbers of loyalists follow in your wake. Zizka is on the move, so you form your cold and starving army to slow his advance.

Panic: 13

Units At Start: LC (M3/5), LC (M4/5), LC (M5/5), LC (M6/5), LC (M7/5), LC (M8/5), MI (P4/5), MI (P5/5), KT (P6/5), MI (P7/5), MI (P8/5), WW (R6), LDR-B.

SPECIAL RULES

1. Pipa's LC is subject to Command Control. However, if control fails, the LC is subject to Rout Movement, rather than charging.
2. Ignore the River terrain along the edge of the map.

HISTORICAL NOTE

Little detail is known about the progress of this battle. Pipa's forces formed a line near the village of Habry, deploying his Hungarian cavalry forward as a skirmish line. The cavalry withdrew, causing the infantry to panic. The result was a dash toward the Sazava River. The king managed to make it across, but the bulk of his army was caught and slaughtered by the Taborites.



Design: M. Nagel

SIDE A AS JAN ZIZKA AND THE TABORITES

You are a feared leader and the target of both entreaties and assassination attempts. The council of Prague has negotiated peace with Sigismund, and their partisans are everywhere. Clearly, you are safest while on the march.

Panic: 13

Units At Start: HC (E1/4), LG (F2/4), PK (G2/4), LI (H3/4), CN|4 (H3/4), PK (I3/4), LG (J4/4), HC (K4/4), WW (H2), LDR-A, LDR-B.

SIDE B AS BOREK OF MILETINEK

Zizka and his heathens have turned the countryside into a blood-soaked landscape. This hard-head must be brought to account for his crimes, but this will be difficult as he still has strong support from local nobility. You must strike before he can reform his forces.

Panic: 17

Units At Start: MI (B4/1), MI (C4/1), LA (D5/1), MI (E5/1), KT (F6/1), MI (G6/1), LA (H7/1), MI (I7/1), MI (J8/1), CP (E8), LDR-B.

SPECIAL RULES

1. Zizka starts with 1 VP.
2. Double the combat value of the Taborite PK units during their first melee, provided that they do not move from their starting positions (representing the Battle-Wagon attack).

HISTORICAL NOTE

Zizka manages to stay one step ahead of the chasing Prager army. He manages to reinforce and consolidate his army near the fortress of Malesov upon high ground overlooking poor terrain. As the larger Prager army begins its charge up-hill, Zizka releases stone-filled battlewagons downhill, which disrupt the Prager front lines. He follows the attack up with flanking attacks from his cavalry and a general charge. The Pragers, unable to regain cohesion, retreat.



Design: M. Nagel

SIDE A AS MURAD II, SULTAN OF THE OTTOMANS

Your territories are attacked once again by the wicket Hunyadi, who would rather seek glory than see reason. It's time to rid yourself of this pest once and for all. You have twice his troops and Hunyadi's knights are no match for your janissaries.

Panic: 20

Units At Start: HC (E1/5), LI (F1/5), MI (F2/5), LI (G1/5), LA (G2/5), LI (H2/5), HG (H3/5), HG (H4/5), CP (I3), HG (I4/5), LA (J5/5), LI (K4/5), MI (K5/5), LI (L5/5), HC (L6/5), LI (M5/5), LDR-B.

SIDE B AS JOHN HUNYADI, PRINCE OF HUNGARY

You have united the Hungarian provinces and the Pope has pronounced you Prince. Now you return your focus towards the expulsion of the Ottomans from Europe. An Ottoman army nearly twice the size of your own awaits, but you have reinforcements on the way.

Panic: 16

Units At Start: MA (C4/2), HC (D4/2), LI (D5/2), KT (E5/2), KT (F6/2), LI (G6/2), MA (G7/2), HC (H7/2), WW (E7), LDR-A.

SPECIAL RULES

1. Murad begins with 1 VP.
2. Attempts to rally HG units automatically succeed when adjacent to the LDR-B.
3. Day 2: Players should decide ahead of time if they'd like to play the scenario out as a two-day affair. At the end of the first battle, flip all units to their good-ordered side. Both players then roll a number of dice equal to the arrow symbols on surviving missile units (counting WW, but not CP). Each '6' rolled results in a hit on an opposing unit of the opponent's choice. Surviving units set up within three hexes of their CP or WW in their current state. Tally VP accumulated over both days.

HISTORICAL NOTE

An early assault left Hunyadi with the high ground, held by his knights. The next day, he assaulted the Turkish flanks with cavalry. Seeing these attacks fail, he charged their center with his knights and light infantry. These units slammed into the Janissaries, who took a beating, but eventually gave way. The Turks managed to regroup and repel the Hungarians. That evening, Turkish missiles harassed the Hungarians and on the following day, a final assault routed them.



Design: M. Nagel

SIDE A AS FERNANDEZ DE CORDOBA (SPAIN)

Spain and France worked together to seize Naples. Now, the French would deny your king of his rightful share in its wealth. You've been called "El Gran Capitan" and you'll prove it with your new "Coronelia" musket and pike formations.

Panic: 15

Units At Start: HC (A1/4), HC (A2/4), HG (B2/4), HG, (C2/4), LI (D3/4), CN|5 (D3/4), HG (E3/4), HG (F4/4), CP (D1), LDR-A, LDR-B.

SIDE B AS LOUIS D'ARMAGNAC (FRANCE)

France and Spain worked together to seize Naples. Now, the Spanish would deny your king of his rightful share in its wealth. You've marched in pursuit of the Spanish, which you outnumber by four to one in men and cannon and cornered their army on the heights of Cerignola.

Panic: 30

Units At Start: MI (A7/1), PK (A8/1), MI (B8/1), PK (B9/1), LI (C7/1), CN|5 (C7/1), MI (C8/1), CT (D7/1), CT (D8/1), MI (D9/1), LI (E7/1), CN|5 (E7/1), MI (E8/1), MI (F8/1), PK (F9/1), MI (G7/1), PK (G8/1), CP (D11), LDR-B, LDR-C.

SPECIAL RULES

1. De Cordoba starts with 1 VP.
2. D'Armagnac's CT must use command control.

HISTORICAL NOTE

De Cordoba set up his Coronelias (precursors to the Tercios) on high ground, supported by artillery in the center. The French launched two cavalry charges against the artillery, but were driven back by gunfire, as were subsequent charges against the flanks. These and further failed assaults by both cavalry and infantry resulted in the deaths of the French leaders. The French routed in confusion following a Spanish counter-attack.



Design: M. Nagel

SIDE A AS SIR THOMAS KYRIELL

English holdings in France are falling one by one. You have collected an army and sailed from Portsmouth to halt the bleeding. So far the French have been giving your army a wide berth ... but you know that won't last long.

Panic: 12

Units At Start: HA (D3/5), PK (E3/5), LA (F4/5), PK (G4/5), LA (H5/5), PK (I5/5), HA (I6/5), CP (I3), LDR-B, LDR-C.

SIDE B AS THE COMTE DE CLERMONT

The English have breached the Truce of Tours at a moment when they're foolishly weak. Now is the time to regain lost territory. An English army has been sent to stop you, but it has positioned itself poorly. Cast the invaders out!

Panic: 18

Units At Start: LA (A2/2), HI (A3/2), LI (A4/2), CN|5 (A4/2), HI (A5/2), LA (A6/2), CP (F12), LDR-B.

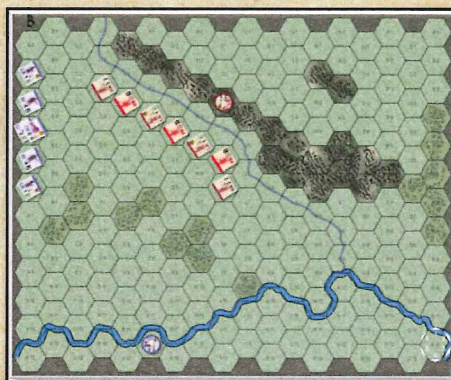
Reinforcements: 3xKT, LDR-C (Turn ?: in or adjacent to CP).

SPECIAL RULES

1. Place Wooden Bridge in H4 and Stone Bridge between (F11 and F12).
2. British archers may use rapid fire (twice/turn).
3. The French rolls a die at the beginning of each turn. If the roll is less than the current turn, their reinforcements arrive.

HISTORICAL NOTE

In the afternoon, his outposts alerted Kyriell of the French approach. He drew into a standard defensive position in front of a stream. Two initial French assaults were turned back by English missile fire. To counter their effect, Clermont brought up two Culverin guns to disrupt the English archers. The battle raged around these guns, which switched hands several times. Ultimately, the timely arrival of reinforcements brought victory to the French.



Design: M. Nagel

SIDE A AS DUKE WU OF ZHOU

The Shang rulers are brutal and cruel. They imprisoned your father out of fear and have no concept of loyalty. It's time for a change. You have led a revolt, bringing several Shang allies to your cause. Now you face the king of the Shang across the battlefield. His defeat means the beginning of a new age.

Panic: 23

Units At Start: LI (B7/3), MI (C6/3), MI (D6/3), HC (E4/3), PK (E5/3), HC (F4/3), CH (F5/3), CH (G4/3), HI (H4/3), MI (I3/3), MI (J3/3), LI (K2/3), CP (D2), LDR-A, LDR-C, LDR-C, LDR-D.

SIDE B AS KING DI XIN OF SHANG

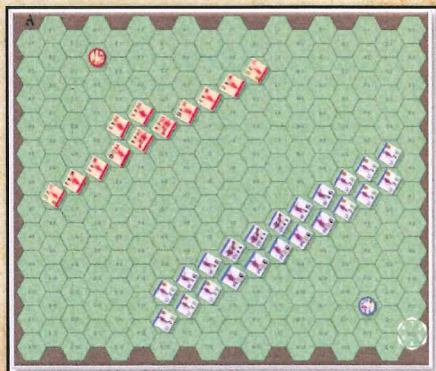
Your brilliance and leadership have created an empire. You've given great wealth to your vassals and now one of them, the Zhou, seeks to steal your throne. Only you have the right to all under Heaven, and with your massive army you will crush the traitors.

Panic: 37

Units At Start: LI (G10/6), LI (G11/6), HI (H10/6), LI (H11/6), HI (I9/6), LI (I10/6), CH (J9/6), PK (J10/6), CH (K8/6), PK (K9/6), CH (L8/6), PK (L9/6), HI (M7/6), PK (M8/6), HI (N7/6), PK (N8/6), LI (O6/6), LI (O7/6), LI (P6/6), LI (P7/6), LI (Q5/6), LI (Q6/6), CP (P11), LDR-B.

HISTORICAL NOTE

To aid in putting down the rebellion, Di Xin armed a vast number of slaves who immediately defected to Wu's army. Di Xin formed his army poorly, and when struck frontally by Wu, it's forward line fell back into its rear, causing great disorder. Di Xin's army collapsed and the king fled to his palace where he burned himself to death, along with all his treasures.



Design: B. Banks and M. Nagel

SIDE A AS BODUOGNATUS, CHIEF OF THE NERVII

Galba, King of the Belgae hatched a plot to drive the Romans from Gaul. At the head of a great army of allied tribes, he attacked the Romans at Bibracte. Galba's poor leadership resulted in a rout of the allied tribes, most of who surrendered to the Romans. Now, only your Nervii and a handful of tribes stand before the complete Roman conquest of Gaul.

Panic: 30

Units At Start: LI (G5/3), LI (H5/3), LI (H6/3), LI (I2/3), LI (I3/3), LI (I4/3), LI (I5/3), LI (J3/3), LI (J4/3), LI (J5/3), CP (J6), LI (F12/3), LI (G11/3), LI (G12/3), LI (H9/3), LI (H10/3), LI (H11/3), LI (H12/3), LI (I9/3), LI (I10/3), LI (I11/3), LI (M1/4), LI (M2/4), LI (N2/4), LI (N3/4), LI (O2/4), LI (O3/4), LI (P2/4), LI (P3/4), LI (Q1/4), LI (Q2/4), LDR-A.

SIDE B AS JULIUS CAESAR

The Belgae have underestimated the skill of your armies and your own strategic and tactical ability. Rather than attack en masse, they have allowed you to pick them apart piecemeal. Most have succumbed to your will, but a few still resist. 150,000 of these await you across the Sabis.

Panic: 42

Units At Start: LC (L4/6), MM (L5/6), MM (L6/6), HI (R5/6), HI (Q5/6), MM (Q6/6), HI (P6/6), CP (P8), MM (P9/6), HI (O6/6), HI (O7/6), HI (O8/6), HI (O9/6), MM (O10/6), HI (N10/6), HI (N11/6), MM (N12/6), HI (M10/6), HI (M11/6), HI (M12/6), LDR-A, LDR-C, LDR-C.

Reinforcements: Hix4, MMx2, LC (Turn 6, enter between R6 and R9, inclusive)

SPECIAL RULES

3. The Barbarian infantry may use a charge once during the scenario.
4. All Roman HI start the game disordered.
5. Ignore Hill terrain.

HISTORICAL NOTE

Some of Caesar's cavalry crosses the Sabis, driving opposing cavalry into nearby woods. As the remainder of Caesar's army advances and begins to make camp, the forces of three Belgic tribes rush out of the woods and across the Sabis, taking them by surprise. Roman skill at arms allows the legionaries to quickly form ranks in the face of the barbarian onslaught. The legions at the extreme left manage to rout the opposing barbarians and get behind them to turn a near defeat into a great victory.



Design: M. Nagel

SIDE A AS DUKE LI OF CHIN

After several months of maneuvering, your army faces that of Ch'u. One of your generals advocates an immediate attack, while the other suggests withdrawal. But the enemy is forming ranks. The decision has been made for you.

Panic: 26

Units At Start: HC (C10/1), BC (D10/1), BC (E9/1), LA (G9/1), LI (G11/1), LA (H9/1), HI (H11/1), LA (I8/1), HI (I10/1), BC (J7/1), HI (J10/1), BC (K6/1), LI (K9/1), HC (L6/1), CP (J12), LDR-A, LDR-C, LDR-C.

SIDE B AS THE KING OF CH'U

The Chin have been toppling kingdom after kingdom. Only you remain free of their grasp. They have tried to conquer you before, and you have beaten them time and again. Now your army is vastly superior in men and chariots. Today you will turn the tide on the Chin expansion!

Panic: 33

Units At Start: LI (A5/4), MI (B5/4), MI (C4/4), LA (D4/4), HI (E3/4), BC (E5/4), CP (F1), PK (F3/4), BC (F5/4), HI (G2/4), BC (G4/4), LA (H2/4), BC (H4/4), MI (I1/4), BC (I3/4), MI (J1/4), LI (K1/4), LDR-B.

SPECIAL RULES

1. Ignore all Hill terrain.
2. Treat hexes F8, G7 and H7 as Swamp terrain.

HISTORICAL NOTE

The King of Ch'u assembled his army to hastily; relying upon poorly trained troops and disgruntled commanders. The Chin noted that all of the Ch'u strength lay at its center and so initiated attacks on both flanks. Failure to properly coordinate a defense against this assault resulted in the collapse of the Ch'u army and a great victory for the Chin.



SIDE A AS YEN

You have been called to assist one of your allies in its conquest of Cheng. Your army greatly outnumbers Cheng's and you have far more chariots. Your victory will be swift and brutal.

Panic: 23

Units At Start: LI (B11/1), LI (C10/1), LI (C11/1), LA (D10/1), HI (D11/1), LA (E10/1), BC (F10/1), HI (F11/1), BC (G9/1), PK (G10/1), BC (H9/1), PK (H10/1), PK (H11/1), CP (H12), BC (I9/1), PK (I10/1), BC (J10/1), HI (J11/1), LA (K10/1), LA (L10/1), HI (L11/1), LI (M10/1), LI (M11/1), LI (N11/1), LDR-B, LDR-C, LDR-D.

SIDE B AS CHENG

The Yen have chased you into ground of your own suiting. Your leaders are wily and Yen has left a town behind him. Keep him busy while you stab his great army in the back!

Panic: 30

Units At Start: LA (C2/4), LI (D2/4), BC (D3/4), HI (E2/4), LA (G1/4), CP (H1), HI (H2/4), BC (H3/4), LA (I1/4), HI (K2/4), LI (L2/4), BC (L3/4), LA (M2/4), LC (P2/4), HC (Q2/4), LC (R3/4), LDR-B, LDR-C, LDR-D, LDR-D.

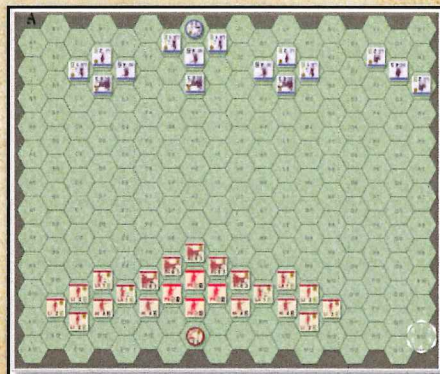
Reinforcements: 2xHI, 2xLI, 1xLA (see Special Rules for entry).

SPECIAL RULES

1. Place a Town in hex Q12.
2. Beginning on Turn 3, the Cheng player rolls a die. If the roll is less than the current turn number, reinforcements enter in or adjacent to Q12. The Yen player may not move within two hexes of Q12 until the reinforcements arrive.

HISTORICAL NOTE

The Yen were a mercenary force sent to destroy a Cheng army. The latter retreated until it could find a suitable battlefield. The Yen chased the Cheng past the town of Che. Rather than take it, the Yen bypassed the town rather than lose their grip on the Yen. This allowed the Cheng to hold the Yen in place while a maneuvering force circled around under the cover of the town to strike the Yen from behind, bringing about a great victory.



Design: B. Banks and M. Nagel

SIDE A AS GERMANICUS, GENERAL OF ROME

The pain from the loss at the Teutoburg Wald is still being felt. The emperor, your uncle, has sent you into the wilderness to put down the rebellious German tribes once and for all. The morale of your men is as strong as their training. No eagles will be lost this time!

Panic: 23

Units At Start: HC (I8/2), LC (I9/2), CP (K12), HC (J9/2), HI (J10/2), LI (K9/2), HI (K10/2), LI (L10/2), HI (L11/2), MM (M10/2), HI (M11/2), MM (N11/2), HI (N12/2), LI (O11/2), HI (O12/2), LI (P12/2), LDR-B, LDR-B.

SIDE B AS ARMINIUS, CHIEF OF THE GERMANS

The Romans have not learned the lesson of the Teutoburg Wald and have returned to take your territory. You done everything you could to avoid battle, including appealing to the Roman's greed and avarice, but to no avail. You have defeated a Roman army before and you'll do it again.

Panic: 13

Units At Start: LI (L8), LC6 (M8), LI (N8), LI (N9), LI (O8), LI (O9), CP (Q7), LI (P9), MM (P10), MM (Q10), MM (R11), LI (I6), LI (J7), LI (K7), LDR-B, LDR-B.

SPECIAL RULES

1. Ignore the Stream terrain.
2. Roman HC does not disrupt in Woods terrain.

HISTORICAL NOTE

The terrain played into the Romans hands, as they formed a strong front with cavalry support on one wing and the Wesser River on the other. The Germans charged bravely and nearly broke through the stiff Roman center. The Roman flanks held and repulsed the German attack. While retreating back toward the woods, confusion broke out among the Germans as the Roman cavalry struck them from behind. With both flanks broken, the German center followed suit.



Design: M. Nagel

SIDE A AS ALFRED, PRINCE OF WESSEX

The Vikings have been running wild through the adjacent kingdom of Mercia. Your brother Ethelred has been bribing them to ensure the security of Wessex, but their greed has brought them across your borders. You have been fighting for weeks and after a brief respite following a defeat at Reading, you have to form battle lines again.

Panic: 11

Units At Start: LI (P2/3), LI (O2/3), LI (N3/3), LI (M4/3), MI (M5/3), MI (M6/3), MI (M7/3), LI (M8/3), CP (K4), LDR-A, LDR-D.

SIDE B AS KING HALFDAN RAGNARSSON AND THE VIKINGS

England is torn by internal fighting and has turned its gaze inward. You and your Vikings have taken the opportunity to invade. Mercia has been ravaged and has nothing else to offer. Wessex has been paying you well, there must be more for the taking. Their army is on the run ... now is the time to finish it off.

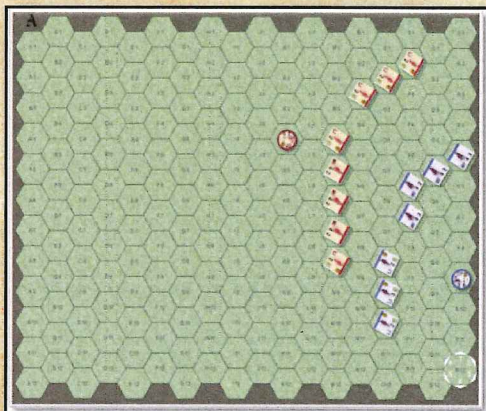
Panic: 11

Units At Start: MI (R5/6), MI (Q5/6), MI (P6/6), MI (P7/6), LI (O8/6), LI (O9/6), LI (O10/6), CP (R9), LDR-B, LDR-D.

HISTORICAL NOTE

Four days after the defeat at Reading, Alfred has summoned all able-bodied men from the surrounding countryside.

Both armies drew up before each other, the Vikings on somewhat better ground. The Saxon army was eager to fight, but Ethelred opted to spend time in prayer. Alfred took the opportunity to seize command of the army and charged the Vikings. The battle, ultimately a huge melee, went Alfred's way with great loss of life on both sides.



Design: M. Nagel

SIDE A AS ABDUL RAHMAN AL GHAFIQI

The Umayyad Caliphate is the strongest in the world, stretching from Persia to Iberia, spreading the power of Islam across the globe. An opportunity to spread the true faith across the Pyrenees and into Frankish territory has presented itself. God is with you.

Panic: 30

Units At Start: LI (D3/4), LC (D4/4), MI (E1/4), LA (E2/4), LC (E3/4), LA (F3/4), LC (F4/4), MI (G1/4), LI (G2/4), LC (G3/4), LI (H3/4), LC (H4/4), MI (I1/4), LI (I2/4), LC (I3/4), LI (J3/4), LC (J4/4), MI (K1/4), LI (K2/4), LC (K3/4), LA (L3/4), LC (L4/4), MI (M1/4), LA (M2/4), LC (M3/4), LI (N3/4), LC (N4/4), CP (P1), LDR-B, LDR-C.

SIDE B AS CHARLES MARTEL

The infidels spread their beliefs across the globe and threaten the one true faith. Now, they invade your territory, leaving terrible destruction and desolation in their wake. But they have been defeated before and they are unaware of the strength of a Frankish army. God is with you.

Panic: 39

Units At Start: PK (E7/1), PK (F8/1), PK (G7/1), PK (H8/1), PK (I7/1), PK (J8/1), PK (K7/1), PK (L8/1), KT (M8/1), LI (M9/1), KT (N8/1), LI (N9/1), KT (O7/1), LI (O8/1), CP (O10), LDR-B, LDR-B.

SPECIAL RULES

1. The Frankish PK may use a Barbarian Charge once per turn.
2. At the start of each turn, starting with Turn 2, the Frankish player rolls a die. If the roll is less than the current turn, place 4xLI and a LDR-D in hexes R1-4.
3. The Franks start with 1 VP.

HISTORICAL NOTE

Charles Martel selected the ground for the battle well. He formed his forces into a large square that was virtually impenetrable to continual cavalry shocks. While occupying the invaders, Martel sent a small contingent to sack the Umayyad base camp. This action drew off part of the Umayyad forces, an act perceived by much of the rest of their army as a retreat, which it soon became. While trying to halt it, Abd-al-Rahman was surrounded and killed.



Design: B. Banks and M. Nagel

SIDE A AS BOUDICCEA, QUEEN OF THE ICENI

The Romans have ignored your claims to the throne of the Iceni. Rather than adhering to your father's wishes, they have flogged you and raped your daughters. In return you have led a revolt, destroyed their temple and burned their cities. At every step, the Romans have retreated before your superior numbers. Now you've finally caught them.

Panic: 18

Units At Start: LI (C2/4), LI (D2/4), LI (D3/4), LI (D4/4), LI (E1/4), LI (E2/4), LI (E3/4), CP (F1), LI (F2/4), LI (F3/4), BC (F4/4), LI (G1/4), LI (G2/4), LI (G3/4), LI (H2/4), LI (H3/4), LI (H4/4), LI (I2/4), LDR-B.

SIDE B AS PAULINUS, GENERAL OF ROME

You've received word that the Iceni have revolted, and have rushed to meet them with what force you could muster. With the rebels hot on your heels, you've led them into terrain beneficial to the skills of the Roman legionnaire.

Panic: 10

Units At Start: HI (D9/1), HI (E9/1), LA (F9/1), HI (F10/1), HI (G9/1), HI (H9/1), LC (E11/1), CP (F11), LDR-A, LDR-C.

SPECIAL RULES

1. The wooded terrain is impassible and no unit may move beyond hex columns C and I.
2. The Iceni must use Command Control.
3. The Barbarian LI may use a charge once during the scenario. It must be used on the first turn that command control is lost, if unused by that point.

HISTORICAL NOTE

The barbarians outnumbered the Romans by 20 to 1. Paulinus placed his forces in a gorge to avoid being outflanked. The barbarians charged in and slammed against the Roman shields. Terrain, discipline and the use of fluid wedge formations allowed the Romans to easily withstand the shock of the barbarian attacks. The barbarians fell in massive numbers before the Roman shield wall, until they were finally routed and massacred.



Design: M. Nagel

SIDE A AS SOKMAN IBN ARTUQ

The Seljuk Empire has been weakened by in fighting and the Christians have taken advantage to send new armies into the Holy Land. You have made peace with your neighbors in light of this threat and have banded together to hurl the infidels out.

Panic: 21

Units At Start: MA (J9/1), MA (J10/1), MA (K8/1), MA (K9/1), MA (L8/1), MA (L9/1), MA (M7/1), MA (M8/1), MA (N7/1), MA (N8/1), MA (O6/1), MA (O7/1), WW (H12), LDR-A, LDR-C.

Reinforcements: 3xMA, 3xHC, LDR-B (see Special Rules for entry).

SIDE B AS BALDWIN II OF EDESSA

This new crusade has not gone well. The Christian states have all but been cut off from Europe. In fighting and power struggles have left the crusaders weak and subject to defeats by the infidels. But now you've banded together to take the city of Harran and your united army is no match for the Turkish light horse.

Panic: 46

Units At Start: HA (K2/4), KT (K3/4), HI (L2/4), KT (L3/4), HI (M1/4), KT (M2/4), HA (N1/4), KT (N2/4), WW (C1), LDR-B.

Reinforcements: 4xKT, 2xHI, 2xHA, LDR-C (see Special Rules for entry).

SPECIAL RULES

1. All Crusader units are subject to Command Control.
2. Starting with Turn 2, both players roll a die at the beginning of each turn. If the roll is less than the current turn, they receive their reinforcements along the map edge adjacent to and within two hexes of their respective Camps.

HISTORICAL NOTE

The Seljuks were attempting to break the siege of Harran when crusader reinforcements under Behemund arrived. The Seljuks immediately withdrew, a sign taken by the Crusaders as a retreat. The pursuit continued for two days until the Seljuks turned to fight at the Balikh River, taking the Crusaders completely by surprise. Baldwin's forces had crossed the river in foolish pursuit of the Turks and were trapped by the counterattack, resulting in Baldwin's capture.



Design: M. Nagel

SIDE A AS PHILLIP VI OF FRANCE

A foreign power cannot hold claim upon the throne of another. You have gathered a force of loyal nobles to stem the tide of invasion. Things have not gone well, but you have kept your forces intact. The invaders are tired and far from supply. There is no better time to strike!

Panic: 57

Units At Start: LA (K8/1), KT (K9/1), KT (K10/1), KT (K11/1), LA (L8/1), KT (L9/1), MI (L10/1), KT (L11/1), LA (M7/1), KT (M8/1), MI (M9/1), KT (M10/1), LA (N7/1), KT (N8/1), MI (N9/1), KT (N10/1), LA (O6/1), KT (O7/1), KT (O8/1), KT (O9/1), CP (N12), LDR-B.

SIDE B AS EDWARD III OF ENGLAND

The French king is dead and a pretender has been placed on the throne. You are the only royalty with a valid claim on France, and you will take it. You've crushed the French fleet and have been making slow but steady progress toward complete conquest. For now, your army needs to rest and recuperate and the ground near Crécy looks promising.

Panic: 17

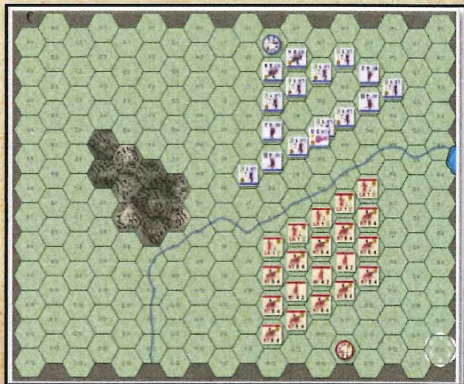
Units At Start: LA (J6/4), CP (K1), KT (K2/4), LA (K3/4), MI (K4/4), HI (K5/4), KT (L2/4), LA (L3/4), LA (L5/4), LA (M2/4), LA (M4/4), CN4 (M4/4), LA (N2/4), LA (N4/4), MI (O2/4), HI (O3/4), LA (P3/4), LDR-A, LDR-B.

SPECIAL RULES

1. Any unit entering the Stream must stop, in addition of normal effects.
2. French knights must use Command Control.
3. English archers may fire three times per turn.
4. The English start with 1 VP.

HISTORICAL NOTE

This battle was an example of quality over quantity and experience over inexperience. The French were over-eager to attack the English, confident that their numbers would swiftly carry the day. The English has set up in an excellent defensive position, allowing the French charge to be slowed and devastated by longbow and primitive artillery fire. After multiple charges and terrible casualties, the French withdrew in disgrace.



Design: M. Nagel

SIDE A AS BAIBAR

The Khwarezmians have been hurled from their homeland by the Mongols and have settled on Jerusalem as a new home. Your Egyptian leaders have brokered a peace with them and sent you to aid in their defense against the Outremers and your own Jordanian cousins. Although their host includes powerful knights, you can counter them with your Mamluk warriors.

Panic: 22

Units At Start: CT (M1/5), CT (M2/5), CT (M3/5), CT (N1/5), CT (N2/5), CT (N3/5), LC (M5/6), LC (M6/6), LC (M7/6), LC (M8/6), LC (M9/6), LC (N6/6), LC (N7/6), LC (N8/6), LC (N9/6), LC (N10/6), CP (Q7), LDR-A, LDR-B.

SIDE B AS WALTER IV OF BRIENNE

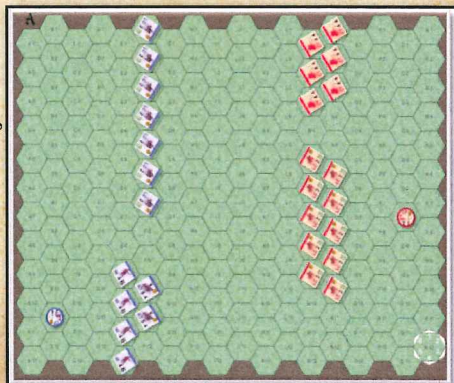
The emperor has come to an agreement with the Muslims that he would be crowned King of Jerusalem, but the Khwarezmians have taken over and are supported by Egypt. You have been sent to lead an allied army to remove these invaders. The invaders may have Mamluks, but you have knights of the Templar, Hospitaller and Teutonic orders and thousands of Syrian cavalry.

Panic: 22

Units At Start: HI (E9/2), HI (E10/2), HI (E11/2), HI (E12/2), KT (F10/2), KT (F11/2), CP (B11), LC (F1/3), LC (F2/3), LC (F4/3), LC (F5/3), LC (F6/3), LC (F7/3), LDR-B, LDR-D.

HISTORICAL NOTE

This scenario represents the second day of the battle. Baibars attacked the Syrian allies with Khwarezmian cavalry, tearing them apart. With their left flank destroyed, the crusaders launched an assault against the Mamluks, hoping to rout them and surround the Khwarezmians, but their attack stalled. This allowed the Khwarezmians to surround the Crusaders instead, resulting in their collapse. Over 5,000 were killed and 800 prisoners taken, including Walter of Brienne.



Design: M. Nagel

SIDE A AS KING BALDWIN IV

You are a leper and your kingdom is in turmoil. None of your plans for alliances or conquest are getting started. You have learned that Saladin has begun an invasion of your kingdom with Jerusalem as its goal. You only have a few knights on hand, but you will do what you can to stop his advance.

Panic: 19

Units At Start: HI (D5/3), HA (D6/3), HI (E4/3), KT (E5/3), HI (F4/3), KT (F5/3), HI (G3/3), KT (G4/3), HA (H3/3), KT (H4/3), CP (B1), LDR-A, LDR-B, LDR-C.

SIDE B AS SALADIN

The crusader king is far too weak personally and militarily to stop you from taking back that which was stolen. You've taken town after town and left a token force to contain the crusaders. What's this? They're attacking?!?

Panic: 46

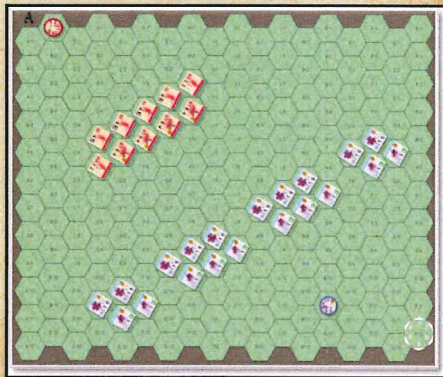
Units At Start: MA (D11/6), MA (E10/6), LC (E11/6), LC (F11/6), MA (G9/6), MA (H9/6), LC (H10/6), MA (I8/6), LC (I9/6), LC (J9/6), MA (K7/6), MA (L7/6), LC (L8/6), MA (M6/6), LC (M7/6), LC (N7/6), MA (O5/6), MA (P5/6), LC (P6/6), LC (Q5/6), CP (N10), LDR-A, LDR-C.

SPECIAL RULES

1. All of Saladin's units begin the scenario disrupted.
2. The Crusader player may use Rout Movement.

HISTORICAL NOTE

Saladin underestimated the skill of the crusaders, who easily swept aside their "captors" and set out in pursuit. The crusaders caught Saladin by surprise. While Saladin attempted to form up, Baldwin led a charge into the heart of their ranks, causing great destruction. Nearly all of Saladin's army had been destroyed by a relative handful of knights being led by a sickly boy-king. Saladin fled back to Egypt to begin rebuilding his forces.



Design: B. Banks and M. Nagel

SIDE A AS JOHN II OF FRANCE

The Black Prince has been raiding throughout the country, burning and pillaging as he goes. You've caught up with him outside of Poitiers. Your father was unable to defeat the English king. You have a chance to defeat his son.

Panic: 35

Units At Start: HA (N6/6), HA (N7/6), KT (N8/6), HA (O5/6), KT (P5/6), MI (P7/6), MI (P8/6), MI (P9/6), MI (Q7/6), MI (Q8/6), MI (Q9/6), MI (R7/6), MI (R8/6), MI (R9/6), MI (R10/6), CP (R11), LDR-B, LDR-D.

SIDE B AS THE BLACK PRINCE

Your garrisons have been under threat and you have ridden to their aid. Little resistance has been offered so far, but bad weather and strong walls has delayed you at Tours, allowing an army under King John to catch you. Let them come! You'll finish them in the same manner that you and your father finished them at Crécy.

Panic: 12

Units At Start: MI (J4/3), CP (K2), KT (K3/3), MI (L3/3), HI (L5/3), HI (L6/3), LA (L7/3), LA (L8/3), HI (M4/3), LA (N4/3), LA (O3/3), LDR-A, LDR-C-LDR-C.

SPECIAL RULES

1. Units moving into the Stream terrain must stop, in addition to standard effects.
2. French knights must use Command Control.
3. English archers may fire three times per turn.
4. The English start with 1 VP.

HISTORICAL NOTE

Edward learned well at Crécy. He arrayed his army into three battles, his left wing simulating retreat. This caused a French charge that was met with a hail of missile fire. The Dauphin followed with infantry, but was thrown back. Upon witnessing the retreat, the third French unit routed, allowing the English to surround the remaining French. In the melee, King John was captured. Unable to pay sufficient ransom, John died in captivity.



Design: M. Nagel

SIDE A AS CHRISTIAN I OF DENMARK

The Kalmar Union was created to protect Scandinavia from military and economic threats, and you are its head. The new Swedish viceroy wants to break off, threatening the entire Union. You must remove the beast's head to save its body.

Panic: 15

Units At Start: HI (H6/5), HG (H7/5), HI (I6/5), HG (I7/5), HI (J7/5), LG (J8/5), CN|5 (J8/5), CP (K7), LG (K7/5), HG (K8/5), LDR-A, LDR-B.

SIDE B AS STEN STURE OF SWEDEN

The Danes have turned your nation's agreement to join the Kalmar Union as an excuse to dictate your national policy. You've been elected as viceroy to return your national sovereignty. Defeating Christian as he lands his forces will guarantee your freedom.

Panic: 32

Units At Start: LI (C8/1), MI (D8/1), LI (D9/1), HT (E8/1) LI (E9/1), HT (F9/1), LI (F10/1), HT (G9/1), LI (G10/1), MI (H10/1), LI (H11/1), HI (P7/5), HI (P9/6), CP (P8), LDR-B.

Reinforcements: 2xCT, HT, 2xLDR-C (see Special Rules for entry).

SPECIAL RULES

1. Place Towns in hexes K7, M8 and M9. Place a Wooden Bridge in hex N8.
2. Ignore all Woods terrain between the River and Stream. Treat all Hill terrain as Woods.
3. Starting on Turn 3, the Swedish player rolls a die at the beginning of the turn. If the roll is less than the current turn number, his reinforcements arrive on the Stream terrain in hexes from D2 to J5.
4. The HI in O7 and O8 may not be activated until the reinforcements arrive, unless the Wooden Bridge is crossed by the Danes.

HISTORICAL NOTE

Sture planned to trap the Danes in a pincer. He sent his cousin Nils in a long march around the Dane's right flank. This loss of strength inflated the Danes' confidence, and engaged Sture immediately. While Sture held out, Nils' force reappeared behind the Danes in addition to another Swedish force from Stockholm landing against their left flank. The Danes' position became indefensible. They withdrew to their boats, but not without inflicting great casualties among the Swedes.



Design: M. Nagel

SIDE A AS VLADYSLAV III OF POLAND

The Turks are at the doors of Constantinople and you've been asked by the Pope to hold them back. You've marched toward Varna on the Black Sea to link with a large papal fleet, but it is nowhere to be found. To make matters worse, you've discovered a large Turkish army encamped nearby. A successful surprise attack may drive them off.

Panic: 30

Units At Start: LG (L11/1), CP (L11), HC (N8/1), LC (N11/1), HC (M7/1), LC (M8/1), HC (L7/1), LC (L8/1), LC (J7/1), LC (J10/1), HC (I6/1), LC (I9/1), LC (H6/1), LC (H9/1), LC (F7/1), HC (E6/1), LC (D7/1), LDR-B, LDR-B, LDR-D, LDR-D.

SIDE B AS MURAD II

You have taken a beating by the Hungarian commander Hunyadi and have retired in disgrace. The Christians now launch another crusade into your territory and your son has convinced you do return to command. You lead a large army across the Bosphorus to protect your provinces. Your Janissaries may lead you to victory this time.

Panic: 25

Units At Start: LC (D3/4), LC (D4/4), LC (E2/4), LC (E3/4), LC (F2/4), LC (F3/4), LI (H1/4), HG (H2/4), CP (I1), HG (I2/4), LI (J1/4), HG (J2/4), LC (L2/4), CC (L3/4), LC (M2/4), CC (M3/4), LC (N3/4), LC (N4/4), LDR-A, LDR-B, LDR-D.

SPECIAL RULES

Treat all Hill terrain as Woods.

HISTORICAL NOTE

The Turks began the battle with a strike at the Hungarian's right, managing to push it back toward the Hungarian camp. The Hungarian left managed to push back the Ottoman right and was on the verge of breaking it when the young king foolishly charged the Ottoman Janissaries at the center and was killed in the process. The battle ended as a costly stalemate, followed by a general retreat that cost the Hungarians the rest of their army.



Design: B. Banks and M. Nagel

SIDE A AS HENRY V OF ENGLAND

You've reinvaded France to claim debts owed and avenge insults received. Your success has been great, but now you must retreat into winter quarters at Calais. The French have been dogging your footsteps and you're forced to fight before they can be reinforced. Your men are tired, hungry and ill, but can still fight like lions.

Panic: 7

Units At Start: LA (C2/4), LA (D2/4), HI (E1/4), LA (F1/4), HI (G1/4),
LA (H2/4), LA (I2/4), CP (J1), LDR-A.

SIDE B AS CHARLES VI OF FRANCE

The English have defeated much larger French armies time and again, so you would prefer to starve Henry out rather than fight. But Henry has chosen to hold his ground after a long retreat. They are tired and hungry and you outnumber them by three to one. Henry, like your good King John, will spend the remainder of his days in prison.

Panic: 65

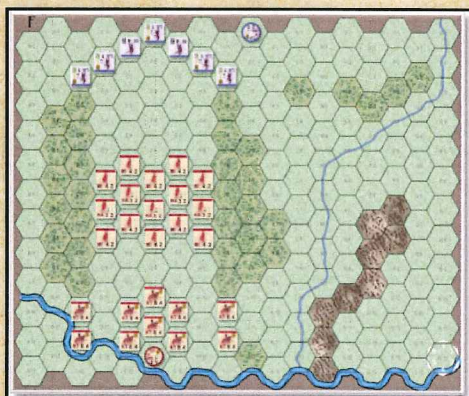
Units At Start: MI (D6/1), HA (D7/1), MI (D8/1), MI (E5/1), HA (E6/1),
MI (E7/1), MI (F6/1), HA (F7/1), MI (F8/1), MI (G5/1),
HA (G6/1), MI (G7/1), MI (H6/1), HA (H7/1), MI (H8/1),
KT (C10/1), KT (C11/1), KT (E10/1), KT (E11/1), KT (F10/1),
KT (F11/1), CP (F12), KT (G10/1), KT (G11/1), KT (I10/1),
KT (I11/1), LDR-B.

SPECIAL RULES

1. Woods terrain is impassable and units may not move beyond hex columns B and J.
2. English archers fire three volleys per turn.
3. The French KT and MI are subject to Command Control.
4. The English start with 1 VP.

HISTORICAL NOTE

Like his predecessors, Henry chose his ground well. The French, confident in a victory, charged into the narrow battlefield and were again struck down by massed missile fire. The congested battlefield allows no maneuver, so the French suffered further losses while trying to move through mud and their own casualties. Other than a small force managing to sack the English camp, the English army was relatively unscathed, while the French was slaughtered.



[18.0] DESIGN YOUR OWN

One benefit of generic units and a standardized combat system such as that used in *ANCIENT BATTLES DELUXE* is that scenarios can be easily created.

Players receive a set amount of build points with which to create their respective armies, thus creating a mathematically balanced situation. This **Design Your Own (DYO)** system can also serve as the basis for developing campaign games. Follow the steps outlined below when creating your own scenario.

[18.1] Army Dispositions: There are two standard scenarios: **Meeting Engagements** and **Assaults** which involve a clearly defined Attacker and Defender.

[18.2] Building Armies: Players build their respective armies by selecting either a **Camp (CP)** or a **War Wagon (WW)** unit and then spending **Build Points (BP)** to purchase their remaining units.



Note that **Cannon (CN)** units have a variable cost of **4 times the Firepower Value** the purchasing player opts to give it, up to a maximum Firepower Value of 5.

For Example, a player opting to purchase a **CN** unit with a 3 Firepower Value would spend 12 Build Points for it.

In a **Meeting Engagement** scenario, both players receive the *same amount* of BPs.

Typically, this would be 100 BPs each.

When playing an **Assault**, the Attacker should have 25% more Build Points, rounding any fraction up, than the Defender receives (to offset the Defender's positional advantage in using terrain. Typically, this would be 125 BPs for the Attacker and 100 BPs for the Defender.

Players can vary the amount of starting BPs from those suggested by mutual agreement.

The costs for each unit type are as shown on the Build Cost Chart.

[18.3] Map Selection: Generally speaking, any **Meeting Engagement** scenario should use Map A (i.e., without terrain features).

When playing an **Assault** scenario, the Defender selects the map to use. When designing an historical engagement, select the map whose terrain most closely matches the historical situation or use the Terrain tiles to create a close approximation. These tiles are double-sided to provide maximum flexibility and the number of each has been optimally set to allow the recreation of any of the generic maps.

The ground (distance) and unit (aggregation) scales vary by time period. Earlier scenarios have larger ground and unit scales, while more "modern" scenarios have smaller ground

and unit scales. This reflects changes in tactics and technology.

How to Build the Generic Maps

Follow the hex tile listings below to create the generic maps.

Streams: In the case of a Stream hex tile, these come in three varieties: Tight turn (T) where the stream enters and exits between adjacent hexsides, Easy turn (E) that is two hexsides apart, and a Straight through (S) that is three hexsides apart. In addition, a **direction arrow** is included on each tile to indicate its correct placement on the map.

For Example: A stream placement instruction reads "G5|E3". That means, in hex G5, place an Easy turning Stream hex tile, facing direction 3.

Rivers: River tiles come in four varieties indicating the number of hexsides traversed by the river terrain. Also, a **direction arrow** is included on each tile to indicate its correct placement on the map.

For Example: A river placement instruction reads "G5|31". That means, in hex G5, place a 3-hexside river hex tile, facing direction 1.

In addition to standard River tiles, there are also tiles that combine river terrain with woods or rough terrain. These are placed in the same fashion as regular river tiles. The placement instructions list these as Wooded River or Rough River.

Building Map B

Woods: B8, C6, C7, E7, F7, G8, H8, H9, J10, Q6, R4, R5, R6, R7, R8

Hills: E1, F2, G2, H3, I3, J4, K4, K5, L5, L6, M2, M5, M6, N3, N5, N6, O5, O6, P6

River: A12|16, B12|34, C12|16, D12|34, E12|16, F12|34, G12|16, H12|25, I11|25, J11|25, K10|34, L11|26, M11|16, N10|44, N11|15, O10|26, P11|26, Q11|26, R12|16

Stream: D1|S6, D2|E6, E2|S5, F3|S5, G3|S5, H4|S5, I4|S5, J5|E3, J6|E6, K6|S5, L7|S5, M7|S5, N8|E3, N9|S6

Building Map C

Woods: A2, A3, A4, A6, A7, A8, B3, B4, B6, B7, C3, D4, M10, M11, N11, O9, O10, P10

Hills: G9, G10, H9, H10, H11, I9, I10, J10, J11, K10, K11, L11, O3, O4, P3, P4, P5, P6, P7, P8, P9, Q3, Q4, Q5, Q6, Q7, Q8, Q9, R5, R6, R7, R8, R9

Wooded River: A5|16, B5|22, C4|44, C5|24, C6|24

River: C7|11, D8|35, D9|11, E9|35, E10|21, E11|11, F12|26, G12|16, H12|34, I12|16, J12|34, K12|16, L12|34, M12|16, N12|34, O12|16, P12|34, Q12|16, R12|25

Building Map D

Hills: B2, C2, D3, E3, F4, G4, G7, G8, H5, H7, H8, H9, I2, I3, I8, I9, I10, J2, J4, J9, J10, J11, K10, K11, L10, L11, M10, M11,

N10, N11, O10, O11, P10, P11

River: R1|21, R2|21, R3|21, R4|21, R5|21, R6|21, R7|21, R8|21, R9|21, R10|21, R11|21, R12|21

Building Map E

Hills: D5, D6, E5, E6, E7, F6, F7, F8, G6, G7

Stream: F9|E1, F10|S6, F11|S6, F12|S6, G8|S1, H8|S1, I7|E2, J8|E5, K7|S1, L7|S1, M6|S1, N6|S1, O5|S1, P5|E2, Q5|E5, R5|E3

Building Map F

Woods: B4, B5, B6, B7, B8, B9, C3, C4, C5, C6, C7, C8, C9, I3, I4, I5, I6, I7, I8, I9, J5, J6, J7, J8, J9, J12, K7, K8, L3, N3, O3, P3, Q2

Hills: M10, M11, M12, N10, O7, O8, O9, P7, P8

River: A9|13, B10|23, C10|14, C11|42, D11|13, E11|23, F12|14

Stream: L10|E1, L11|S6, L12|S6, M5|E1, M6|S6, M7|S6, M8|S6, M9|E6, N5|S1, O4|S1, P4|S1, Q3|S1, R1|S6, R2|S6, R3|E4

[18.4] Army Deployment: Armies deploy using the Free Deployment Option Rule (17.1, substituting a **War Wagon** for a **Camp** unit's placement, when necessary). In an **Assault** scenario, the Defender is Side B.

In a **Meeting Engagement** scenario, the Side B player is the one who spent more on his army (if tied, roll a die or flip a coin to determine who Side B is).

18.5 Panic Levels: An army's Panic Level equals 50% of its total At Start, non-disrupted Combat Strength.

When creating your own scenarios, Panic Levels can be adjusted to reflect historical circumstances or as a play balancing device.

18.6 Victory Conditions: Victory is determined in the usual manner as per Rule 14.0.

When creating your own scenarios, one side or the other might also receive a "Scenario Assigned" Victory Point marker to reflect historical circumstances or as a play balancing device.

How to Build Your Own Scenario

By Mike Nagel

So, less than one page of easy instructions later, you're all ready to start building your own scenarios. Now what? Presumably, you wish to create an **ABD** version of a favorite battle and play it out on your game table, but where to begin?

This guide takes you through the scenario design process, moving you along the path to contributing your new scenario(s) to the ever-growing **ABD** collection. We can't have enough scenarios for this great game series and **Victory Point Games** and I hope that you'll be contributing your scenarios soon.

Step One: Selecting a Battle

It is not enough simply to want to recreate a favorite battle. You must first be confident that you have acquired sufficient knowledge of the subject to create a scenario that at least approximates the struggle it depicts. To accomplish this, you must research a solid account of what happened, answering the proverbial five “Ws.”

1. **When** did the battle occur? Although this is usually the easiest information to acquire, depending upon the battle and historic sources, it might be a debatable matter.
2. **Who** participated? While it might be easy to ascertain the names and ability of the battle’s leaders, getting an accurate account of the numbers and types of troops present can be difficult. Accurate records were seldom kept by (or survived from) ancient sources, so we must use available sources which are often vague or biased depending upon the sympathies of the writer.

In addition to the numbers of troops present, their *types* must be determined. When accounts of the battle lack this information (as they often do), take a look from a higher vantage point and try to determine what the *typical* make-up of an army from that period might be and then extrapolate from there. In this way, you can make an educated guess what the **OOB** (Order of Battle – a listing of the types and quantities of troops and their military organization into a larger unit) for both sides is to a reasonable degree of accuracy.

3. **Where** did the battle occur? This *should* be obvious, but can be quite difficult to ascertain. Many famous battle sites remain a matter of conjecture. And even for those battle sites where the location is well documented, the terrain likely looks nothing like it did 500 years ago, let alone 3000, so using Google Earth might not be the easy answer you seek. Instead, look to accounts of the battle describing the preeminent terrain features and how they impacted the fighting and the outcome. If you’re lucky, you might find a more contemporary map or diagram of the battle site, or at least some historian’s interpretation of it.
4. **What** happened? Ultimately, this is what your scenario tries to depict. How long did the battle last? Did environmental factors (air and ground conditions, key terrain features, omens, etc.) play a key role? Which side won and how decisively?
5. **Why** did the battle occur in the first place? You might think this factor is irrelevant, but it is not enough to merely know that it occurred. If you are to create proper victory conditions, it is vital to understand the motivation of the opposing forces. Without

this understanding, every victory becomes hollow, and the struggle stripped of its romance and terror.

Source Material: You should reference at least *two* good sources to ensure that your information is corroborated. Personally, I find no harm in using other game designs as source material, but make sure to include at least one other non-game design source!

With your knowledge base established, you are ready to start creating a scenario.

The Hard Work Is Already Done!

You are fortunate to be designing a scenario for a well-established, sturdy game system that is already designed. This has its benefits.

First, the types of units available and their function on the battlefield already exist in the game’s units, systems and mechanics. You just need to match these game pieces to their historical counterparts from your research.

And with regard to selecting the numbers and types of units on both sides, the actual quantities you choose are not as important as their *proportion*. Since you are designing a scenario for a generic combat system, you can set the scale of the scenario to fit your impression of how the battle should “feel” to capture the flavor of the historical narrative.

Simply put, how many total pieces should go on the game board is a Goldilocks porridge problem – if the number of units in play is too small, the scenario ends too quickly; if the number of units in play is too large, then the scenario may become too static.

One useful way to determine how many units should be deployed during the game’s set up is to let the terrain on the map “speak.” If you have managed to find a good map or diagram of the battlefield, use it to recreate that battlefield on the game board with the terrain tiles provided in this expansion kit. Of course, if the battle took place in a vast, open, Zama-like plain, that makes cooking up the OOB more problematic, but where terrain constraints anchored the initial deployment of forces, you can use those distances on the maps to tell you how many units are required to form appropriate-length lines of troops.

How Good Were They, Really?

With the armies arrayed upon your battlefield, you must get them moving. This is done in **ANCIENT BATTLES DELUXE** through the proper assignment of Leader units. There are four types of Leader units to choose from and their selection determines how the armies will act and react once the dancing on the battlefield commences. The greater the number of high quality Leader units available to one side, the more flexible its forces are. Conversely, an army with a dearth of quality leaders soon finds itself mired and immobile.

When determining which types of Leader units to assign to an army, look beyond the personalities themselves and *examine how the army behaved under its commanders at that battle*. Even Julius Caesar had bad days, so don’t feel compelled to give him an A rating in every scenario where he appears.

In addition to leadership, army morale affects the tenor and tempo of battles. The higher an army’s morale, the more losses it can sustain before breaking. In game terms, an army’s starting Morale Level is equal to one-half of its initial strength (i.e., the sum of the strength of all units within that army), but see below:

Special Rules: The “Fudge Factor”

History provides us few perfectly balanced battles. Usually, one side has a marked, if not overwhelming, advantage in quantity and/or quality of men and leadership. Such one-sided contests are usually only fun when playing the side with all of the advantages.

Fortunately, **ABD** offers a solution to this problem: **the Special Rule**. The rule of the Special Rule is that any *Standard Rule* can be modified or even broken. When designing a scenario, keep thinking ‘outside of the rules booklet.’ If the battle you’re working on featured an event whose proper simulation would violate the normal rules of movement or combat, you can adjust things via that scenario’s Special Rules. *However, be careful that your Special Rule’s implementation does not completely break the game!*

Check Your Ego at the Door

Okay, you’ve got your scenario built: the map is laid out, the units are set up and any Special Rules noted. Now you must test it.

Solitaire is a good way to start. Push the pieces around a few times and make sure it feels right. If you have sufficient information concerning the historical outcome, **try to recreate it exactly** (even if you have to fudge a few die rolls). If you’re confident that your scenario could accurately depict the battle, you’re on the right track. If not, reconsider the use of Special Rules if necessary to bend it into shape, and then keep testing yourself until you’ve brought it along as far as you can.

When you have it where you’re satisfied and everything looks and feels right, it is time to hand it off to a friend or two to test out. A game or scenario is not properly tested until someone with some knowledge of what’s supposed to happen (other than the designer) has tested it. If it survives this testing, then it’s good to go – congratulations! If the testers’ feedback tells you that some more changes might be needed, consider their comments and, if they ring true, tweak your game, even if it means undoing a lot of your hard work or rethinking your premises. *This sort of thing happens all the time making games; trust me!*

Palaver, Rinse and Repeat!

Game and scenario design is a very rewarding learning process. While players can glean a lot of information about a battle through playing a scenario, you will learn even more while digging into its internal workings at the level required designing it. Well done!

Now you have the tools you need to recreate your favorite ancient battles. Go to it!

My Money Where My Mouth Is

Allow me to present an example scenario.

After flipping through my copy of Michael Rayner's *English Battlefields*, I've decided to create a scenario for the battle of **Fornham St Genevieve**. Let's run through the five Ws:

When: This battle occurred on 17 October 1173. There is no specific reference to this date in my primary source, so I hopped onto Google Books and found the date reference in *A History of the Art of War* by Sir Charles William Chadwick Oman (1898).

Who: The battle involved Rebel forces under Robert Earl of Leicester and Hugh Bigod Earl of Norfolk against Royalist forces under Richard de Luci (the King's Prime Minister) and Constable Humphrey de Bohun.

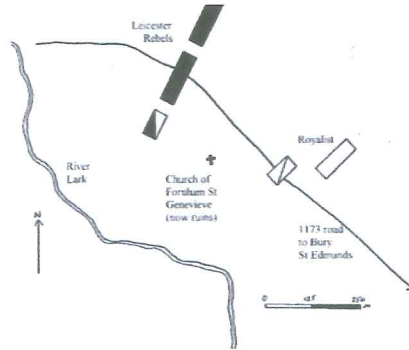
According to my latter source, the Rebel army consisted of eighty knights and 3,000 Flemish mercenaries (both mounted and unmounted). The Royalist force was made up of a handful of knights and 300 of King Henry II's employed horsemen. These elite forces were bolstered by over 10,000 levies armed with flails and pitchforks. So even though the Royalists clearly outnumbered the Rebels, the latter had a major advantage in quality troops.

Where: This battle took place adjacent to the church of Fornham St. Genevieve, on the eastern bank of the River Lark, just north of Bury St Edmunds. There are contemporary writings indicating that this was the location of the battle and these writings have been confirmed through archeological evidence.

What Happened: The actual details of the battle are sketchy, so it is assumed that the battle became a general melee following a charge by the Royalist cavalry. The Royalists had crossed the River Lark at Bury St. Edmunds and caught the Rebels as they were crossing the river further north. There is an indication that the Rebels were caught by surprise with their backs to marshy terrain. The smaller force of Royalist cavalry was far superior to that of the Rebels, and the supporting levies had a severe grudge against the Flemish mercenaries, the latter of which had been marching through the countryside claiming how they would be taking over! So, surprise, superior position and a motivated army allowed the Royalists to quickly rout the Rebels (who were cut down against the bank of the River Lark).

Why: This battle was the largest of the Leicester Rebellion (or Revolt) of 1173-74, where forces under Prince Henry (the "Little King") rose against his father, Henry II, after the latter had granted previously promised lands to his youngest son rather than Henry. The nobles advising young Henry (including Leicester) saw this rebellion as an opportunity to increase their holdings. This battle was the result of Leicester's attempt to do just that.

Designing the Scenario



The five Ws provide enough information to build this scenario (included in this Expansion Kit). I found a diagram of the terrain I used to create the map, which was my first task. I noticed that there is a river to one side and a church toward the forces' flank. What was not shown, but mentioned in the text, is that the Royalists started on high ground and that the Rebels were backed up against marshy terrain.



With the map diagram interpolated into a map for my scenario, the next task was to turn my research on the forces into game pieces and their scenario set up. Starting with the Rebels, I saw their forces as a few knights and a whole lot of mercenaries. The knights translated easily as a couple of Knight units (40 men each), but what about the mercenaries? Light Infantry pieces are probably too underpowered (*although they are just right for the Royalist levies*). So I felt that something larger was required. Now, given that history records these units gave way pretty easily, Heavy Infantry is probably too good, so that leaves some nice, thuggish Medium Infantry pieces; say a half-dozen (representing 500 men each). The bulk of the Royalist army should be comprised of Light Infantry units to represent

the levies (with over 10,000 men, let's make that a neat dozen game pieces). The mounted contingents include knights (one Knights piece to represent the "handful" there) and the King's paid horsemen who were of high quality, so we use two Heavy Cavalry units to represent them in our scenario.

Looking at the numbers, we know that the Rebel forces outnumber the quality Royalist forces by about ten to one. This does not mean that we have to have ten times the number of Rebel units to Royalist ones. There simply isn't enough space on the map! Instead, a nice three to one ratio should be enough to provide a palpable threat. Remember that in a generic game like *ANCIENT BATTLES DELUXE*, manpower ratios are fluid. With this in mind, we need to include enough levies (light infantry) to give the mercenaries pause. Even though the historical ratio was around four to one, two to one should suffice.

Now let's consider leadership. The Royalist army was much more effective, so their leadership should be better. According to sources, the Royalist army included not only de Luci and Humphrey, but also the Earls of Arundel and Cornwall. Given this, let's give the Royalists two B Leaders and one C Leader unit. There's no indication that Leicester was less competent than his opponents, so we'll give the Rebels two B Leaders as well. Both sides also get a Camp unit which will be placed far from the action.

Laying out the units on the map to match the diagram, I estimate something like that seen on the scenario set up on the next page.

Finally, to add that last bit of historicity, we need a few Special Rules. Given the ire of the levies, we'll let them enjoy the Barbarian Charge rule. We'll also specify that the River cannot be crossed, nor the church be entered.

Finally, we must set the Morale Levels to 24 for the Royalists (half their strength) and only 20 for the Rebels (4 less than normal).

Now, it's time to test!

Playtesting Modifications

After testing the scenario, we discovered that the Royalists were having far too easy a time of it. While the results were historical, they didn't make for much of a game challenge. To rectify this, I lowered the Royalist Morale Level to match the Rebels at 20 (letting them feel the pain, at least) and gave the Rebels a Victory Point at start (to put the onus of attack on the Royalists, where it was historically).

GAME CREDITS

Game Design: Mike Nagel

Documentation: Alan Emrich

Art & Graphic Design: Tim Allen

Playtesting: Kim Meints

Documentation: Leigh Toms

ABD BUILD COST CHART



LI 2 3 3	MI 4 2 5	HI 4 2 7	PK 5 1 7	PX 6 1 12
MM 2 3 2	LA 1 3 4	HA 3 2 5	LG 1 3 7	HG 5 1 13
LC 2 6 4	MA 2 6 5	HC 4 5 6	KT 8 4 10	EL 6 3 15
CH 4 4 6	BC 6 3 9	CC 4 5 8	CT 4 4 8	HT 7 3 12



CN units cost 4 times their Firepower Value, up to a maximum of 5 Firepower.



Receive either 1 CP or 1 WW at no BP cost.

ABD BUILD COST CHART



LI 2 3 3	MI 4 2 5	HI 4 2 7	PK 5 1 7	PX 6 1 12
MM 2 3 2	LA 1 3 4	HA 3 2 5	LG 1 3 7	HG 5 1 13
LC 2 6 4	MA 2 6 5	HC 4 5 6	KT 8 4 10	EL 6 3 15
CH 4 4 6	BC 6 3 9	CC 4 5 8	CT 4 4 8	HT 7 3 12



CN units cost 4 times their Firepower Value, up to a maximum of 5 Firepower.



Receive either 1 CP or 1 WW at no BP cost.

Fornham St Genevieve, 1173 AD

BATTLEFIELD LAYOUT

Set up the terrain tiles below within the hexes indicated. If River terrain is required, the setup hex is indicated first, followed by the number of river hex-sides on the tile and the direction of the setup indicator. If Stream terrain is required, the setup hex is indicated first, followed by the Turn code and the direction of the setup indicator.

CHURCH: H7
HILLS: I9, J9, J10, K8, K9
MARSH: B1, B2, B3, C1, C2, D1, D2, E1, F1, F2, G1, H1, H2, I1, J1
RIVER: A1|21, A2|21, A3|21, A4|21, A5|11, B6|35, B7|21, B8|11, C8|26, D9|26, E9|26, F10|26, G10|26, H11|35, H12|21

SIDE A AS ROBERT, EARL OF LEICESTER (REBELS)

Chaos rules England as war has broken out between the King and his first Heir. You support the Prince in his efforts to take that which is rightfully his. While you're at it, you'll take what's rightfully yours. Now is the time to strike!

PANIC: 20

UNITS AT START:

CP (E2), KT (E6/4), KT (F6/4),
 MI (H5/4), MI (I4/4), MI (J5/4),
 MI (L3/4), MI (M2/4), MI (N2/4),
 2xLDR-B

SIDE B AS RICHARD DE LUCI, JUSTICIAR (ROYALISTS)

As the King's prime minister, it is up to you to enforce his will. You have learned that Leicester has landed an army of Flemish mercenaries who have been terrorizing the commoners. Leicester will come to heel at the point of your sword or at the end of a gibbet!

PANIC: 20

UNITS AT START:

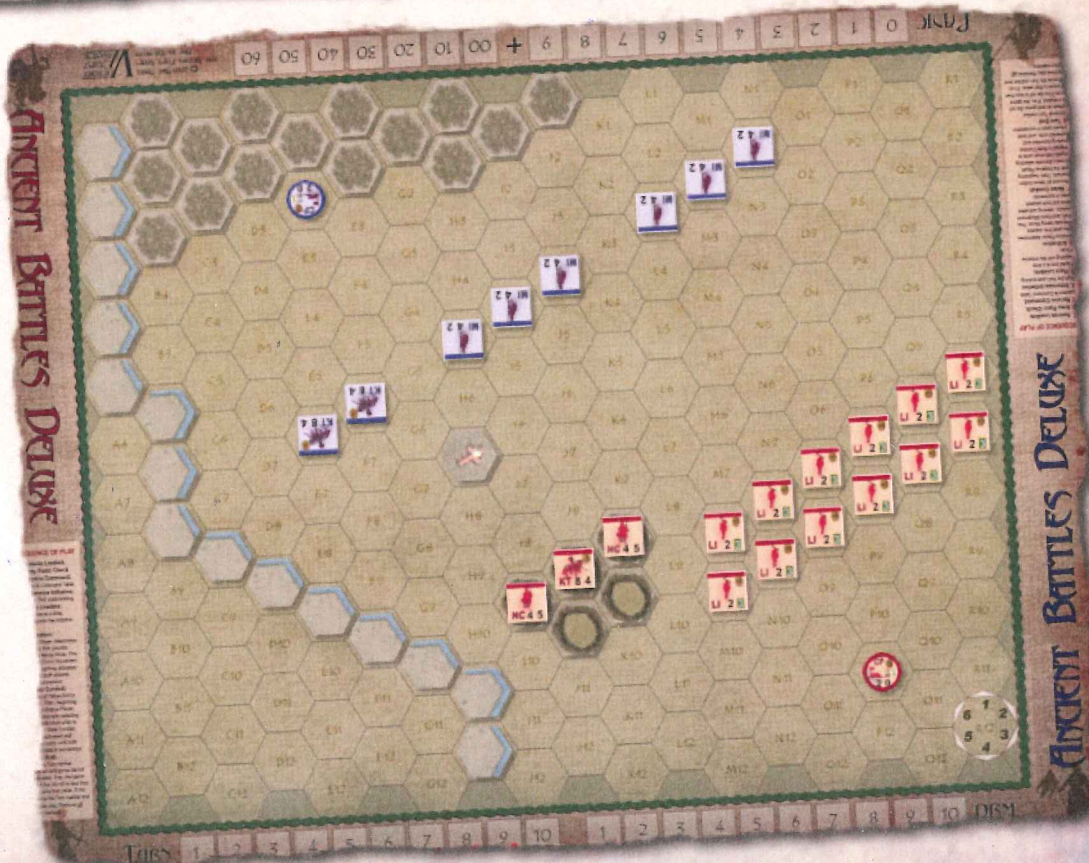
CP (P11), HC (I9/1), KT (J9/1),
 HC (K8/1), LI (M8/1), LI (M9/1),
 LI (N8/1), LI (N9/1), LI (O7/1),
 LI (O8/1), LI (P7/1), LI (P8/1),
 LI (Q6/1), LI (Q7/1), LI (R6/1),
 LI (R7/1), 2xLDR-B, 1xLDR-C

SPECIAL RULES

1. No unit may enter the Church and the River is impassable.
2. The rebels begin the scenario with 1 VP.
3. A formation of royalist light infantry may perform a Barbarian Charge once per scenario. Once a charge has been completed, it may not be done again.

HISTORICAL NOTES

During the Revolt of 1173-4, the Earl of Leicester attempted to take advantage of the situation by landing a force of Flemish mercenaries to provide the leverage needed to increase his holdings. Unfortunately for Leicester, King Henry II's judiciar (his prime minister) Richard de Luci, was able to react quickly to the invasion by pulling together several knights as well as the King's elite cavalry. This force was bolstered by a massive group of levies who came out owing to threats by the marauding mercenaries. Ultimately, de Luci's force outnumbered Leicester's by four to one, although his trained contingent was only a fraction of Leicester's. De Luci pursued Leicester across the River Lark, getting across prior to Leicester at Bury St Edmunds. Leicester's crossing was much more difficult, allowing de Luci the time he needed to get into an intercepting position. This, de Luci did successfully, and managed to catch Leicester soon after the latter completed his crossing. The battle began with a charge by de Luci's cavalry followed by an assault by the levies. The battle ended soon afterwards with the collapse of the Flemish mercenaries who fled into nearby marshes where they were slaughtered by the pursuing levies. Leicester and much of his family were captured and imprisoned for four years.



Ancient Battles Deluxe: DYO Special Edition

Way of the Samurai

The following rules should be used with all scenarios included with this expansion. They represent characteristics unique to the battles of the Sengoku Jidai.

CODE OF BUSHIDO

Using these rules, Leader units move and can participate in melee as if they were standard combat units.

MOVEMENT – After being initially placed on the first turn, Leader units are no longer removed and replaced. Instead, during the replacement phase, Leaders may be shifted up to four hexes in any direction, regardless of the presence of friendly or enemy units. The order in which these units are shifted is the same as if they were being replaced. The Leaders may be placed into an empty hex where they behave as if they were standard combat units with regards to formation creation. Leaders moved in this manner are not marked in any way (they may still be used to activate formations).

MELEE COMBAT – Leader units that are alone in a hex may participate in Melee combat as if they were a combat unit. The combat strength of a leader unit is equivalent to its melee modifier (i.e. a +1/x1 has a strength of '1' and a x2 leader a strength of '2'). With regards to determining vector modifiers, all hexes surrounding a Leader unit are considered frontal hexes. All Leader units involved in melee ignore the effects of "Melee" hits. A Disruption or Elimination result eliminates the Leader unit.

TAKING HEADS

Success in battle was often measured by the number of enemy heads taken in combat. This measure is calculated by tracking the level of success in melee by the victorious units.

CALCULATION – Winning a *melee combat* earns a number of head (or "Bundori") points. A "Disrupted" (DD or AD) result earns one head. An "Eliminated" (DE or AE) result earns two heads. Use a spare marker to keep track of these points on the morale track. Whoever has the most heads at the end of the scenario earns an additional victory point.

HOLDING FIRE

This optional rule can be applied to any Ancient Battles Deluxe scenario. It provides some additional flexibility for missile units.

FIRE WHEN READY – During the Melee combat phase, missile units not marked with red activation markers may use missile combat against adjacent enemy units in lieu of engaging in melee. When combat is completed, only the missile units are marked with red markers (the target may still engage in melee - or missile fire - when activated).

ACKNOWLEDGMENTS

Rather than provide a bibliography for this set of scenarios, I thought it easier to simply acknowledge these sources, particularly as most are from a single author: Stephen Turnbull. I used at least a half dozen of his books to define and verify these designs. In addition to Turnbull's works, I've relied upon GMT Games' Samurai and Ran titles (by Berg and Herman) as well as Brian Bradford's Killer Katanas miniatures rules (that also influenced the latter games). I also got some help from Michael Sharpe's Samurai Battles and more web sites than I can count, although these probably drew their info from these same sources.

CREDITS

SCENARIO DESIGN:	Mike Nagel
PLAYTESTING:	Kim Meints, Chris Valk, Gabriele Callari and Alberto Carrubba
ENDLESS PATIENCE:	Audrey Nagel

Okehazama, 1560 AD

BATTLEFIELD LAYOUT

Set up the terrain tiles below within the hexes indicated. If River terrain is required, the setup hex is indicated first, followed by the number of river hex-sides on the tile and the direction of the setup indicator. If Stream terrain is required, the setup hex is indicated first, followed by the Turn code and the direction of the setup indicator.

HILLS: B1, C1, D1, E1, F2, G2, H3, I2, J3, K3, L3, M2, N2, O1, A6, A9, B7, B9, C7, C8, G11, G12, H11, I10, J10, K10, L11, M11, N12, O12
ROUGH: C9, C10, H6, H7, I6
TOWN: D10
STREAM: A4|S2, B5|S2, C5|S2, D6|S2, E6|S2, F7|S2, G7|E5, B10|E1, B11|S3, B12|S3

SIDE A AS IMAGAWA YOSHIMOTO

Your clan is the only one with the strength, position and lineage to restore the shogunate at Kyoto under your command. All that stands in your way are the Oda, who clearly are not your equal. They will be brushed aside with little effort.

PANIC: 40

UNITS AT START: 12xMI, 6xHA, 3xHC, 1xLG, 1xKT, CP, LdrB, LdrC

SIDE B AS ODA NOBUNAGA

Your castles have been under assault, so you must ride to their aid. You know that the enemy's army vastly outnumbers your own, but they march through your lands. A surprise attack should be easy to arrange ...

PANIC: 20

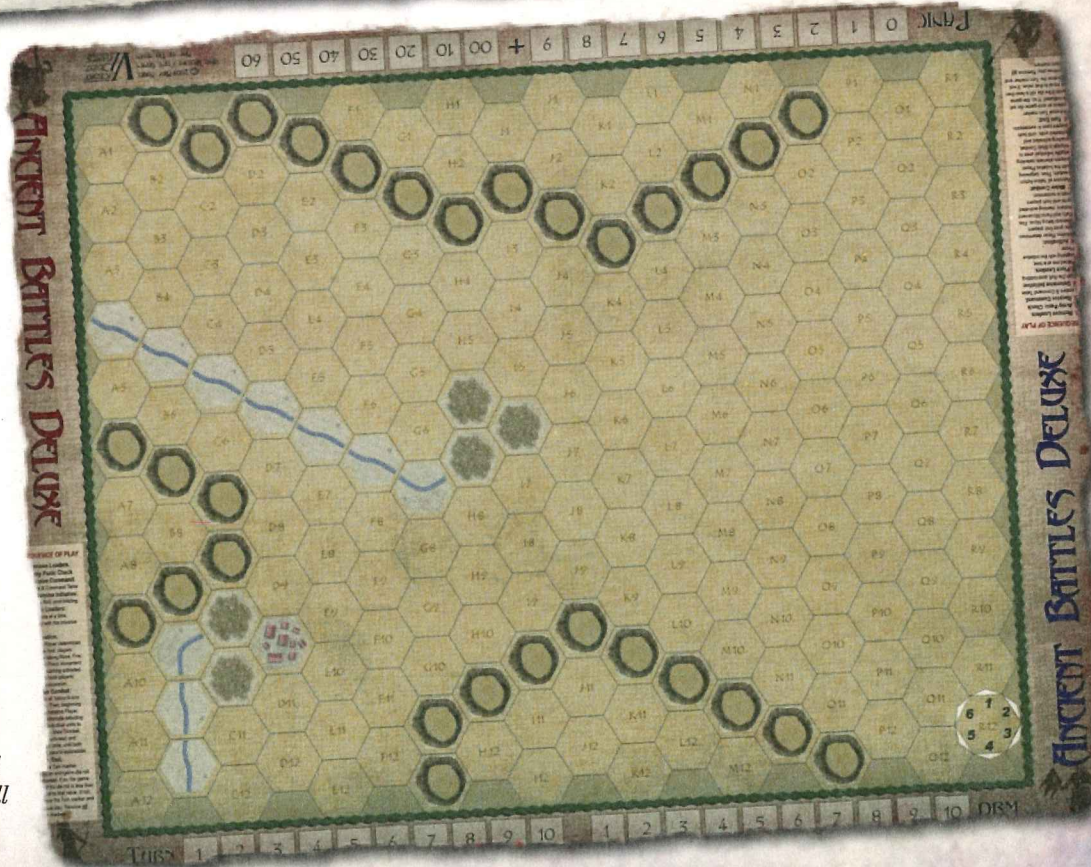
UNITS AT START: 4xMI, 2xHA, 1xHC, 1xKT, WW, LdrA, LdrB

SPECIAL RULES

1. All Imagawa units begin disrupted.
2. Units may enter Hill terrain hexes, but any empty hexes surrounded by Hill are impassable (these represent mountains that overlook the battlefield).
3. Imagawa sets up first. The CP sets up in D10. The remainder of units setup within two hexes of D10 or I6 and not adjacent to Hill terrain.
4. The Oda sets up second as desired on Hill terrain.

HISTORICAL NOTES

In order to take control of the shogunate, Imagawa needed to control a vital road to Kyoto: the Tokaido Road. Securing this passage required the capture of several Oda castles along the route. This task he left to a faithful lieutenant, Matsudaira Motoyasu (who would later become the shogun). Matsudaira was successful in his efforts, allowing Imagawa to gather a force of nearly 25,000 men that were encamped near the town of Okehazama at a gorge on the Tokaido Road called Dengaku-Hazama. This would be an exceptionally defensible position except for two things. First, the army spent a significant amount of time reveling on their recent successes. Second, their enemy, Oda Nobunaga was very familiar with the territory. Upon hearing of the attacks on his castles, Oda marched to intercept Imagawa, raising an army of roughly a quarter the size of the enemy. Marching with extreme confidence, Oda took advantage of the terrain and subterfuge to tie the enemy down. On the 22nd of June, under the cover of a heavy downpour, Oda attacked the reveling Imagawa army. Imagawa didn't even realize an attack was underway until two samurai appeared and cut him down. With his army now figuratively as well as literally headless, its bulk melted away. The rest was annihilated by Oda's forces.



Scenario WotS-02

4th Kawanakajima, 1561 AD

BATTLEFIELD LAYOUT
Set up the terrain tiles below within the hexes indicated. If River terrain is required, the setup hex is indicated first, followed by the number of river hex-sides on the tile and the direction of the setup indicator. If Stream terrain is required, the setup hex is indicated first, followed by the Turn code and the direction of the setup indicator.

STREAM: C1|S3, C2|S3, C3|S3, C4|S3, C5|S3, C6|S3, C7|E4, B8|S4, A8|S4

SIDE A AS TAKEDA SHINGEN

You have taken the province of Shinano and its fertile crescent of Kawanakajima by right of strength. Only the Uesugi stand in your way, and you've yet had the opportunity to bring them to battle during three previous attempts. This time you have a plan to draw your enemy out and to his destruction.

PANIC: 22

UNITS AT START: LC (E2/2), MM (E3/2), LC (D4/2), MM (D5/2), MI (D6/2), MI (D7/2), MM (D8/2), LC (D9/2), MM (E9/2), LC (E10/2), LC (E4/2), MM (E5/2), MI (E6/2), LG (E7/2), KT (E8/2), CP (B7), LA (B6/2), LA (B9/2), LdrA, LdrC, LdrD

REINFORCEMENTS: 3xMM, 3xMI, 2xLC, LdrB

SIDE B AS UESUGI KENSHIN

The rulers of the Shinano region have called on your aid to throw the invading Takeda out. Three attempts have failed to bring them into battle. Now, your spies have informed you that the Takeda are on the move again and this time you'll be ready for them!

PANIC: 30

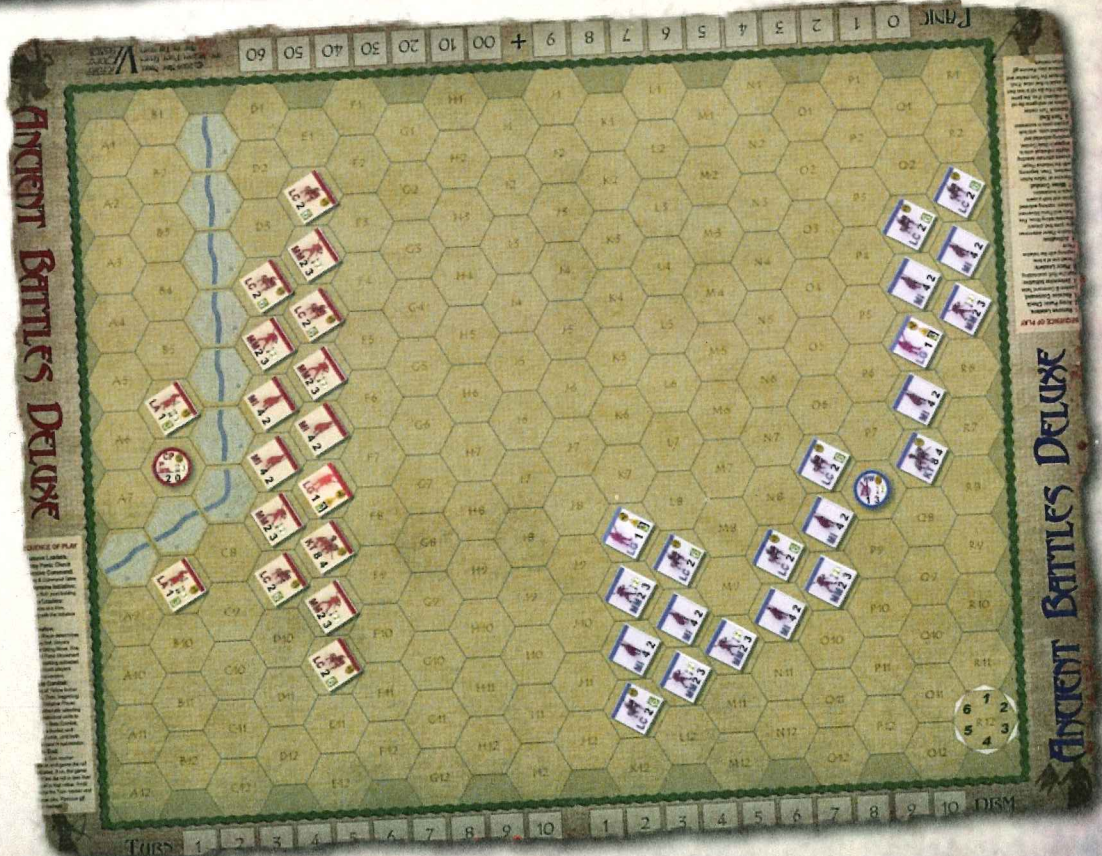
UNITS AT START: LC (K11/6), MI (K10/6), MM (K9/6), LG (K8/6), MM (L11/6), MI (L10/6), LC (L9/6), MM (M10/6), MI (N10/6), LC (N9/6), MM (O9/6), MI (O8/6), LC (O7/6), WW (P8), KT (Q7/6), MI (Q6/6), LG (Q5/6), MI (Q4/6), LC (Q3/6), MM (R5/6), MI (R4/6), LC (R3/6), LdrA, LdrC, LdrD

SPECIAL RULES

Beginning with the fourth turn, Takeda rolls a die before moving leaders. If the roll is less than the current turn, the reinforcements arrive through any hexes in column R.

HISTORICAL NOTES

Both Takeda and Uesugi had been unsuccessful in bringing each other into a definitive battle. After three abortive attempts, Takeda finally believed he had achieved the necessary strength to defeat his foe. He and his generals hatched a plot to draw Uesugi's army into a trap. Fortunately for the latter, intelligence was acquired indicating that Takeda was on the move. Takeda's plan was to drive Uesugi's army off its mountain and into a large force that would engulf it. Before this attack could take place, Uesugi snuck off the mountain with his army and at dawn, charged Takeda's awaiting force. Takeda had been turned from attacker to defender! Uesugi's surprise attack allowed him to drive one of Takeda's wings back to the point of allowing him to meet Takeda in brief personal combat. The battle continued to go Uesugi's way until the force sent to attack his mountain position earlier arrived at the battle and struck his force from behind. Technically, Takeda was the victor of this engagement, but both armies lost over half of their strength in this battle that was for all intents, another draw. Takeda and Uesugi would meet again at Kawanakajima for a fifth and final ... draw.



The Anegawa, 1570 AD

BATTLEFIELD LAYOUT

Set up the terrain tiles below within the hexes indicated. If River terrain is required, the setup hex is indicated first, followed by the number of river hex-sides on the tile and the direction of the setup indicator. If Stream terrain is required, the setup hex is indicated first, followed by the Turn code and the direction of the setup indicator.

STREAM: H1 | E6, I1 | S2, J2 | E3, J3 | S3, J4 | S3, J5 | S3, J6 | S3, J7 | S3, J8 | S3, J9 | S3, J10 | E4, I10 | E1, I11 | E4, H12 | S1, G12 | E1

SIDE A AS ODA NOBUNAGA

Once again, your plans to strengthen your claim on the shogunate are being foiled, and this time by your own brother-in-law! You have arrayed your army against his across the Anegawa. In the morning you will take his head personally.

PANIC: 40

UNITS AT START: LC (H3/3), MM (H4/3), MI (H5/3), LG (G7/2), MI (G8/2), MI (G9/2), MM (G10/2), LC (G11/2), MI (F8/2), MI (F9/2), MM (F10/2), LC (F11/2), LC (E1/3), KT (E2/3), MI (E3/3), MI (E4/3), LG (E5/3), MM (E6/3), MI (E8/2), MM (E9/2), LC (E10/2), KT (C7/2), MI (C8/2), MI (C9/2), LG (C10/2), LC (C11/2), CP (B9), LdrA, LdrB, LdrB, LdrD

SIDE B AS ASAI NAGAMASA

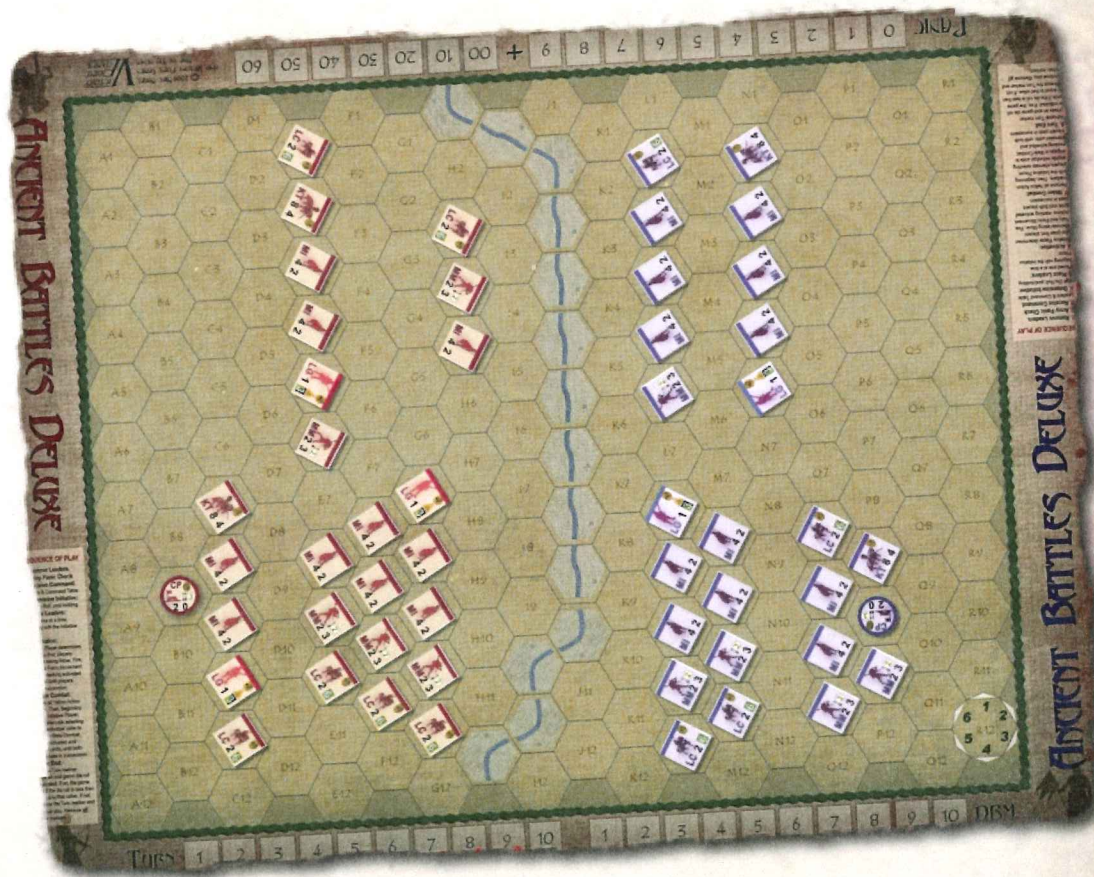
Your marriage to Oda's sister is recent. Your alliance to Yoshikage goes back years. Because of this and honor you have no choice but to oppose your brother-in-law's attack against your friend. It will be a bloody day.

PANIC: 36

UNITS AT START: LC (L2/5), MI (L3/5), MI (L4/5), MI (L5/5), MM (L6/5), LG (L8/6), MI (L9/6), MI (L10/6), MM (L11/6), LC (L12/6), MI (M8/6), MI (M9/6), MM (M10/6), LC (M11/6), KT (N2/5), MI (N3/5), MI (N4/5), MI (N5/5), LG (N6/5), LC (O8/6), MI (O9/6), MI (O10/6), MM (O11/6), KT (P9/6), CP (P10), MM (P11/6), LdrB, LdrB, LdrD

HISTORICAL NOTES

Oda demonstrated his desire for revenge against his brother-in-law by spending the evening prior to the battle rearranging his army's lines so that he would attack Asai directly. The battle started at 4:00 AM that morning and quickly turned into a slug-fest under the burning sun as both sides waded into the blood-washed Anegawa. The battle was finally decided with a well-timed commitment of reserves that managed to flank the remains of Asai's wing. Ultimately the battle proved indecisive, but over the next three years, Oda managed to grind Asai's forces down. The latter finally conceded to Oda by handing his wife and children over to him and committing Hara-Kiri within the remains of his burning castle.



Mikata-Ga-Hara, 1573 AD

BATTLEFIELD LAYOUT

Set up the terrain tiles below within the hexes indicated. If River terrain is required, the setup hex is indicated first, followed by the number of river hex-sides on the tile and the direction of the setup indicator. If Stream terrain is required, the setup hex is indicated first, followed by the Turn code and the direction of the setup indicator.

WOODS:
RIVER:

A8, B9, C9, E1, E2, G5, G6, G7, H8, H9, H10, J2, J9, K1, K8, L8, N2, N11, O1, O2, O10, P1, P2, Q1, R1
E12|25, F12|25, G11|34, H12|16, I11|34, J12|26, K12|26

SIDE A AS TAKEDA SHINGEN

Tokugawa has moved his headquarters into your territory. He is also allied to Nobunaga, the heretic, who has become too powerful. You must whittle away at Nobunaga's power and Tokugawa's incursion gives you ample excuse.

PANIC: 50

UNITS AT START: MI (K5/5), MM (K6/5), MI (K7/5), MM (L2/5), MI (L3/5), MI (L4/5), MM (L9/6), MI (L10/6), LC (L11/6), MI (M10/6), LC (N6/5), MI (N7/5), LC (N9/6), MI (N10/6), HC (P4/6), HI (P5/6), HG (P6/6), HG (P7/6), HI (P8/6), HC (P9/6), HC (Q3/6), KT (Q5/6), CP (Q6), HI (Q7/6), HC (Q9/6), HI (R6/6), HI (R7/6), LdrA, LdrB, LdrC, LdrD

SIDE B AS TOKUGAWA IYASU

Nobunaga has told you to avoid a conflict with Takeda. But you are an independent general and experienced samurai. Retreat is out of the question! You will stand the ground that is yours by right.

PANIC: 20

UNITS AT START: LG (F3/3), MI (F4/3), MI (F9/2), LG (F10/2), LC (E3/3), MI (E4/3), MI (E8/2), LC (E9/2), MI (D8/2), LG (D9/2), LC (C4/2), MI (C5/2), LG (C6/3), MI (C7/3), LC (B5/2), CP (B6), KT (B7/3), MI (A4/2), HG (A5/2), MM (A6/3), MI (A7/3), LdrA, LdrB, LdrD, LdrD

SPECIAL RULES

1. Tokugawa starts with 1 victory point.
2. The river is impassable.
3. Add +2 to each end of game die roll until the end of the eighth turn (which is rolled without modification).

HISTORICAL NOTES

Takeda took a circuitous route through friendly territory to meet Tokugawa on the plateau of Mikata-Ga-Hara. Forming his force into a formation aimed at inciting attack, he succeeded in drawing Tokugawa's army into combat even though the latter was outnumbered by three to one. To make matters worse, a few of Tokugawa's generals (supplied by Nobunaga), proved not up to their task and abandoned their positions. The battle quickly turned to a rout as Tokugawa sought refuge with the remains of his army within his nearby castle. Clever tactics allowed Tokugawa to avoid a siege and when Takeda returned in the new year to start one, he was shot through the head by an alert guard (or so the story goes).



Nagashino, 1575 AD

BATTLEFIELD LAYOUT

Set up the terrain tiles below within the hexes indicated. If River terrain is required, the setup hex is indicated first, followed by the number of river hex-sides on the tile and the direction of the setup indicator. If Stream terrain is required, the setup hex is indicated first, followed by the Turn code and the direction of the setup indicator.

STREAM:

G1|E6, G12|E1, H2|E3, H3|S6, H4|S6, H5|S6, H6|S6, H7|S6, H8|S6, H9|S6, H10|S6, H11|S6, H12|E4, I13|E1,
J9|S6, J10|S6, J11|S6, J12|E4

SIDE A AS TAKEDA KATSUYORI

Your father was the great Shingen and you will match his success as the ruler of the Takeda. Unfortunately your first campaign has come apart before it's begun and you need to save face. The nearest target of opportunity is Nagashino castle.

PANIC:

40

UNITS AT START:

HG (M2/5), HC (M3/5), HC (M4/5), HC (M5/5),
HC (M6/5), HG (M7/5), MI (M9/6), HC (M10/6),
MI (M11/6), MI (N2/5), HC (N4/5), HC (N5/5),
MI (N6/5), MI (N10/6), HC (N11/6), MI (N12/6),
HI (O3/5), KT (O4/5), CP (P4), LdrB, LdrD

SIDE B AS ODA NOBUNAGA

The garrison at Nagashino has called for your aid against Takeda, but your generals advise against getting involved. You have decided that it would be impolitic not to break Takeda's siege. You know him to be a hot-head. Perhaps you can turn this to your advantage.

PANIC:

60

UNITS AT START:

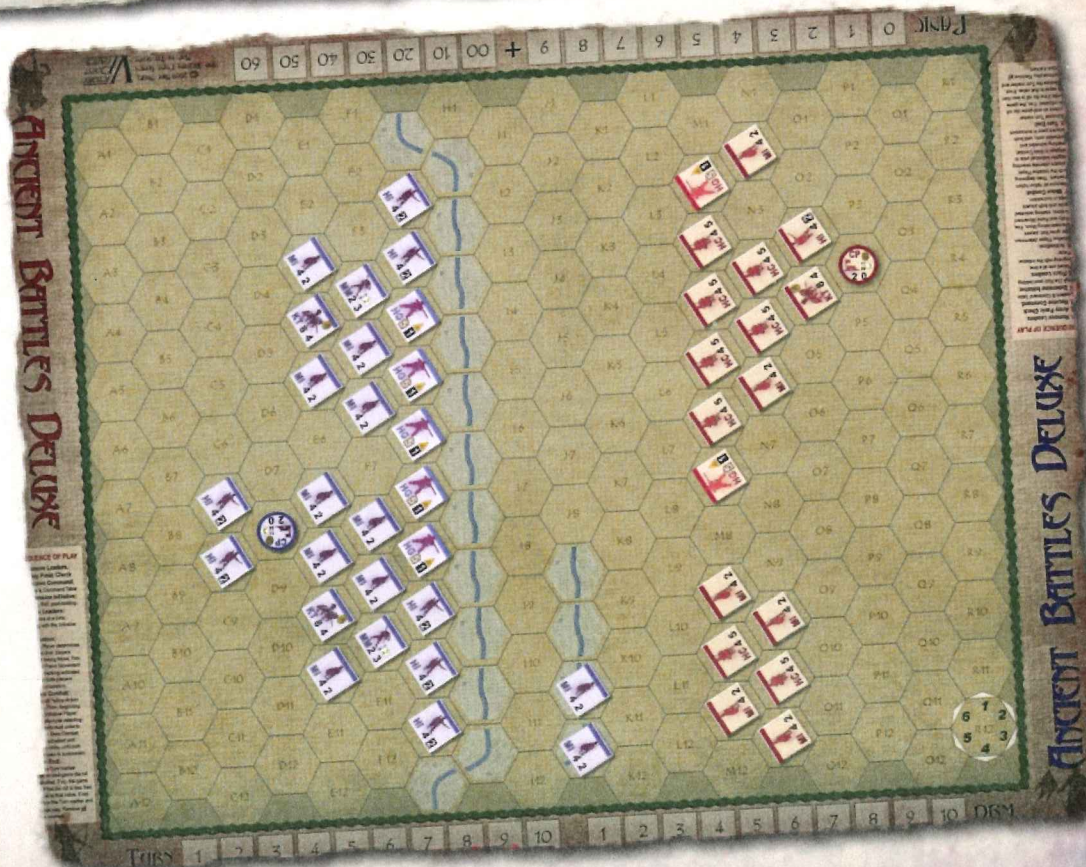
HI (C7/2), HI (C8/2), CP (D8), MI (E3/2),
KT (E4/2), MI (E5/2), MI (E8/2), KT (E9/2),
MI (E10/2), MM (F4/2), MI (F5/2), MI (F6/2),
MI (E7/2), MI (F8/2), MI (F9/2), MM (F10/2),
HI (G2/2), HI (G3/2), HG (G4/2), HG (G5/2),
HG (G6/2), HG (G7/2), HG (G8/2), HI (G9/2),
HI (G10/2), HI (G11/2), MI (J10/2), MI (J11/2),
LdrA, LdrC, LdrD

SPECIAL RULES

- The stream terrain running from G1 to G12 represents Oda's stockade. It is treated as Stream terrain for Takeda units. Oda units ignore it. The Stream terrain running from J9 to I12 is treated normally for both sides.
- Takeda cavalry units are subject to Command Control.
- RAIN:** At the beginning of Turn 2 (and each turn thereafter), roll a die. If the roll is a '1' it has started raining. For each following turn, if the roll is less than or equal to the current turn, it has stopped raining (and will never restart). During rain conditions, all movement rates are reduced by one (to a minimum of one) and HGs cannot fire.

HISTORICAL NOTES

Nagashino turned out to be Takeda's Waterloo. Determined to make a name for himself, and perhaps get out of his father's shadow, Katsuyori opted to continue his ill-advised siege of Nagashino. When learning that Oda would be arriving with a relief force substantially larger than his own, he refused to double efforts to take the castle so that refuge could be taken within, and instead opted to meet Oda in combat. Oda was aware of Takeda's offensive inclination and arrayed his army behind a defensive stockade, behind which he placed rows of arquebusiers. He needed only wait for Takeda's charge, which the latter promptly delivered. Takeda's initial cavalry charge was cut down by the arquebusiers, allowing Oda to follow-up with his samurai. The loss of this battle resulted in the eventual collapse of the Takeda holdings as vassals switched allegiances. In an ending reminiscent of Thermopylae, Takeda fought a final battle with his last 300 retainers in a narrow pass. This final stand, and the Takeda, ended with his suicide.



Scenario WotS-06 Tedorigawa, 1577 AD

BATTLEFIELD LAYOUT

Set up the terrain tiles below within the hexes indicated. If River terrain is required, the setup hex is indicated first, followed by the number of river hex-sides on the tile and the direction of the setup indicator. If Stream terrain is required, the setup hex is indicated first, followed by the Turn code and the direction of the setup indicator.

STREAM: H1 | E6, I1 | E3, I2 | S3, I3 | S3, I4 | S3, I5 | S3, I6 | S3, I7 | S3, I8 | S3, I9 | E4, H10 | S4, G10 | S4, F11 | E1, F12 | S3
ROUGH: E10, E11, E12, F10, G9, H2, H3, H4, H5, H6, H7, H8, H9
CASTLE: Q4

SIDE A AS UESUGI KENSHIN

You must return to the Kaga province to recapture your gains after a coup has replaced the friendly Hatakeyama Yoshinori with Hatakeyama Yoshitaka who is friendly to the Oda. You have drawn the Oda forces into a trap. Will they bite?

PANIC: 22

UNITS AT START: HC (K2/5), MI (K3/5), HG (K4/5), MI (K5/5),
HC (K6/6), MM (L3/5), MI (L4/5), MI (L5/5),
MM (L6/5), MI (K11/6), MI (K12/6), CP (Q4),
LdrA, LdrC

SIDE B AS SHIBATA KATSUIE

Oda has sent you to finish Uesugi with a force twice your enemy's size. The Tedorigawa cannot save him. And look ... his army is already in retreat!

PANIC: 24

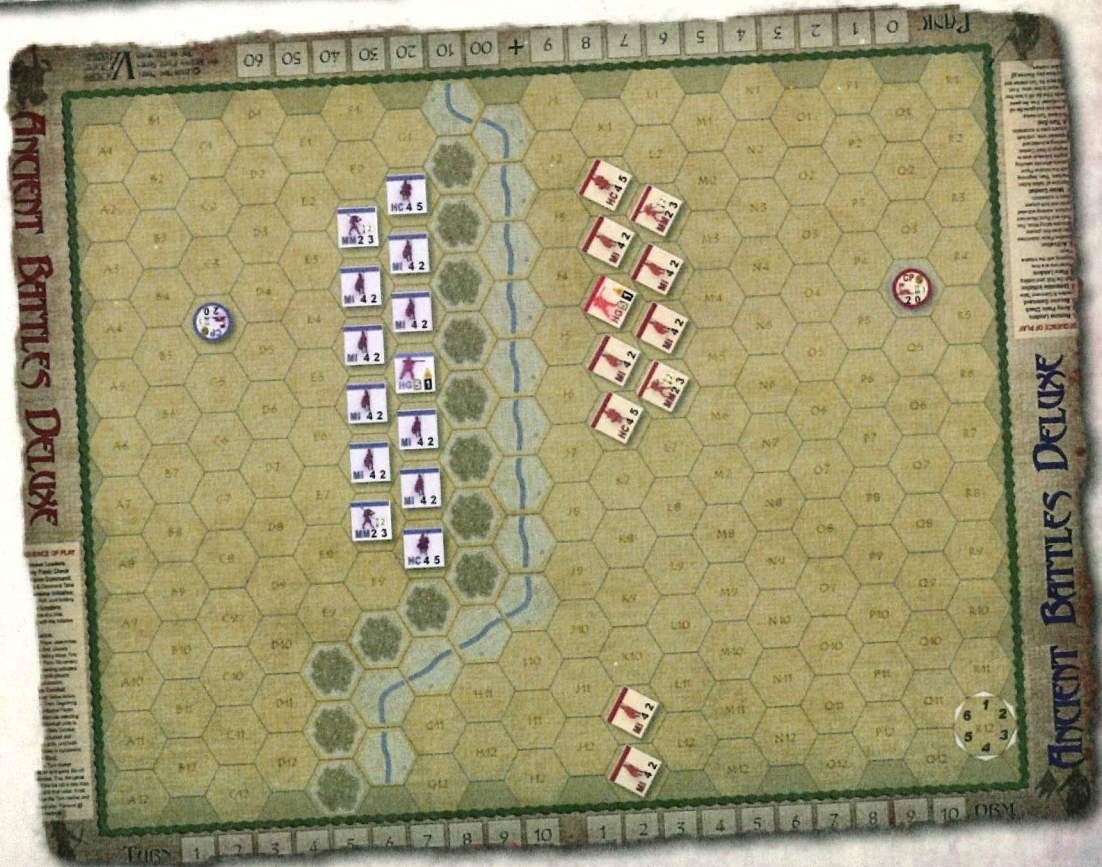
UNITS AT START: HC (G2/3), MI (G3/3), MI (G4/3), HG (G5/3),
MI (G6/3), MI (G7/3), HC (G8/3), MM (F3/3),
MI (F4/3), MI (F5/3), MI (F6/3), MI (F7/3),
MM (F8/3), CP (C4), LdrB, LdrC

SPECIAL RULES

1. Uesugi begins the battle with a victory point.
2. Any HG units that enter stream or rough terrain are replaced with an MI unit (and remain so for the duration of the game).
3. The rough terrain represents Marsh terrain and any unit within suffer a -2 Missile Defense penalty.
4. Add +2 to each end of game die roll. The game still ends after the 10th turn.

HISTORICAL NOTES

Uesugi used the terrain and his opponent's hostility to his best advantage. Prior to the battle, he ordered the river's floodgates closed. He then positioned his army across the river and awaited Oda's army. To entice them to cross, Uesugi ordered one of his divisions on a false retreat. This was sufficient to get the Oda force moving across the river. Uesugi then ordered the floodgates reopened and the strong current neutralized the Oda cannon and arquebus units. The larger Oda army was reduced substantially in strength, allowing Uesugi to rout it.



Yamazaki, 1582 AD

BATTLEFIELD LAYOUT

Set up the terrain tiles below within the hexes indicated. If River terrain is required, the setup hex is indicated first, followed by the number of river hex-sides on the tile and the direction of the setup indicator. If Stream terrain is required, the setup hex is indicated first, followed by the Turn code and the direction of the setup indicator.

HILLS:

A1, A2, A3, A4, B1, B2, B3, B4, C1, C2, C3, D1, D2, D3

STREAM:

I1|S3, I2|S3, I3|S3, I4|S3, I5|S3, I6|S3, I7|S3, I8|S3, I9|S3, I10|S3, I11|S3, I12|S3

SIDE A AS AKECHI MITSUhide

Nobunaga is dead. Before his heirs could consolidate, you struck like lightning and have been taking his holdings and eliminating the heirs you could get your hands on. But Hideyoshi will be here soon. Best be on your guard!

PANIC: 32

UNITS AT START: LC (E1/5), LC (E2/5), LC (H2/4), MM (I2/4), LC (J3/4), MM (L4/5), MI (L5/5), MI (L6/5), HG (L7/5), HG (L8/6), HG (L9/6), MI (L10/6), MI (L11/6), MM (L12/6), MI (P2/5), KT (P3/5), MI (P4/5), CP (Q2), LdrB, LdrD

SIDE B AS TOYOTOMI HIDEYOSHI

You have done your best to keep Nobunaga's death a secret, but Akechi's actions have been egregious. As always, your army has answered your call to arms and marched gallantly for several days. You have taken the high ground and now it's time to shatter the Akechi army.

PANIC: 42

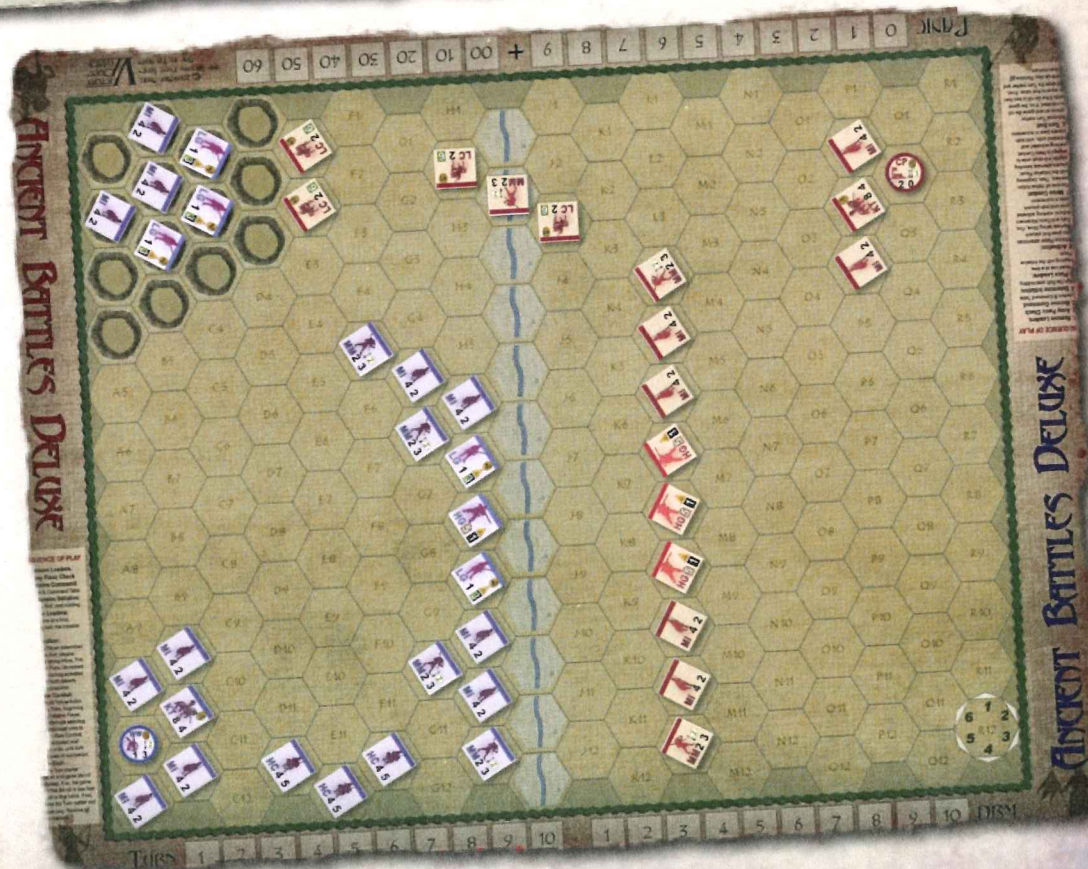
UNITS AT START: MI (A2/3), MI (A10/2), WW (A11), MI (A12/2), MI (B1/3), MI (B2/3), LG (B3/3), MI (B10/2), KT (B11/2), MI (B12/2), LG (C1/3), LG (C2/3), HC (D12/2), HC (E12/2), MM (F5/2), HC (F12/2), MI (G5/2), MM (G6/2), MM (G10/2), MI (H6/2), LG (H7/2), HG (H8/2), LG (H9/2), MI (H10/2), MI (H11/2), MM (H12/2), LdrA, LdrB, LdrD

SPECIAL RULES

- HIDEYOSHI'S NINJA:** To represent a group of ninja sent to wreak havoc behind enemy lines, Akechi's camp cannot use missile fire.
- Akechi begins with a victory point.

HISTORICAL NOTES

Upon hearing of Akechi's actions, Hideyoshi began one of several of his career's force marches. Scouts informed him in advance of the terrain around Akechi's camp and so he sent an advance force out to capture the Tennozan Heights across the Enmyoji river from Akechi's forces. Hideyoshi's army arrived soon after and wasted little time in crossing the narrow river to engage the enemy. Casualties were high on both sides, but a sweeping attack on Akechi's right flank caused his army to break. Akechi was later caught and killed by looters, thirteen days after beginning his "reign."



Shizugatake, 1583 AD

BATTLEFIELD LAYOUT

Set up the terrain tiles below within the hexes indicated. If River terrain is required, the setup hex is indicated first, followed by the number of river hex-sides on the tile and the direction of the setup indicator. If Stream terrain is required, the setup hex is indicated first, followed by the Turn code and the direction of the setup indicator.

- HILLS:** F3, F4, G3, G6, G9, H6, I6, J6, K6, L3, L7, L10, L12, M3, M6
WOODS: E9, E10, F8, G11, I3, I9, J3, J4, J9, L5, M8, N5, N9, O2, O10
RIVER: A2|26, A9|13, B3|26, B10|31, C3|35, C4|21, C5|11, C8|12, C9|36, D6|35, D7|21, D8|36, P4|33, P5|24, P6|24, P7|24, P8|24, P9|32, Q3|25, Q9|23, R3|25, R10|23

SIDE A AS SAKUMA MORIMASA

You have been asked by your uncle, Shibata Katsue to capture the forts near lake Biwa to control the road between Echizen and Kyoto. The first two of three have fallen easily, with only Shizugatake remaining, and their previous owner, Toyotomi days away. Your uncle told you not to underestimate Toyotomi, but complete victory is within your grasp.

- PANIC:** 28
UNITS AT START: 1xKT, 7xMI, 4xMM, 2xHC, 1xHG, LdrC

SIDE B AS TOYOTOMI HIDEYOSHI

You are the rightful heir to the great Nobunaga, and have proved as much by carrying on his legacy. Shibata has sent his fool of a nephew to take your castles, but you've been able to march your army to their aid. Sakuma has no idea that you're a stone's throw away. Soon he will!

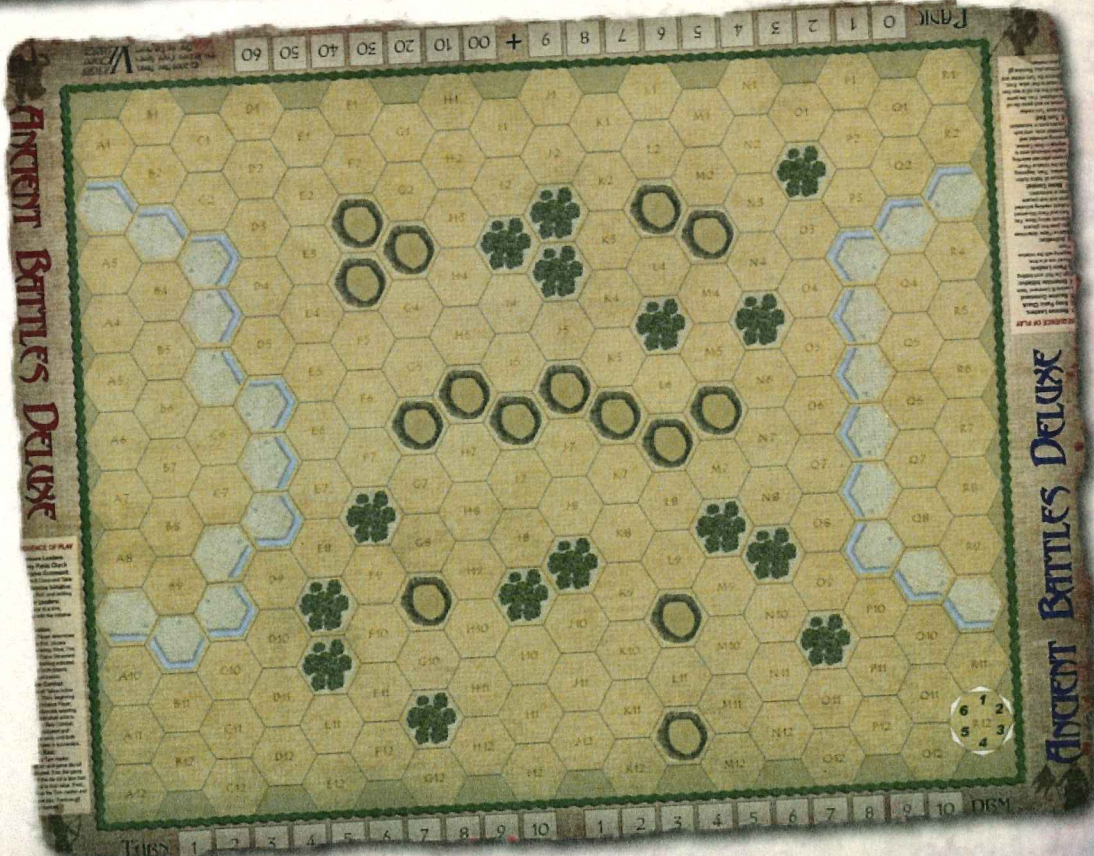
- PANIC:** 30
UNITS AT START: 1xKT, 7xHI, 4xMM, 3xHC, 4xLG, LdrA, LdrC

SPECIAL RULES

- The areas bounded by River terrain represent Lakes Biwa (A) and Yogo (R) and are impassable.
- Sakuma sets up first in any passable hex with a numerical value between 6 and 9, inclusive.
- Toyotomi sets up second in any passable hex with a numerical value greater than 9 and not adjacent to an enemy unit.

HISTORICAL NOTES

After capturing two castles with relative ease, Sakuma opted to lay siege to Shizugatake. Shibata warned him not to underestimate "Monkey-Face" (Toyotomi), but he was sure that he was days away and so disregarded his uncle's advise. He was proven wrong when Toyotomi's 6,000 torches suddenly lit up the night. Sakuma quickly lifted his siege and retreated his force to a defensive position in the high, wooded hills between Lakes Biwa and Yogo. They were quickly overwhelmed by Toyotomi's superior force. Toyotomi pursued the remainder of this force to Shibata's doorstep, who opted for an honorable suicide.



Scenario WotS-09 Komaki, 1584 AD

BATTLEFIELD LAYOUT

Set up the terrain tiles below within the hexes indicated. If River terrain is required, the setup hex is indicated first, followed by the number of river hex-sides on the tile and the direction of the setup indicator. If Stream terrain is required, the setup hex is indicated first, followed by the Turn code and the direction of the setup indicator.

TOWN: E7, F7, G7
WOODS: D7, D8, E6, E8, F6, F8, G6, G8, H7, H8
STREAM: L1 | S3, L2 | S3, L3 | S3, L4 | S3, L5 | S3, L6 | S3, L7 | S3, L8 | S3, L9 | S3, L10 | S3, L11 | S3, L12 | S3

SIDE A AS MORI NAGAYOSHI

You have been ordered by your commander Hideyoshi into Ieyasu territory. Inuyama castle has fallen. On your way to Kiyosu, you've learned of a Tokugawa force on its way to stop you. You must hold until reinforcements can arrive.

PANIC: 16
UNITS AT START: MI (D7/6), MI (E6/1), LG (E7/1), HC (E9/1), MI (F6/1), LG (F7/1), WW (F8), MI (G6/1), LG (G7/1), HC (G9/1), MI (H7/2), LdrB

SIDE B AS SAKAI TADATSUGO

Hideyoshi's forces continue to advance, but they are arrogant. Their advance force is too far from support. You have an opportunity to trap and destroy it.

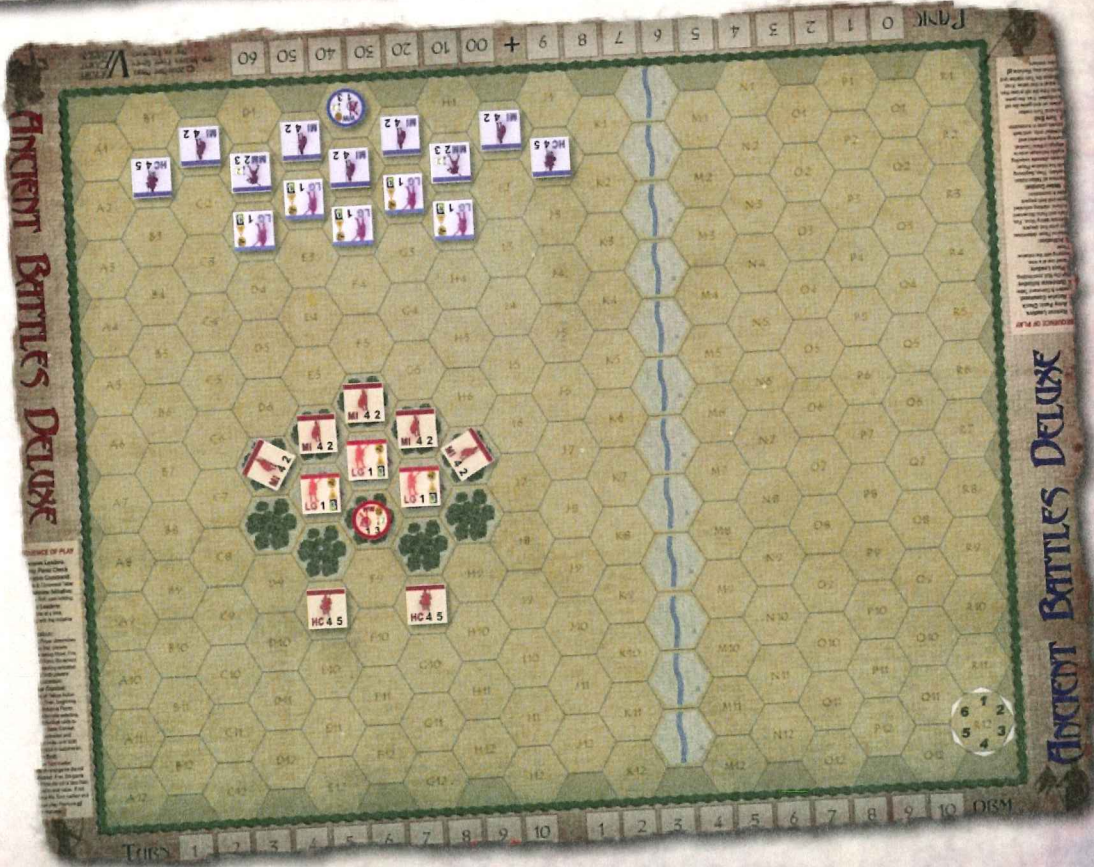
PANIC: 19
UNITS AT START: HC (B2/4), MI (C1/4), MM (D2/4), LG (D3/4), MI (E1/4), LG (E2/4), WW (F1), MI (F2/4), LG (F3/4), MI (G1/4), LG (G2/4), MM (H2/4), LG (H3/4), MI (I1/4), HC (J2/4), LdrB

SPECIAL RULES

1. Treat Woods terrain as if it were Town terrain.
2. The Stream terrain cannot be entered.
3. The Mori army begins with a victory point.

HISTORICAL NOTES

Komaki was the first engagement of Hideyoshi's campaign into Ieyasu territory, that culminated at the battle of Nagakute. In this situation, the advance force under Mori was caught on the road to Kiyosu. They were met by a hastily assembled force under Sakai at the village of Komaki. Most of the combat took place within this village and the Mori managed to hold Sakai there, despite heavy arquebus fire. Eventually, Sakai was able to get around the Mori and attack them from behind. This forced the Mori to withdraw. After the battle, the Ieyasu forces built a stronghold within the hills and castles surrounding Komaki. When Hideyoshi arrived with 80,000 men, a long stalemate began.



Scenario WotS-10 Nagakute, 1584 AD

BATTLEFIELD LAYOUT

Set up the terrain tiles below within the hexes indicated. If River terrain is required, the setup hex is indicated first, followed by the number of river hex-sides on the tile and the direction of the setup indicator. If Stream terrain is required, the setup hex is indicated first, followed by the Turn code and the direction of the setup indicator.

WOODS:
SWAMP:

A10, A11, A12, B11, B12, C11, C12, D6, D11, D12, E5, E6, E11, E12, J5, K4, L4, L5, M4, Q3
H7, H8, I7

SIDE A AS IKEDA NOBUTERU

Your commander Toyotomi Hideyoshi has been awaiting an attack by Ieyasu, with no result. You have suggested a plan to attack Ieyasu's territory, now that its defenders lay in front of you.

PANIC: 30

UNITS AT START:

HI (B10/1), HI (C10/1),
HG (D10/1), MI (E10/1),
MI (G11/1), HI (H11/1), CP (H12),
HI (I11/1), HC (K10/1), MI (L10/1),
HG (M9/1), MI (N10/1),
HG (O9/1), MI (P9/1), HC (Q8/1),
LdrB, LdrC, LdrD

SIDE B AS TOKUGAWA IEYASU

Hideyoshi continues his designs against your territory. He has brought a large army, but you are not a fool. You are, however, patient. You know that the hothead will make a mistake, eventually.

PANIC: 34

UNITS AT START:

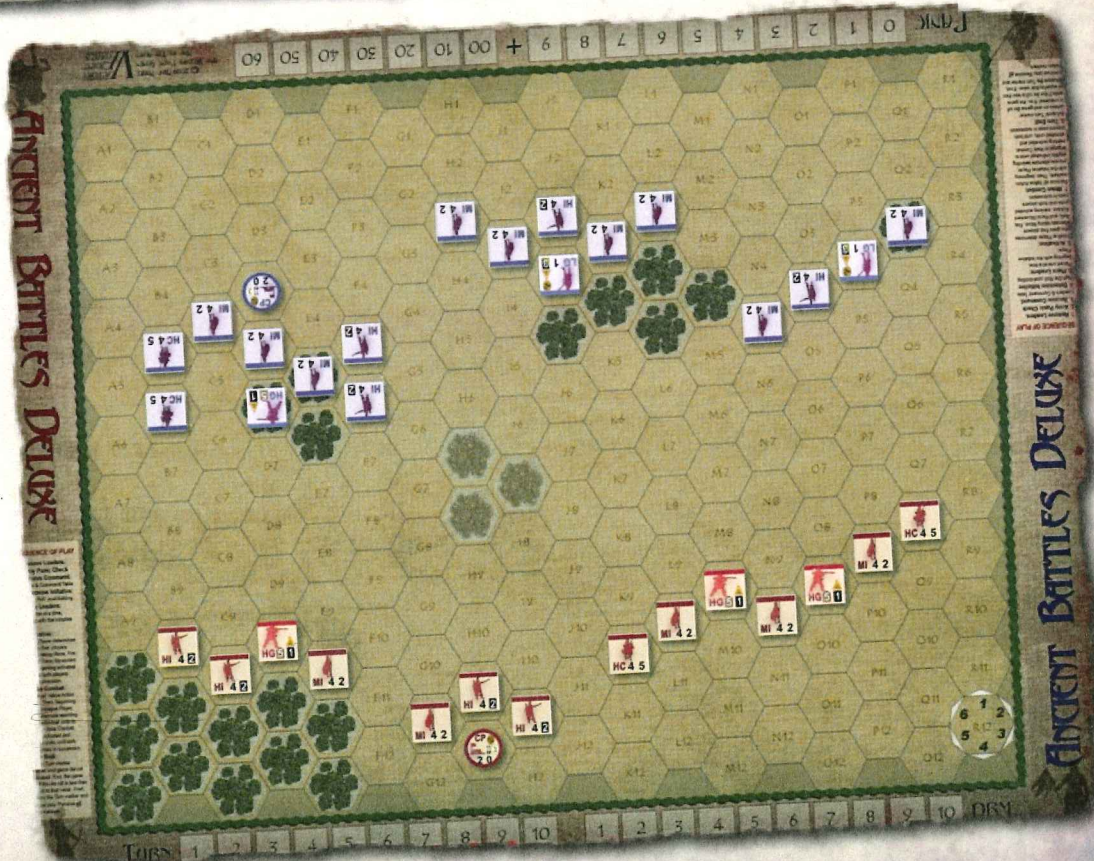
HC (B5/4), HC (B6/4), MI (C/4),
CP (D4), MI (D5/4), HG (D6/4),
MI (E5/4), HI (F5/4), HI (F6/4),
MI (H3/4), MI (I3/4), HI (J3/4),
LG (J4/4), MI (K3/4), MI (L3/4),
MI (nN5/4), HI (O4/4), LG (P4/4),
MI (Q3/4), LdrA, LdrC, LdrD

SPECIAL RULES

1. The Tokugawa army begins with a victory point.
2. The Swamp hexes are impassable.

HISTORICAL NOTES

Hideyoshi and Ieyasu met in a showdown, with the latter in a well defended position. Eventually, Hideyoshi became bored with the standoff and attempted to lure Ieyasu from his position via a feint. With the bulk of Ieyasu's forces before Hideyoshi, Ikeda Nobutero suggested a move into unprotected territory. Taking a quarter of Hideyoshi's army, Ikeda advanced rapidly. Too rapidly it would seem, as his force became stretched out and easy prey to the pursuing Ieyasu. The latter was met and halted at Nagakute long enough for Ikeda's advance force to return. The battle proved an even affair, full of charges and arquebus fire. Ultimately, superior command and control won the day for Ieyasu.



Hitotoribashi, 1585 AD

BATTLEFIELD LAYOUT

Set up the terrain tiles below within the hexes indicated. If River terrain is required, the setup hex is indicated first, followed by the number of river hex-sides on the tile and the direction of the setup indicator. If Stream terrain is required, the setup hex is indicated first, followed by the Turn code and the direction of the setup indicator.

HILL: A2, B2, B3, B12, C11, C12, I11, I12, J12, O2, O6, P3, P4, Q3
WOODS: E9, E10, E11, G4, J1, J2, J11, K2, K11, K12, L3, L12, M12, O10
STREAM: E1|S6, E2|S6, E3|S6, E4|S6, E5|S6, E6|E4, D7|E1, D8|S6, D9|S6, D10|S6, D11|S6, D12|S6
STREAM BRIDGE: E6
RIVER: K1|32, L2|23, M2|23, N3|14, N4|24, N5|24, N6|15, M6|33, M7|24, M8|32, N9|23, O9|23, P10|14, P11|24, P12|24
RIVER BRIDGE: L8|M7, O11|P11
RIVER FORD: M4|N4
TOWN: C2, L7
CASTLE: N2

SIDE A AS DATE MASAMUNE

Under the auspices of a peace treaty, the Hatakeyama kidnapped and killed your father. You have captured and slaughtered the murderous Yoshititnugu's force, but have now run into his heir Kiniomaru with a vastly superior one. Your position is strong and your heart stronger still.

PANIC: 22

UNITS AT START: LG (H5/2), LI (H6/2), LI (H7/2), LC (G4/2),
 LI (G5/2), LI (G6/2), LI (G7/2), HA (G8/2),
 MM (G9/2), HC (G10/2), CP (C2), LdrA, LdrB,
 LdrB

SIDE B AS HATAKEYAMA KINIOMARU

The Date's power and perfidiousness have become dangerous. Every attempt to forge a peace have failed and a tragic accident has resulted in an insane and murderous rampage by Masamune through your territory. You have organized a resistance and with a large force are ready to crush Masamune for good.

PANIC: 32

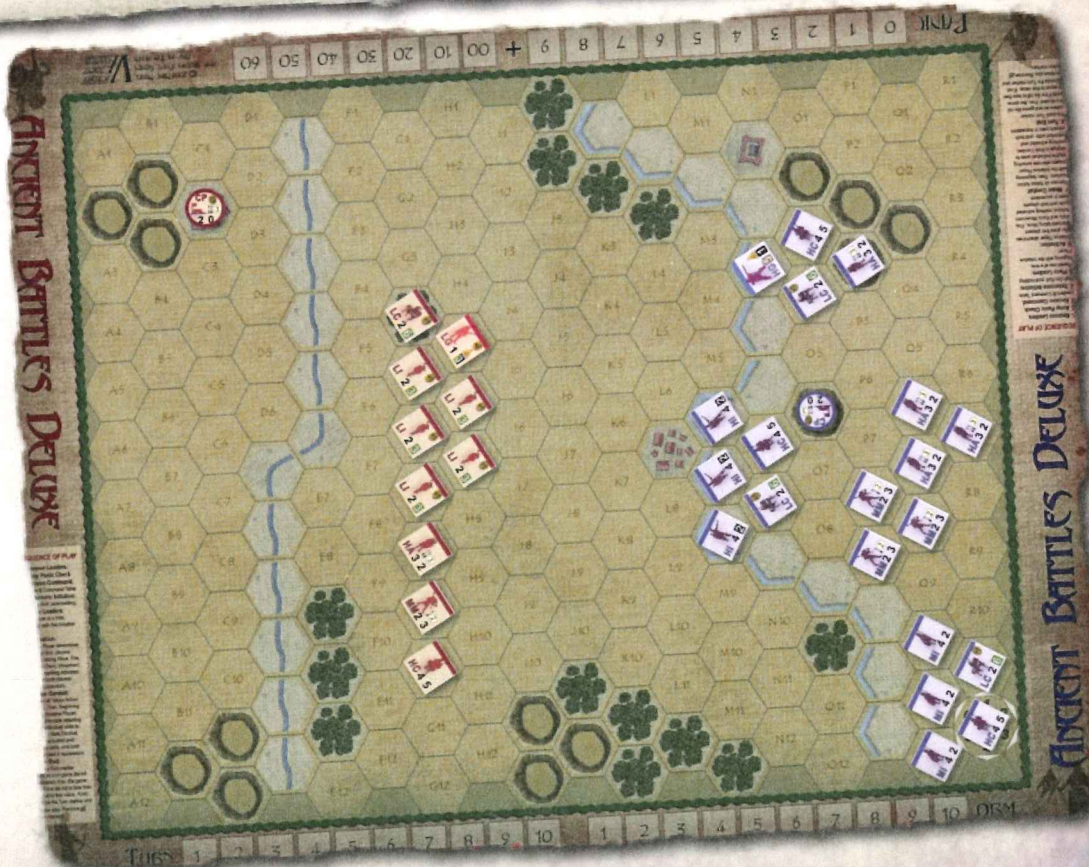
UNITS AT START: HG (N4/5), HC (O3/6), LC (O4/5), HA (P4/5),
 HA (Q6/6), HA (Q7/6), HA (R7/6), MM (P8/6),
 MM (P9/6), MM (Q8/6), MI (Q10/6),
 MI (Q11/6), MI (Q12/6), LC (R11/6),
 HC (R12/6), HI (M6/5), HI (M7/5), HI (M8/6),
 HC (N7/5), LC (N8/5), CP (O6), LdrB, LdrC,
 LdrD

SPECIAL RULES

1. The Date start with a victory point.
2. The Hatakeyama HG has a movement rate of 2.
3. Add +2 to the game end die rolls. The game still ends after the 10th turn
4. **OPTION:** To provide a more balanced experience, play this scenario in conjunction with Scenario #13 (Suriagehara) and compare the summed victory point totals of Date with the summed totals of his enemies to see how well Date does.

HISTORICAL NOTES

By the time Kiniomaru had met Masamune at the Hitotori bridge over the Abukuma river, his force had swollen to 30,000 against the latter's 7,000. However, Masamune held a defensible position against these overwhelming odds. The battle was fierce, but the Date forces were eventually forced to fall back by the weight of Hatakeyama numbers. Luck and perseverance were on Masamune's side as they managed to hold out until the end of the day. Kiniomaru intended to deliver the knock-out blow the following morning, but during the night reports arrived indicating an attack against one of the Hatakeyama's generals' territory. The general left the battlefield, leaving insufficient force to finish the Date off.



Hetsugigawa, 1586 AD

BATTLEFIELD LAYOUT

Set up the terrain tiles below within the hexes indicated. If River terrain is required, the setup hex is indicated first, followed by the number of river hex-sides on the tile and the direction of the setup indicator. If Stream terrain is required, the setup hex is indicated first, followed by the Turn code and the direction of the setup indicator.

STREAM: G1|S3, G2|S3, G3|S3, G4|S3, G5|S3, G6|S3, G7|S3, G8|S3, G9|S3, G10|S3, G11|S3, G12|S3
HILLS: L9, L10, L11, L12, M9, M10, M11, M12

SIDE A AS SENGOKU HIDEHISA

Toyotomi Hideyoshi has ordered you onto the defensive, but the enemy is withdrawing. Now is your chance to attack!

PANIC: 20

UNITS AT START: MI (D2/3), MM (D3/3), MM (D7/3), MI (D8/3),
 HC (E1/3), MI (E2/3), MI (E3/3), LG (E4/3),
 LG (E6/3), MI (E7/3), MI (E8/3), HC (E9/3),
 WW (A2), LdrB, LdrB

SIDE B AS SHIMAZU YOSHIHISA

Your campaign to capture the Bungo Province is going well. The Otomo have sent an army to stop you, but its commanders are headstrong and inexperienced. You have an opportunity to win a great battle!

PANIC: 36

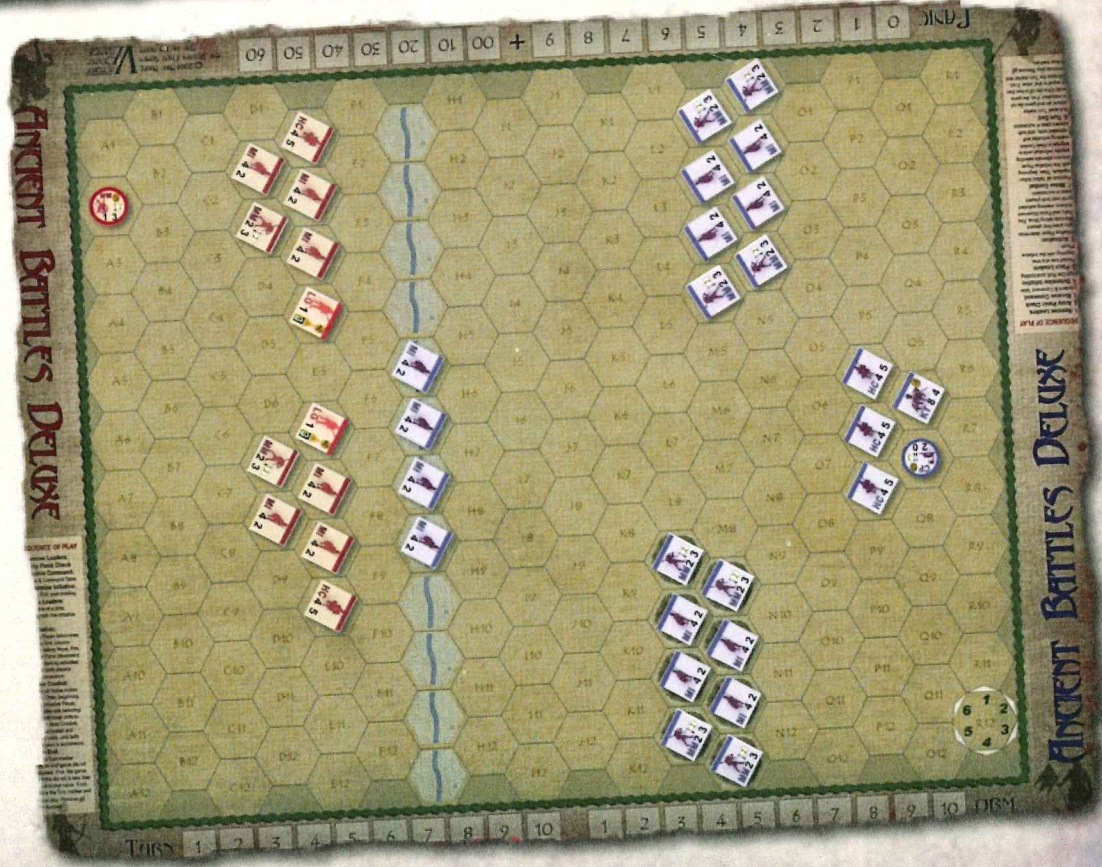
UNITS AT START: MI (G5/3), MI (G6/3), MI (G7/3), MI (G8/3),
 MM (L9/6), MI (L10/6), MI (L11/6),
 MM (L12/6), MM (M1/5), MI (M2/5),
 MI (M3/5), MM (M4/5), MM (M9/6),
 MI (M10/6), MI (M11/6), MM (M12/6),
 MM (N1/5), MI (N2/5), MI (N3/5), MM (N4/5),
 HC (P6/6), HC (P7/6), HC (P8/6), KT (Q6/6),
 CP (Q7), LdrA, LdrC, LdrD

SPECIAL RULES

Prior to play beginning, the Shimazu player secretly notes the starting hexes for two HG and two CN:5. These hexes must be within rows K-R. These units are revealed at any time (through normal activation) or if an enemy unit moves adjacent. Friendly units may move through hidden units freely:

HISTORICAL NOTES

In an effort to control Kyushu, Shimazu Yoshihisa invaded Bungo Province with a large army and set to capturing its castles. A force was sent to assist the defense against this invasion by Toyotomi Hideyoshi, who also had designs on Kyushu. Before Toyotomi could consolidate his forces, part of his army went on the offensive after seeing the Shimazu army fall back to defend its lines of communication. This attacking force met Shimazu at the Hetsugigawa, where the latter used a classic false retreat to draw the force under Sengoku Hidehisa across the river. The ruse worked and half of the attacking army was drawn into the trap. After heavy fighting, Sengoku was driven back across the river, causing confusion within the remainder of his army, and was soon routed. This victory for Shimazu secured his control of Bungo.



Scenario Wots-13 Suriagehara, 1589 AD

BATTLEFIELD LAYOUT

Set up the terrain tiles below within the hexes indicated. If River terrain is required, the setup hex is indicated first, followed by the number of river hex-sides on the tile and the direction of the setup indicator. If Stream terrain is required, the setup hex is indicated first, followed by the Turn code and the direction of the setup indicator.

WOODS:

A1, A8, A9, B2, B9, B10, C2, C4, C8, C9, D5, D9, E5, F3, G3, I4, I5, J4, J5, J6, K1, K2, K3, P2, Q2, R2, R3

STREAM:

O1 | S6, O2 | E6, P3 | S5, Q3 | S5, R4 | S5, R9 | E2, Q9 | E5, P9 | E2, O9 | E5, N9 | E2

SIDE A AS DATE MASAMUNE

The opportunity to crush the enemy Ashina has awaited itself. You have been picking off their castles one after the other and now they have come to meet you in the field of battle again. But this time your forces are superior.

PANIC: 30

UNITS AT START: MI (I6/3), LG (I7/3), LG (G1/3), MM (G2/3), HI (G4/3), LA (G5/3), MI (G6/3), MI (G7/3), HI (G8/3), MM (G9/3), LG (G10/3), HI (G11/3), MI (E3/3), MI (E4/3), MI (E8/3), MI (E9/3), HC (C5/3), LG (C6/3), MM (C7/3), CP (B6), MI (B7/3), LC (B8/3), LdrA, LdrB, LdrC

SIDE B AS ASHINA YOSHIHIRO

The Date have been stripping your retainers and attacking your castles. You must attack before all your power is lost. You have a strong army and have struck while Date regroups. Your surprise attack must carry the day!

PANIC: 20

UNITS AT START: LI (K5/6), LA (K6/6), LG (K7/6), HI (L10/6), LG (L11/6), HI (M5/6), LG (M6/6), MM (N6/6), LI (N10/6), LG (N11/6), MM (N12/6), LI (P4/6), LG (P5/6), LI (P8/6), MM (P10/6), MM (Q4/6), LG (Q8/6), HC (R5/6), WW (R6), HI (R7/6), LdrB, LdrC, LdrD

SPECIAL RULES

- The Ashina start with one victory point.
- OPTION:** To provide a more balanced experience, play this scenario in conjunction with Scenario #11 (Hitotoribashi) and compare the summed victory point totals of Date with the summed totals of his enemies to see how well Date does.

HISTORICAL NOTES

Unlike the battle at Hitotoribashi, Masamune's force outnumbered Yoshihiro's by nearly 50%. The former heard of the latter's approach with sufficient time to gather his forces that were recovering after a campaign of sieges against Ashina holdings. Masamune's van met the Ashina on the plain of Suriagehara and were met with strong resistance. The Ashina showed the first success in routing the forwardmost Date troops. Fortunately the Date were able to plug this gap in their lines and slow the Ashina advance sufficiently to allow the remainder of Masamune's force to arrive. By this point the Ashina were hopelessly outnumbered and began to withdraw, only to find that the bridge across the Nitsubashi River had been destroyed, leaving them trapped. No quarter was shown, leaving most of the Ashina dead on the field or drowned in the river. Over 2,300 heads were paraded before Masamune to celebrate his victory.



Sekigahara, 1600 AD

BATTLEFIELD LAYOUT

Set up the terrain tiles below within the hexes indicated. If River terrain is required, the setup hex is indicated first, followed by the number of river hex-sides on the tile and the direction of the setup indicator. If Stream terrain is required, the setup hex is indicated first, followed by the Turn code and the direction of the setup indicator.

TOWN: H6, I5, P2
HILLS: A3, A5, A9, A10, A11, B4, B5, B12, C12, D12, E1, E12, F2, F12, G2, G12, H3, I2, J2, K1, N5, N6, O4, O6, P4, P7, Q3, Q7, R3, R8
STREAM: A7|S2, B8|S2, C8|S2, D9|S2, E9|S2, F10|S2, G10|S2, H11|E5, I10|E2, J11|E5, K10|E2, L11|E5, M10|E4, M9|T2, N10|S2, O10|S2, P11|S2, Q11|S2, R12|S2

SIDE A AS ISHIDA MITSUNARI

Tokugawa believes himself to be the heir to Toyotomi's fortune and is ingratiating himself with Toyotomi's young and impressionable heir, Hideyori. To keep him from gaining too much strength, you have hatched a plot to draw him out, but it has failed. Now he is taking your castles, rather than the reverse! You have positioned your army in a narrow pass at Sekigahara to halt his advance.

PANIC: 24

UNITS AT START: CP (C1), KT (C2/3), CN:4 (C3/3), HC (C6/2), HC (C7/2), MI (C9/2), MI (D2/3), MI (D3/3), MI (D5/2), MI (D6/2), MI (D7/2), MI (D8/2), MI (D10/2), LdrB, LdrC

SIDE B AS TOKUGAWA IYASU

You are the rightful heir to Toyotomi's holdings and are in the best position to do so. Several of Hideyori's regents have risen against you, but you are way ahead of them. You have led your "Eastern Army" in conquest against enemy castles and have virtual control of the Tokaido and Nakasendo Roads. Only one castle remains to complete your conquest, and Ishida's army stands in your way.

PANIC: 28

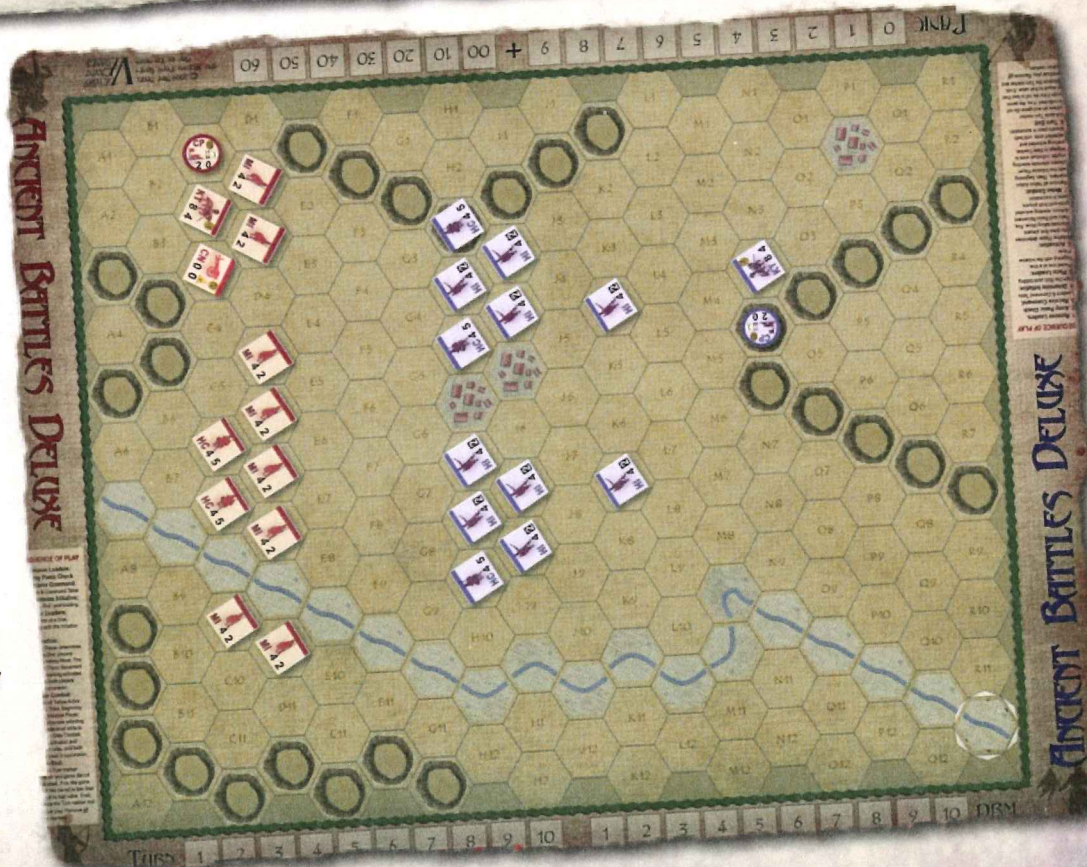
UNITS AT START: HC (H3/5), HI (H4/5), HC (H5/5), HI (H7/5), HI (H8/5), HC (H9/5), HI (I3/5), HI (I4/5), HI (I7/5), HI (I8/5), HI (K4/5), HI (K7/5), KT (N4/5), CP (N5), LdrA, LdrB

SPECIAL RULES

- Units may enter Hill terrain hexes, but any empty hexes surrounded by Hill are impassable (these represent mountains that overlook the battlefield).
- The first turn takes place under foggy conditions. After determining initiative, both players halve their remaining command points (rounding up).
- KOBAYAKAWA:** At the beginning of the turn following one in which a melee was completed, and after initiative has been determined, Ishida rolls a die. If the roll is a six or greater, Kobayakawa may enter the game as a reinforcement on his side. If the roll is a one or less, he enters the game under Tokugawa's control. Prior to making this roll, Ishida may commit any number of command points to increase the roll. Then, Tokugawa may do the same, but to decrease the roll. This die roll recurs each subsequent turn after initiative determination until Kobayakawa joins one side or the other. The reinforcements enter the map through any Hill terrain from A8 to G12. The reinforcements are: 1xHC, 3xMI, LdrC.

HISTORICAL NOTES

This was the final battle of the "Sengoku-jidai" (the age of the country at war) that started with Okezahama. Once again, the cause of this battle is due to a property grab following the death of a powerful daimyo, this time Toyotomi Hideyoshi. The two opposing forces in the forms of Eastern and Western armies set about capturing each other's castles. Tokugawa was more successful than his opponent, forcing a confrontation at Sekigahara. The battle could have been much larger than it was, but for large parts of both armies being held up by siege duties. Ishida arrived at Sekigahara first and set up on the high ground west of the town. Tokugawa soon arrived and engaged Ishida in a heavy fog. Ishida became concerned when one unit of his army refused to engage, but finally did so after some prodding, but on Tokugawa's side! This unit fell on Ishida's left and was soon joined by two more of Ishida's units that threw their support to Tokugawa! This caused Ishida's force to collapse and fall back toward his reserve that also had turned to Tokugawa. Ishida was captured and executed a few days later. Three years after Sekigahara, Tokugawa Ieyasu was declared Shogun, the first in thirty years.



Scenario WotS-15 Tennoji, 1615 AD

BATTLEFIELD LAYOUT

Set up the terrain tiles below within the hexes indicated. If River terrain is required, the setup hex is indicated first, followed by the number of river hex-sides on the tile and the direction of the setup indicator. If Stream terrain is required, the setup hex is indicated first, followed by the Turn code and the direction of the setup indicator.

TOWN: E6, F6, F7

SIDE A AS TOYOTOMI HIDEYORI

The Tokugawa have controlled Japan since Sekigahara, fifteen years ago. Now the Shogun has become paranoid, seeing monsters behind every stone and insults on every breath. He is a danger to you and all the samurai his earlier victories dispossessed. It's time to gather together to rid Japan of this mad tyrant.

PANIC: 30

UNITS AT START: LI (B6/3), LI (B7/3), LI (C6/3), LI (C7/3), LI (D7/3), LI (D8/3), LG (C2/2), MI (C3/2), LG (C4/2), MI (E5/2), MI (F5/2), MI (F6/2), MI (F8/3), HG (H5/3), MI (H7/3), MI (H8/3), LC (H9/3), MI (I3/3), LG (I4/3), LC (I5/3), MI (I6/3), CP (E6), LdrB, LdrC

REINFORCEMENTS: Turn 1, see Special Rule 3

SIDE B AS TOKUGAWA IYASU

Toyotomi believes himself better than you and has as much as erected a monument to proclaim it across Japan. Now he gathers forces against you at Osaka. You have controlled Japan for fifteen years and will continue to do so by crushing this little upstart.

PANIC: 32

UNITS AT START: MI (Q1/5), MI (Q2/5), LG (P1/5), LG (P2/5), LG (P3/5), LC (Q10/6), MI (Q11/6), MI (Q12/6), HG (P11/6), HG (P12/6), MI (N8/5), MI (N9/5), LI (M4/5), HG (M5/5), LI (M6/5), LI (M7/5), LI (M8/5), LC (M9/5), LI (L4/5), LG (L5/5), LG (L6/5), LI (L7/5), LI (L8/5), LI (L9/5), LdrB, LdrC, LdrC

REINFORCEMENTS: Turn 1, see Special Rules 1 and 2; Turn 3, 2xLG, 2xMI, 1xKT, 1xWW, LdrA (through hexes R1-R6)

SPECIAL RULES

- MAEDA'S HESITATION:** The Tokugawa player rolls a die each turn after determining command. If the roll is less than or equal to the current turn, Maeda's force (3xLG, 2xMI, 1xHC, LdrD) may enter the map in formation through hexes J1-M1. Command points may be expended prior to the roll to reduce it by one per point spent.
- ASANO'S ARRIVAL:** The Tokugawa player rolls a die each turn after determining command. If the roll is less than or equal to the current turn, Asano's force (1xHG, 1xMI, 1xLI, LdrD) arrives and must enter the map through hexes J12-L12. Any friendly LI unit within five hexes of an entering unit must make a morale check. If they fail and are adjacent to an enemy unit, they are eliminated. If they fail and are not adjacent to an enemy unit, they are disrupted. If already disrupted, they are eliminated.
- RELIEF FROM OSAKA:** The Toyotomi player rolls a die (increasing the roll by +3, delaying entry) each turn after determining command. If the roll is less than or equal to the current turn, a relief force from Osaka arrives (3xMI, 3xLG, LdrC). These units enter the map through hexes from A1-A12.
- Any unit entering the town hexes is automatically disrupted.

HISTORICAL NOTES

Tennoji was the last great samurai battle, and resulted in the final destruction of all Tokugawa's foes. It is in doubt who actually started this offensive, the first since Sekigahara. The Tokugawa were seemingly responding to hostilities by the Toyotomi, where the latter was responding to threats by the former. Regardless, the battle was preceded by a series of sieges against Toyotomi's castle at Osaka. These sieges and a fair amount of treachery had weakened Toyotomi to the point where an open field assault against the disorganized Tokugawa was the only option. Their plan was to hold the Tokugawa while outflanking them. Once victory was at hand, Toyotomi would ride out of his castle to strike the final blow. Unfortunately, this plan fell apart due to poor command control. Toyotomi forces attacked too soon, before the flanking force was in place. This kept the odds even for a while, causing quite a bit of back-and-forth. The Tokugawa, under superior leadership, managed to keep better control of their forces (in the face of confusion where Asano's arriving troops were mistaken for an enemy flank attack) and pushed the Toyotomi back into their encampment, where it eventually collapsed.

