ITACS
Improved Tactical System

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Scenarios

[1.0] Scenario Design Guide

Here are some basic guidelines for building scenarios for ITACS.

- Do at least some basic historical research. Don't trust what other game designers have done, and don't trust the first piece of research that you find (especially if that happens to be another game, Wikipedia or the Bible).

- Scales are probably bigger than you think they are. Medieval battlefields were often not a few hundred metres across, they were frequently a few km across. You may need a larger scenario map than you think you do.

- Numbers of troops might be larger than you think. Just because game X says there are 9 English longbow counters at Agincourt, and that each counter was 100 men, doesn't mean that is correct. Even the most conservative sources estimate around 5,000 English archers.

- Historical battlefield maps from various sources may differ a lot in their estimates. Remember that google maps didn't really exist in 1300AD and we don't know for sure the extent of forestation, etc. In fact for many battles we don't really know where exactly they were – on one side of a certain range of hills or another. Use your best guess.

Generally here is the process that I follow when building a scenario:

- Start with the map. Do some research as stated and if you're in doubt about topological features, check the elevations shown on Google maps. Remember that cities, towns and forests may have all moved, appeared or disappeared but hills and valleys tend to remain the same.

- Get together a basic order of battle for each side. How many troops were there and what sort of weapons were they carrying? Historical armies tended to be somewhat more homogenous than we think they were. For example, the armies of Switzerland and some of the Italian city states were comprised almost entirely of pikemen – very few cavalry or missile troops of any kind. The Spanish Tercios were probably the first troops in history to operate with a true combination of troops (pikemen, swordsmen, arquebusiers) all in the one formation. However tercios were often the only Spanish forces on the field, battles where tercios fought in cooperation with cavalry or other forces were not as common as we might think.

- Decide what leaders were present and what their capabilities were. To decide on a leader rating (1L, 3L, etc) consider the great historical leaders of their time – Henry V, Edward the Black Prince, etc, and rate those at 1. Everyone else comes down a bit from that. You can look up the various personages and get some idea of their achievements to give them a rating.

- Consider the victory conditions. Try to set victory conditions for a good game. The French were never really going to challenge the English archers at Agincourt, but their victory conditions for the game should not be "wipe out all enemy forces". If the player can achieve a somewhat better result than the historical forces were able to do, plus or minus a bit for the outright stupidity of certain historical battlefield commanders, then that should count as a win.

- Nonetheless consider what each side was trying to do. In the Bạch Đằng battle, the Yuan troops were tired, lacking supplies, and were retreating from continual guerilla style harrassment from the Đại Việt forces. At the point of this battle, all they were really trying to do was to get away. Give the disparity of forces, the Yuan troops could never hope to defeat the Đại Việt in a pitched battle but achieving part of their historical goal should likewise count as a win.

Once you have a starting point for a scenario, it helps to get it playtested, preferably by the same players playing each side against each other. Hopefully it should be possible for either side to win (unless you're aiming for a turkey shoot) depending on the skill level of the players.

[2.0] Ancient Scenarios – 3000BC to 500BC

[2.1] Megiddo I (ca 1457 BC)

	Egyptian (light coloured counters)	Canaanites (dark coloured counters)
Starting Forces	16 x MI 8 x MS 4 x AX 8 x SD 10 x IB 10 x CH 1 x 2L (Thutmose III), 2 x 3L	20 x MI 6 x MS 6 x AX 4 x BW 8 x SK 10 x CH 1 x 3L, 2 x 4L
Stacking Limits	2 per hex.	2 per hex.
Panic Level	30	20
Victory Conditions	Prevent a Canaanite victory.	Move at least 15 units into the city, through the gate hex at 27.14, at least including the 3L leader.
Game length	30 turns	
Special rules	The city is controlled by the Canaanites and the gate will only open to allow Canaanite troops to enter.	

Historical Notes	The Battle of Megiddo was fought by the Egyptians, lead by Thutmose III, to quash a rebellion of the Canaanite states led by the king of Kadesh. It is one of the earliest battles in recorded history where we have a fair idea of the troops, battle details and losses on each side, thanks to the presence of an Egyptian scribe at the battle.
	The battle ended up as a rout by the Egyptians of the Canaanite forces, however the Canaanites were able to flee in safety to the city of Megiddo after giving up their camp as plunder to the Egyptians. A lengthy siege resulted as the Egyptians lacked the resources to storm the city walls. Eventually the city was starved into submission however the king of Kadesh managed to escape.
Scenario Notes	Notwithstanding some lucky dice rolls, the Canaanites aren't going to be able to defeat the Egyptians on the field despite having similar numbers, because of the better arms and leadership of the Egyptians. However a concerted holding effort should see a skilled Canaanite player manage to achieve the victory conditions of having at least some of their army reach the city without being torn to pieces.

[2.2] Megiddo II (609 BC)

	Egyptian (light coloured counters)	Judaeans (dark coloured counters)
Starting Forces	10 x SK 20 x AX 8 x IB 8 x CH 1 x 2L (Necho III), 2 x 3L	20 x MI 6 x MS 6 x AX 4 x BW 4 x SK 8 x CH 1 x 3L (Josiah), 2 x 4L
Stacking Limits	2 per hex.	2 per hex.
Panic Level	30	20
Victory Conditions	Exit 18 units (incluidng Chariots) off the north edge of the map, or capture or kill the Judaean 3L leader.	Prevent an Egyptian victory.
Game length	30 turns	
Special rules	The city is controlled by the Judaeans and the gate will only open to allow Judaean troops to enter.	
Historical Notes	The second Battle of Megiddo happened in 609BC as the Egyptian Pharaoh Necho II tried to lead his troops north to the assistance of his Assyrian allies against the Babylonians. Standing in his path were the Judaean forces under Josiah who refused to let the Egyptians pass. As a result of the battle, Josiah was killed and Judaea came under the control of Egypt.	
Scenario Notes	Provided they organise their attack well, there should be sufficient time in this scenario for the Egyptians to force a passage through the Judaean troops. They have the advantage of superior missile and foot troops as well as better leaders. The Judaeans really only need to foght a delaying action, however, and have the advantage of terrain.	

[3.0] Greek Era Scenarios – 500BC to 280BC

[3.1] Marathon (490 BC)

	Athenians (light coloured counters)	Persians (dark coloured counters)

Starting Forces	33 x MS	10 x MI
	1 x 2L, 2 x 3L	4 x MS
		4 x BI
		4 x BW
		3 x LC
		1 x 2L
Stacking Limits	3 per hex.	2 per hex.
Panic Level	25	25
Victory Conditions	Elminate 15 Persian units.	Avoid an Athenian victory.
Game length	20 turns	
Special rules	The Persian units may neither move not fire on the first 4 game turns.	
Historical Notes	A famous battle involving the defending Athenians against the invading Persians under Datis. The Greeks covered the distance down to the Persian army qujickly and were able to beat the Persian cavalry (who were stuck due to the sandy and boggy conditions) to the best ground.	
	The fleeing Persians took to their ships and sailed around to the city of Athens to catch the Athenians unaware. However the Athenians, despite being weary from the battle, ran the 24 miles from the battle site to the city overnight, and the Persians found the victorious Athenians from the previous day waiting for them. Datis retreated with the remnants of his army and fleet and sailed back to Persia.	
Scenario Notes	This is an odd scenario – as was often the case in early battles the Greeks had neither cavalry nor archers, and yet managed to defeat their enemies. It really shouldn't work from a wargame point of view but in fact the Persians didn't have enough archers to seriously trouble the Athenian lines, and the Athenians ended up making a double envelopment attack against the Persians, which panicked their army and sealed the battle.	

[3.2] Thermopylae (480BC)

	Spartans (light coloured counters)	Persians (dark coloured counters)
Starting Forces	10 x PP	100 x MI
	1 x 1L (Leonidas)	1 x 4L (Xerxes)
Stacking Limits	4 per hex.	2 per hex.
Panic Level	N/A	N/A
Victory Conditions	Avoid a Persian victory	Kill all Spartan units
Game length	15 turns	
Special rules	Spartan PP units have Shields (-2 modifier for missile fire).	
	Spartan PP units are Elite.	
Historical Notes	One of the most famous one-sided battles in history, this battle was fought in a narrow pass between impassable mountains and the sea. Although massively outnumbered, the Spartans and their allies were able to hold the pass through three days of battle before being betrayed by a local who told the Persians of a small pass which lead behind the Greek lines.	
Scenario Notes	The Spartans have advantage of terrain in what would otherwise be a hopeless battle. It should be possible for them to hold the pass against the weaker Persian units. Although everyone wants to fight this battle because it's so well known, it's quite a silly scenario to play as a 2 player game however, other than just to learn the combat rules. With the poor quality	

	troops they have and the terrain advantage that the Greeks have, there is no way that the Persians can achieve a win here without some very lucky dice rolls.	

[3.3] Eurymedon (ca 466BC)

	Greeks (light coloured counters)	Persians (dark coloured counters)
Starting Forces	15 x LF 15 x SD 30 x PS 1 x 2L (Cimon)	15 x LF 60 x MI 6 x BW 2 x 3L (Tithruastes & Pherendatis)
Stacking Limits	3 per hex.	2 per hex.
Panic Level	N/A	N/A
Victory Conditions	Capture or kill both Persian leaders.	Capture or kill the Greek leader Cimon.
Game length	25 turns	
Special rules	Greek PS units have Shields (-2 modifier for missile fire). Greek PS units are Elite. Greek SD units are marines (can add their full combat strength to that of the fleet in ship to ship combat)	
Historical Notes	The Persian fleet had anchored off the mouth of the Eurymedion river in southern Anatolia, awaiting reinforcements from Cyprus. Meanwhile the Greeks under various leaders were attempting to expel the Persians from the coastal cities and towns on the Ionian sea coast. Cimon was keen to engage the Persian fleet before the reinforcements arrived, and initially the Persians took to the battle. After their fleet line was breached, however, the Persian ships retreated to shore to join their army camped nearby. The Greek hoplites once again proved too strong for the Persian infantry and the Persian forces were defeated. The last of the major recorded battles in the Greco-Persian wars, by this stage of the war Greek independence had been won, however this battle assured that further Persian naval incursions into Greek waters would end.	
Scenario Notes	There isn't a lot of historical information about this battle – not even the troop numbers are known neither is the exact date, but I wanted to include a scenario at the end of the Greco-Persian wars as well as one involving marine troops so this seemed the most likely. The Greeks should have the upper hand here. Although the Persians have some missile troops and the Greeks don't, they aren't in enough numbers to seriously bother the Greek army once it gets ashore. The Greek marines should swing the battle against the Persian ships, barring some lucky dice rolls on the part of the Persians.	

[4.0] Roman Era Scenarios – 280BC to 476AD

[4.1] Aylesford (455AD)

	Saxons (light coloured counters)	Britons (dark coloured counters)
Starting Forces	3 x BW 12 x SD 2 x 3L (Hengist & Horsa)	8 x MS 4 x BW 1 x 3L (Vortigern)
Stacking Limits	2 per hex	2 per hex

Panic Level	16	9
Victory Conditions	Capture the village hexes 12.16 & 12.17	Prevent a Saxon victory, or kill either of the Saxon 3L leaders.
Game length	15 turns	
Special rules	None.	
Historical Notes	This was a battle between the Britons and the Saxons that was recorded in a couple of period sources. It was fought between the Saxon leaders Hengist and Horsa on one side, and the Briton leader Vortigern on the other side, near Aylesford in Kent. That's about all that we know about the battle, none of the sources even record who won. It was probably quite a small battle, no more than about 2000 or so men on each side.	
Scenario Notes	I wanted to include one of the battles from the time of the Anglo Saxon invasions of Britain but information on them is hard to find. This one is probably one of the better documented ones even if a lot of the information that I had to use was fairly speculative. This should be an easy scenario to play through. Either side stands a good chance of victory, the Saxons have superior troops but the Britons have the advantage of terrain.	

[5.0] Early Middle Ages Scenarios – 476AD to 1000AD

[5.1] Tours (10th October 732)

	Franks (light coloured counters)	Umayyads (dark coloured counters)
Starting Forces	34 x MI 18 x AX 12 x MC 1 x 2L (Charles Martel), 2 x 3L, 2 x 4L	40 x HB 32 x LC 10 x BW 2 x 3L, 1 x 4L
Stacking Limits	2 per hex.	2 per hex.
Panic Level	25	20
Victory Conditions	The Franks must prevent an Umayyad victory.	The Umayyads must control the city hex at 35.01 at any point in the game. If they can do this then the game ends in an Umayyad victory.
Game length	15 turns	
Special rules	Frankish AX units may each fire defensively once per game using the "francisca" throwing axe. It has a fire strength of 2 and a range of 1, however it may only be used in defensive fire.	
Historical Notes	Although a lot that we know about the battle of Tours is speculative (even the exact location of the battle site is not known), the battle was the one that stopped the Moorish invasion of Western Europe. The Umayyads had been invading, looting and generally causing havoc in France since about 720. At this battle they were surprised to find a large Frankish army, led by Charles Martel, blocking their path to the city of Tours which they intended to loot. The battle ended in a Frankish victory as the Franks, holding to the high ground in front of the city, were able to blunt the attacks of the Umayyad cavalry. After the battle the Umayyads deserted their camp and fled back to Spain.	
Scenario Notes	Deciding on the exact forces for this battle is somewhat difficult because there are a lot of differences in opinion as to the sizes of each army. The Umayyads clearly had the largest army but by how much exactly is not known. The Umayyad army was almost all cavalry, that much is certain.	

	The victory conditions for the Umayyads is fairly simple – sack the city. On flat terrain with cavalry against infantry this would be an easy task, however on hilly and wooded terrain it could be quite difficult. Probing for weaknesses in the Frankish defence might be a necessary tactic. Using the voluntary break option after cavalry charges could be critical to the Umayyad cause.	

[5.2] Maldon (11th August 991)

	Saxons (light coloured counters)	Vikings (dark coloured counters)
Starting Forces	20 x MI 16 x MS 1 x 3L (Byrhtnoth), 1 x 4L	24 x SD 12 x AX 5 x BW 1 x 2L (Olaf), 1 x 3L
Stacking Limits	2 per hex.	2 per hex.
Panic Level	20	40
Victory Conditions	Prevent a Viking victory.	The Vikings must occupy both hexes of the village in hexes 12.13 and 13.12 at any point in the game, and then return at least 18 units to the island hexes (separated from the mainland by swamp and water hexes).
Game length	25 turns	
Special rules	Viking AX and SD units are Elite.	
Historical Notes	Another in what must have seemed like the interminable raids and wars of conquest that the Vikings made against the Saxons. The Viking forces had sailed up the Blackwater River near Maldon, and disembarked at Northey Island. They were forced to wait for low tide, at which time the mainland could be reached across a ford. The Saxons were lead by Byrhtnoth, who called his levies to stand with him alongside his household troops. Although the household troops were able to stand against the Viking attacks, the levies quickly fled the field after mistakenly believing that Byrhtnoth had left on a horse (which in fact was one of his household fleeing on Byrhtnoth's horse). The Vikings captured and killed Byrhtnoth but at a great cost in their own lives.	
Scenario Notes	Many of the Viking raids on Saxon England are poorly documented but at least this one has a poem written containing an account of the battle along with accounts of bravery from the warriors on both sides (most of which is probably poetic license). The battle is also mentioned in the Anglo Saxon Chronicle so we have a reasonable idea of what happened. The Saxons have the advantage of terrain here, and the Vikings have the advantage of better (and elite) troops. Whether each side can press their advantage is going to be a matter of manouver. The Vikings do have a small number of archers but probably not enough to significantly affect the battle, this one will be a fairly dour hand to hand combat.	

[6.0] High Middle Ages Scenarios – 1000AD to 1300AD

[6.1] Stamford Bridge (25th September 1066)

	Anglo Saxons (light coloured counters)	Vikings (dark coloured counters)
Starting Forces	24 x SD 30 x MI	12 x SD 12 x AX

	12 x MC 9 x IB 1 x 2L (Harold Godwinson), 2 x 3L	4 x BW 1 x 2L (Harald Sigurdsson), 1 x 3L (Tostig Godwinson)
Stacking Limits	3 per hex.	3 per hex.
Panic Level	24	15
Victory Conditions	Capture or kill the Viking 2L leader.	Capture or kill the Anglo Saxon 2L leader.
Game length	25 turns	
Special rules	None.	
Historical Notes	In 1066 England faced two invasions. The first was in the north where Harald Hardrada invaded and laid siege to York, expecting the city to surrender. The Anglo Saxons arrived unexpectedly after a forced march from London and set themselves for the attack across the bridge. Stories of the parleys before the battle report that Harold Godwinson offered Harald Hardrada 6 feet of English soil, or knowing that he was a tall man, so much more than 6 feet by which he was taller than a normal man. The offer was rejected by Tostig Godwinson, Harold Godwinson's brother, who fought on the Viking side.	
Scenario Notes	The Vikings have some terrain advantages, although the Anglo Saxons have the numbers. The Vikings had left much of their armour and war gear back at their ships because they weren't expecting an attack but the Saxons arrived before the city surrendered and so a battle was forced.	

[6.2] Falkirk (22nd July 1298)

	England (light coloured counters)	**Scotland (dark coloured counters)**
Starting Forces	6 x HC 30 x LB 30 x MS 1 x 2L (Edward I), 2 x 3L	2 x HC 18 x CB 24 x PS 1 x 2L (William Wallace), 2 x 3L
Stacking Limits	3 per hex.	3 per hex. PS may stack 4 per hex to form square formation.
Panic Level	24	20
Victory Conditions	Capture the Scottish 2L leader, or eliminate or rout from the map more than 12 Scottish PS units.	Prevent an English victory, or capture the English 2L leader.
Game length	25 turns	
Special rules	English HC units do not have to charge against Scottish PS units as per the Feudal Cavalry rule. They must however charge any other Scottish units in accordance with that rule.	
Historical Notes	This was a battle fought as part of the First War of Scottish Independence. William Wallace, a Scottish knight, led the forces of Scotland as Guardian of Scotland. Edward I invaded Scotland to enforce his claim as Lord Paramount of Scotland, which he was granted after the Scottish succession crisis. The two armies met at Falkirk. The English knights insisted that they lead the attack, and despite routing the Scottish cavalry and archers were unable to make an impression on the Scottish pikemen. The pikemen formed squares which made them an easier target for the Welsh archers fighting in Edward's army, and soon the battle turned to an English victory as the Scottish ranks were thinned out.	

Scenario Notes	This scenario should be a reasonably easy victory for the English player. Don't do anything stupid and the Scots should soon be overwhelmed by the firepower of the longbowmen. Although the square formations are impregnable to both infantry and cavalry attack, there are too many longbowmen in the English army to be able to withstand continued missile fire.

[7.0] Late Middle Ages Scenarios – 1300AD to 1500AD

[7.1] Bannockburn (24th June 1314)

	England (light coloured counters)	Scotland (dark coloured counters)
Starting Forces	12 x HC 12 x LB 28 x MS 4 x 3L (Edward II, Gloucester, Clifford, Mowbray)	4 x HC 4 x LB 36 x PS 12 x MS 1 x 2L (Robert the Bruce), 2 x 3L (Keith, Moray)
Stacking Limits	3 per hex.	3 per hex. PS may stack 4 per hex to form square formation.
Panic Level	24	20
Victory Conditions	Capture the Scottish 2L leader, or eliminate or rout from the map more than 12 Scottish PS units.	Prevent an English victory, or capture the English 3L leader.
Game length	25 turns	
Special rules	The English units in the castle may not attack out of or leave the castle until the Scottish MS units in the village hexes have been eliminated or left the village hexes.	
Historical Notes	Edward I's victory at the Battle of Falkirk lead to the conquest of Scotland by 1304, howerver in 1306 Robert the Bruce took the Scottish throne and the Wars of Scottish Independence resumed. Edward II of England succeeded his father in 1307 but wasn't as capable a leader. Stirling Castle which held open the route north into the highlands was besieged by Robert the Bruce's forces in 1314 and so Edward II made preparations to relieve the siege. The battle was fought over two days, but by the end of the second day the English cavalry had been unable to make a significant impression on the Scottish infantry and Edward fled the battlefield along with his retinue turning the battle into a rout.	
Scenario Notes	This scenario could easily go either way. The English forces have the capability to out manouver and outflank the Scots but there is the issue of terrain. The English don't have the number of archers that were present at Falkirk and the terrain isn't as conducive to archery so the bowmen may not make much of an impression.	

[7.2] Agincourt (25th October 1415)

	England (light coloured counters)	France (dark coloured counters)
Starting Forces	32 x LB 8 x PS 1 x 1L, 2 x 2L, 1 x 3L	18 x HC 12 x CB 42 x MI 3 x 3L, 1 x 4L
Stacking Limits	3 per hex, PS units may stack 4 per hex	3 per hex.

	if there are no other units in the hex except leaders.	
Panic Level	40	50
Victory Conditions	Prevent a French victory, or have the English 1L leader along with at least 12 other units leave the north edge of the map at the road hex 04.00	Capture all of the village hexes around hexes 20.26 – 24.26 (village of Maisoncelles) or capture the English 1L leader (Henry V).
Game length	40 game turns	
Special rules	English PS units may stack 4 per hex but may not form square. English and French HC units may dismount to form PS units or vice-versa. The English PS units are actually dismounted HC units and may re-mount to form HC units.	
Historical Notes	One of the more famous battles of the 15th Century, Agincourt was precipitated when the English forces under Henry V invaded France in August 1415. After capturing the town of Harfleur, Henry marched his forces through Normandy towards Calais, an English stronghold at the time. Met on the 24th October by a French army, initially both sides declined battle until negotiations broke down on the 25th and the English advanced into battle positions. The French knights, believing themselves to be invincible, quickly charged towards the English lines despite the unfavourable terrain. The initial French charges were broken down by a hail of arrows, although the French did manage to contact the English lines and force them back a little. With the archers protected by sharpened stakes, they were able to fire at will at point blank range into the French forces. Later dropping their bows and picking up axes, swords and mallets, the English troops quickly turned the battle into a massacre.	
Scenario Notes	This scenario was developed to test out the rules of ITACS along with doing some fine tuning of the tables and charts. Truly it is not a great scenario for 2 players to play as it is quite lop-side, the terrain and the number of archers available should make this a quite easy win for the English. If you do play this scenario, count it as a moral victory for the French if they manage to cause any casualties at all to the English troops.	

[8.0] 16th Century Scenarios – 1500AD to 1600AD

[8.1] Novara (6th June 1513)

	French (light coloured counters)	Swiss (dark coloured counters)
Starting Forces	30 x PS 8 x CB 12 x LC 12 x HC 6 x LA 4 x HA 1 x 2L, 2 x 3L	48 x PP 48 x PS 2 x 2L, 2 x 3L
Stacking Limits	3 per hex. PS units may form squares of 4 per hex.	3 per hex. PS and PP units may for squares of 4 per hex.
Panic Level	38	48
Victory Conditions	Control hex 27.06 (trench / moat hex outside the city walls).	Control hex 27.06 (trench / moat hex outside the city walls).

Game length	30 turns
Special rules	French artillery units are fixed in place and can not move or change face until a unit spends 2 turns stationary in the hex with the artillery unit. If a Swiss PP or PS unit enters a hex with a French artillery unit then it is captured and replaced with a Swiss artillery unit.
	French HC units must remain stationary until turn 3.
	Swiss PS and PP units are Elite units.
Historical Notes	After their victory at Ravenna in 1512, the French had been besieging the city of Novara when they were surprised at dawn by a Swiss relief army. The German Landsknecht infantry fighting in the French army were able to form up to resist the Swiss attack but the French cavalry were unable to deploy in time and a lot of French artillery was captured. The Swiss were unable to mount an effective pursuit because of their lack of cavalry.
Scenario Notes	The Swiss need to move quickly here to take advantage of the element of surprise. If the French can get their artillery into position and deploy their bowmen and cavalry they should be able to turn the tide of the battle but everything depends on timing in the initial turns.

[9.0] Early Asian Scenarios – 3000BC to 700AD

[10.0] Middle Period Asian Scenarios – 700AD to 1300AD

[10.1] Bạch Đằng (April 1288)

	Đại Việt (light coloured counters)	Yuan (dark coloured counters)
Starting Forces	72 x MS	30 x MS
	60 x IB	15 x LC
	16 x LF	12 x MC
	10 x HF	15 x OC
	1 x 1L (Trần Hưng Đạo), 3 x 3L	24 x HF
		1 x 2L (Omar Khan), 1 x 3L (Toghan), 1 X 4L
Stacking Limits	3 per hex.	3 per hex.
Panic Level	96	60
Victory Conditions	Prevent a Yuan victory, or capture either the Yuan 2L leader or the Yuan 3L leader.	Have at least 60 units including fleets, which must include both the Yuan 2L and 3L leaders, leave the eastern edge of the map by fleets.
Game length	40 game turns	
Special rules	The reef hexes along the eastern edge of the map are impassible to HF units between turns 3 and 35.	
	LF units may pass under bridge hexes. HF units may not.	
	Đại Việt LF units lost do not count towards that side's Panic Level. The Yuan side will panic (regardless of Panic Level) once 12 HF units are lost.	
	Any Yuan units that rout must move northwards, to attempt to leave the map near either of the road hexes. If at any point a routed Yuan unit is unable to move further northwards than the hex it currently occupies, then it may remain in place.	
Historical Notes	The **Battle of Bạch Đằng** was one of the greatest victories in Vietnamese military history. It	

was a battle between the Đại Việt commanded by Trần Hưng Đạo and the Yuan Mongol army.

Prior to the battle, Trần Hưng Đạo had set a trap for the Yuan by nailing iron tipped poles under the waters of the rivers that flowed out to the sea. The Yuan found themselves trapped between the iron poles and the smaller fleet of the Đại Việt (which also used fire ships), and quickly panicked. Abandoning the ships for the safety of shore, the Yuan were quickly cut to pieces by the Vietnamese.

Scenario Notes	This is another scenario designed to test out the rules of ITACS. It should be possible for the Yuan to get safely aboard their ships, but whether they can do it in time against the falling tide is another question. If the Đại Việt can trap the Yuan fleet between the reefs and fire ships, the Mongols will have to come to shore at which point they should be an easy target for the Vietnamese troops.
	The Yuan may prefer to leave off boarding the ships until later in the game when the tide begins to turn back, but would need to form a defensive perimiter against the larger Đại Việt army.

[11.0] Later Asian Scenarios – 1300AD to 1600AD

[11.1] Chi Lang Defile (Lam Sơn Uprising) (October 1427)

	Đại Việt (light coloured counters)	Ming (dark coloured counters)
Starting Forces	20 x MS 10 x PS 10 x IB 4 x EL 1 x 2L (Lê Lợi), 1 x 3L	20 x MS 12 x LC 4 x MC 8 x OC 1 x 3L (Lieu Thang)
Stacking Limits	3 per hex.	3 per hex.
Panic Level	20	20
Victory Conditions	Prevent a Ming victory, or capture the Ming 3L leader.	Exit 25 units off the south edge of the map.
Game length	20 game turns	
Special rules	Ambush rules: The Đại Việt forces are not placed in their starting positions at the start of the game, they are kept over to one side. The Ming player plays the first game turn, and at the start of the second game turn the Đại Việt player places his forces anywhere on the map that is not in impassible terrain, and begins their game turn.	
	Any Ming units that rout must move northwards, to attempt to leave the map anywhere on the north edge. If at any point a routed Ming unit is unable to move further northwards than the hex it currently occupies, then it may remain in place.	
Historical Notes	Under the pretense of returning a legitimate heir to the throne, the Chinese Ming dynasty invaded Đại Việt (modern day Vietnam) in 1407 and placed the country under direct control of China. Lê Lợi commenced an uprising in 1418 but was unable to gather sufficient forces to defeat the Ming in battle for some years. By 1426 however, the rebellion had spread throughout the country and Lê Lợi's army was ready to battle the Ming.	
	The Ming had sent 50,000 reinforcements in 1426 but they had been defeated at Tốt Động and retreated to the capital Thăng Long (modern day Hanoi). In October 1427 150,000 further reinforcements were sent, 100,000 arriving through the Lang Son pass (led by Lieu Thang) and the other 50,000 sent rhorugh the Red River valley (led by Moc Thanh). The Đại Việt focussed their attentions on the larger force and managed to defeat it in this battle after an ambush. The smaller army fled in panic on hearing the news, and the forces in Thăng Long under Vuong Thong were forced to surrender. The Vietnamese leader Lê Lợi granted the	

	surrendering Chinese forces food, supplies and transport to get home.
Scenario Notes	The Ming appear to have forgotten the most famous of the classic blunders, which is "never get involved in a land war in Asia".
	Again this is a difficult scenario to plan out – historically the information about the troops, weapons, armour, and numbers on either side is difficult to find, and we don't even know for certainty exactly where the battle was fought. However we do know that it was a rout, over 30,000 of the Chinese troops were killed or captured.
	Very little is known about the army of Lê Lợi – however there are a few give-away lines in the various reports, such as the fact that he used elephants in war! A scenario involving elephants ambushing an army sounded like fun to do.