

# 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)
<b>Starting Forces</b>	16 x MI 8 x MS 4 x AX 8 x SD 10 x IB	20 x MI 6 x MS 6 x AX 4 x BW 8 x SK

	10 x CH 1 x 2L (Thutmose III), 2 x 3L	10 x CH 1 x 3L, 2 x 4L
<b>Stacking Limits</b>	2 per hex.	2 per hex.
<b>Panic Level</b>	30	20
<b>Victory Conditions</b>	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.
<b>Game length</b>	30 turns	
<b>Special rules</b>	The city is controlled by the Canaanites and the gate will only open to allow Canaanite troops to enter.	
<b>Historical Notes</b>	<p>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.</p> <p>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.</p>	
<b>Scenario Notes</b>	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)

	<b>Egyptian (light coloured counters)</b>	<b>Judaeans (dark coloured counters)</b>
<b>Starting Forces</b>	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
<b>Stacking Limits</b>	2 per hex.	2 per hex.
<b>Panic Level</b>	30	20
<b>Victory Conditions</b>	Exit 18 units (including Chariots) off the north edge of the map, or capture or kill the Judaeans 3L leader.	Prevent an Egyptian victory.
<b>Game length</b>	30 turns	
<b>Special rules</b>	The city is controlled by the Judaeans and the gate will only open to allow Judaeans troops to enter.	
<b>Historical Notes</b>	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 Judaeans 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.
<b>Scenario Notes</b>	Provided they organise their attack well, there should be sufficient time in this scenario for the Egyptians to force a passage through the Judaeans troops. They have the advantage of superior missile and foot troops as well as better leaders. The Judaeans really only need to fight 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)
<b>Starting Forces</b>	33 x MS 1 x 2L, 2 x 3L	10 x MI 4 x MS 4 x BI 4 x BW 3 x LC 1 x 2L
<b>Stacking Limits</b>	3 per hex.	2 per hex.
<b>Panic Level</b>	25	25
<b>Victory Conditions</b>	Eliminate 15 Persian units.	Avoid an Athenian victory.
<b>Game length</b>	20 turns	
<b>Special rules</b>	The Persian units may neither move nor fire on the first 4 game turns.	
<b>Historical Notes</b>	<p>A famous battle involving the defending Athenians against the invading Persians under Datis. The Greeks covered the distance down to the Persian army quickly and were able to beat the Persian cavalry (who were stuck due to the sandy and boggy conditions) to the best ground.</p> <p>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.</p>	
<b>Scenario Notes</b>	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)
<b>Starting Forces</b>	10 x PP 1 x 1L (Leonidas)	100 x MI 1 x 4L (Xerxes)
<b>Stacking Limits</b>	4 per hex.	2 per hex.
<b>Panic Level</b>	N/A	N/A
<b>Victory Conditions</b>	Avoid a Persian victory	Kill all Spartan units

<b>Game length</b>	15 turns
<b>Special rules</b>	Spartan PP units have Shields (-2 modifier for missile fire). Spartan PP units are Elite.
<b>Historical Notes</b>	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.
<b>Scenario Notes</b>	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)
<b>Starting Forces</b>	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)
<b>Stacking Limits</b>	3 per hex.	2 per hex.
<b>Panic Level</b>	N/A	N/A
<b>Victory Conditions</b>	Capture or kill both Persian leaders.	Capture or kill the Greek leader Cimon.
<b>Game length</b>	25 turns	
<b>Special rules</b>	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)	
<b>Historical Notes</b>	<p>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.</p> <p>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.</p> <p>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.</p>	
<b>Scenario Notes</b>	<p>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.</p> <p>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.</p>	

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

### [4.1] Aylesford (455AD)

	Saxons (light coloured counters)	Britons (dark coloured counters)
<b>Starting Forces</b>	3 x BW 12 x SD 2 x 3L (Hengist & Horsa)	8 x MS 4 x BW 1 x 3L (Vortigern)
<b>Stacking Limits</b>	2 per hex	2 per hex
<b>Panic Level</b>	16	9
<b>Victory Conditions</b>	Capture the village hexes 12.16 & 12.17	Prevent a Saxon victory, or kill either of the Saxon 3L leaders.
<b>Game length</b>	15 turns	
<b>Special rules</b>	None.	
<b>Historical Notes</b>	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.	
<b>Scenario Notes</b>	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 (10<sup>th</sup> October 732)

	Franks (light coloured counters)	Umayyads (dark coloured counters)
<b>Starting Forces</b>	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
<b>Stacking Limits</b>	2 per hex.	2 per hex.
<b>Panic Level</b>	25	20
<b>Victory Conditions</b>	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.
<b>Game length</b>	15 turns	
<b>Special rules</b>	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.	

<b>Historical Notes</b>	<p>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.</p> <p>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.</p>
<b>Scenario Notes</b>	<p>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.</p> <p>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.</p>

## [5.2] Maldon (11<sup>th</sup> August 991)

	<b>Saxons (light coloured counters)</b>	<b>Vikings (dark coloured counters)</b>
<b>Starting Forces</b>	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
<b>Stacking Limits</b>	2 per hex.	2 per hex.
<b>Panic Level</b>	20	40
<b>Victory Conditions</b>	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).
<b>Game length</b>	25 turns	
<b>Special rules</b>	Viking AX and SD units are Elite.	
<b>Historical Notes</b>	<p>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.</p> <p>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).</p> <p>The Vikings captured and killed Byrhtnoth but at a great cost in their own lives.</p>	
<b>Scenario Notes</b>	<p>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.</p> <p>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</p>	

	significantly affect the battle, this one will be a fairly dour hand to hand combat.
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## [6.0] High Middle Ages Scenarios – 1000AD to 1300AD

### [6.1] Stamford Bridge (25<sup>th</sup> September 1066)

	Anglo Saxons (light coloured counters)	Vikings (dark coloured counters)
<b>Starting Forces</b>	24 x SD 30 x MI 12 x MC 9 x IB 1 x 2L (Harold Godwinson), 2 x 3L	12 x SD 12 x AX 4 x BW 1 x 2L (Harald Sigurdsson), 1 x 3L (Tostig Godwinson)
<b>Stacking Limits</b>	3 per hex.	3 per hex.
<b>Panic Level</b>	24	15
<b>Victory Conditions</b>	Capture or kill the Viking 2L leader.	Capture or kill the Anglo Saxon 2L leader.
<b>Game length</b>	25 turns	
<b>Special rules</b>	None.	
<b>Historical Notes</b>	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.	
<b>Scenario Notes</b>	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.	

## [7.0] Wars of Scottish Independence (1296 – 1357)

### [7.1] Falkirk (22<sup>nd</sup> July 1298)

	England (light coloured counters)	Scotland (dark coloured counters)
<b>Starting Forces</b>	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
<b>Stacking Limits</b>	3 per hex.	3 per hex. PS may stack 4 per hex to form square formation.
<b>Panic Level</b>	24	20
<b>Victory Conditions</b>	Capture the Scottish 2L leader, or eliminate or rout from the map more than	Prevent an English victory, or capture the English



	12 Scottish PS units.	2L leader.
<b>Game length</b>	25 turns	
<b>Special rules</b>	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.	
<b>Historical Notes</b>	<p>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.</p> <p>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.</p>	
<b>Scenario Notes</b>	<p>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.</p>	

## [7.2] Bannockburn (24<sup>th</sup> June 1314)

	England (light coloured counters)	Scotland (dark coloured counters)
<b>Starting Forces</b>	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)
<b>Stacking Limits</b>	3 per hex.	3 per hex. PS may stack 4 per hex to form square formation.
<b>Panic Level</b>	24	20
<b>Victory Conditions</b>	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.
<b>Game length</b>	25 turns	
<b>Special rules</b>	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.	
<b>Historical Notes</b>	<p>Edward I's victory at the Battle of Falkirk lead to the conquest of Scotland by 1304, however in 1306 Robert the Bruce took the Scottish throne and the Wars of Scottish Independence resumed.</p> <p>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.</p> <p>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.</p>	
<b>Scenario Notes</b>	<p>This scenario could easily go either way. The English forces have the capability to out manoeuvre 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.</p>	

## [7.3] Neville's Cross (17<sup>th</sup> October 1346)

	England (light coloured counters)	Scotland (dark coloured counters)
<b>Starting Forces</b>	12 x LB 12 x MS 8 x PS 3 x 3L (Neville, Percy, Zouche)	2 x HC 2 x CB 12 x PS 24 x MS 3 x 3L (David, Moray, Douglas)
<b>Stacking Limits</b>	3 per hex.	3 per hex. PS may stack 4 per hex to form square formation.
<b>Panic Level</b>	24	20
<b>Victory Conditions</b>	Prevent a Scottish victory, or eliminate or rout from the map more than 8 Scottish PS units.	Capture the bridge at hex 40.03
<b>Game length</b>	25 turns	
<b>Special rules</b>	None.	
<b>Historical Notes</b>	<p>During the Hundred Years' War, it was often the case that Scotland would press its claims to independence while English forces were fighting on the continent. On this occasion the Scottish forces under the young king David II invaded the north of England expecting to find little or no resistance. Along the way they took several castles and sacked some villages, eventually arriving at Neville's Cross outside of Durham.</p> <p>However the Scots were unaware that the English had prepared troops under the leadership of William de la Zouche, the archbishop of York. The scottish lead forces stumbled upon the English prepared for battle.</p> <p>The high ground taken by the Scots eventually proved to be a disadvantage as their toops became disorganised in their advance towards the English. Their forces were quickly disorganised and cut to pieces by the English archers.</p> <p>Despite losing the battle, the Scots eventually won their main aims of the war, gaining independence under David II and seeing off the English backed Bailiol pretenders to the throne.</p>	
<b>Scenario Notes</b>	<p>It's difficult to find a good scenario from the second of the Scottish wars of independence. Most of the battles fought were either very small (no more than 1000 men) or were unmitigated disasters for the Scots, where they took massive losses facing a numerically smaller foe, which is difficult to simulate in a wargame.</p> <p>This was one of the final battles of the war, leading in the end to the treaty that preserved Scottish independence until the early 18<sup>th</sup> Century when the two kingdoms became united under Stuart rule.</p>	

## [8.0] Hundred Years War (1337 – 1453)

### [8.1] Crecy (26<sup>th</sup> August 1346)

	England (light coloured counters)	France (dark coloured counters)
<b>Starting Forces</b>	28 x PS 27 x MS 42 x LB 1 x LA	48 x HC 18 x CB 1 x 3L (Phillip VI), 2 x 4L (Alencon, Lorraine)

	1 x 2L (Edward III), 1 x 1L (Edward the Black Prince), 1 x 3L (Northampton)	
<b>Stacking Limits</b>	3 per hex, PS units may stack 4 per hex if there are no other units in the hex except leaders.	3 per hex.
<b>Panic Level</b>	60	45
<b>Victory Conditions</b>	Capture the French 3L leader, or kill or rout off the map more than 20 French cavalry..	Capture the English 2L leader.
<b>Game length</b>	30 game turns.	
<b>Special rules</b>	<p>English PS units may stack 4 per hex but may not form square.</p> <p>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.</p>	
<b>Historical Notes</b>	<p>The first of the major battles of the Hundred Years' War, the battle of Crecy was precipitated when Edward III of England declared himself King of France in 1340, after a dispute over the French succession on the death of Charles VI in 1328.</p> <p>In July 1346 Edward set out from England with an army of some 15,000 men intending to take the throne of France. In this battle he was very nearly successful, after having sacked Caen and caused havoc throughout Normandy.</p> <p>This battle introduced the French to the power of the English longbow. There were a number of attacks by the French against the English lines during the afternoon however they were unable to make a significant impression against the massed archers even after attacking well into the night. Eventually Phillip abandoned the field and his troops were routed.</p>	
<b>Scenario Notes</b>	<p>This battle is interesting from a number of points of view. Firstly there was the cavalry charges against the English infantry which were unsuccessful. Then there was the matter of a small number of early cannon on the English side (approximately 5 in total) which didn't achieve much other than a lot of smoke and noise, but were nonetheless successful in denting the French morale.</p> <p>It should be possible for the French to dent the English lines in this battle, unless of course their cavalry run stupidly headlong into the wall of spears and arrows which is of course what happened historically.</p> <p>Edward the Black Prince was 16 years old at the time of this battle but was already a proven battlefield commander. His father the King left him to command the vanguard in this battle and even refused to send reinforcements when rumour came to him that his son's forces were being hard pressed by the French.</p>	

## [8.2] Poitiers (19<sup>th</sup> September 1356)

	England (light coloured counters)	France (dark coloured counters)
<b>Starting Forces</b>	12 x PS 9 x MS 24 x LB 12 x HC 1 x 1L (Edward the Black Prince), 1 x 2L (Chandos), 3 x 3L (Warwick, Salisbury, de Grailly)	9 x HC 24 x PS 8 x CB 1 x 2L (John II), 1 x 3L (Orleans) 1 x 4L (Charles)
<b>Stacking Limits</b>	3 per hex, PS units may stack 4 per hex if there are no other units in the hex except leaders.	3 per hex.

<b>Panic Level</b>	25	20
<b>Victory Conditions</b>	Capture the French 2L leader or the French 4L leader.	Capture all hexes of the town centred on hex 27.25, or capture the English 1L leader.
<b>Game length</b>	30 game turns	
<b>Special rules</b>	<p>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.</p> <p>English LB and HC units are Elite.</p>	
<b>Historical Notes</b>	<p>After the decisive battle of Crecy, Edward II's forces were unable to capture Paris or Rouen which they had attempted to do in the subsequent campaign, and the spread of the black death called a halt to the campaign for a number of years.</p> <p>Once it was renewed the English under Edward's son Edward the Black Prince, also a veteran of Crecy, landed in Bordeaux in 1355 intending to march through southern France. Unable to take the heavily fortified town of Carcassonne, Edward withdrew to Bordeaux. In the subsequent year he led his forces through France again, sacking various towns and villages but was finally caught by the French near Poitiers.</p> <p>This battle was actually a smaller engagement than Crecy but was as much of a disaster as possibly could be imagined for the French as John was captured by the English and taken back to London. Many of the English troops were veterans of the Crecy campaign, whereas the French had little such experience on their side.</p> <p>The aftermath of this threw France into disarray as his son Charles did not enjoy popular support. Eventually the French offered very favourable terms to the English and ransomed back the captured King, thus bringing the Hundred Years War to a pause for a while.</p>	
<b>Scenario Notes</b>	<p>One wonders how many of these charge-at-the-longbowmen-and-fall-down-dead scenarios even the most dedicated of French commanders could suffer.</p> <p>The French don't have the worst possible situation here (as they did at Crecy and later again at Agincourt), there being no significant terrain advantages for either side. However again the English enjoy a massive advantage with their longbowmen and elite troops and should be able to swing the battle their way.</p> <p>I've always wondered what would have happened had Edward the Black Prince lived long enough to become King and succeed his father instead of his son Richard II. I suspect that most of Western Europe would be an English speaking colony today, Napoleon would have been an accounts clerk with a transport company, Hitler a Bauhaus-inspired artist, and Scotland an uninhabited wasteland.</p>	

### [8.3] Agincourt (25<sup>th</sup> October 1415)

	England (light coloured counters)	France (dark coloured counters)
<b>Starting Forces</b>	32 x LB 8 x PS 1 x 1L (Henry V), 2 x 2L, 1 x 3L	18 x HC 12 x CB 42 x MI 3 x 3L, 1 x 4L
<b>Stacking Limits</b>	3 per hex, PS units may stack 4 per hex if there are no other units in the hex except leaders.	3 per hex.
<b>Panic Level</b>	40	50
<b>Victory Conditions</b>	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).

<b>Game length</b>	40 game turns
<b>Special rules</b>	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.
<b>Historical Notes</b>	One of the more famous battles of the 15 <sup>th</sup> 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 24 <sup>th</sup> October by a French army, initially both sides declined battle until negotiations broke down on the 25 <sup>th</sup> 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.
<b>Scenario Notes</b>	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.

## [9.0] Wars of the Roses (1455 – 1487)

### [9.1] St Albans (22<sup>nd</sup> May 1455)

### [9.2] Northampton (10<sup>th</sup> July 1460)

	York (light coloured counters)	Lancaster (dark coloured counters)
<b>Starting Forces</b>	8 x HC 12 x PS 15 x MS 8 x LB 2 x 2L (Warwick, Fauconberg), 1 x 3L (Edward)	6 x HC 12 x PS 12 x MS 8 x LB 1 x LA 3 x 3L (Stafford, Talbot, Grey), 1 x 4L (Henry VI)
<b>Stacking Limits</b>	3 per hex.	3 per hex.
<b>Panic Level</b>	24	20
<b>Victory Conditions</b>	Capture the Lancastrian 4L leader, or occupy all 3 bridge hexes.	Prevent a Yorkist victory, or capture the Yorkist 3L leader.
<b>Game length</b>	30 game turns.	
<b>Special rules</b>	Cavalry may dismount.	
<b>Historical Notes</b>	One of the first major battles of the Wars of the Roses, the buildup to this battle occurred when Warwick and Edward, along with Salisbury, landed at Sandwich with an army to depose or capture Henry VI, partially in revenge for Richard of York's death (Edward's father) at Ludford Bridge the previous year.  The King's forces took up a defensive position near Northampton, including some field artillery (the first artillery to be used in a battle on English soil). The Yorkists advanced and the battle	

	was joined, but the Lancastrian left flank under Lord Grey defected to the Yorkists and the Yorkists from that point had an easy victory. Henry was captured and taken prisoner, and the following year (after the battle of Towton) Edward became King as Edward IV.
<b>Scenario Notes</b>	I have decided to run this scenario as a “what if” – assuming that Grey and his forces do not defect to the Yorkists. Given that scenario the Lancastrians should have a good chance of victory, despite being outnumbered. There is not much terrain benefit but what there is does favour the Lancastrians. The victory conditions will require the Yorkists to be aggressive, which may not work in their favour.

### [9.3] Towton (29<sup>th</sup> March 1461)

	York (light coloured counters)	Lancaster (dark coloured counters)
<b>Starting Forces</b>	20 x PS 27 x MS 27 x HC 16 x LB 1 x 3L (Edward), 3 x 2L (Warwick, Fauconberg, Norfolk)	32 x PS 24 x MS 21 x HC 14 x LB 1 x 2L (Beaufort), 3 x 3L (Percy, Exeter, Trollope)
<b>Stacking Limits</b>	3 per hex, PS units may stack 4 per hex if there are no other units in the hex except leaders.	3 per hex, PS units may stack 4 per hex if there are no other units in the hex except leaders.
<b>Panic Level</b>	60	60
<b>Victory Conditions</b>	Capture all hexes of the village around hexes 33.06 – 35.07	Prevent a Yorkist victory, or capture the Yorkist 3L leader.
<b>Game length</b>	40 game turns	
<b>Special rules</b>	<p>The Lancastrian HC units starting around hexes 10.17 may not move, attack, or be attacked until game turn 3.</p> <p>The Yorkist HC units and 2L leader starting around hexes 38.28 may not move, attack, or be attacked until game turn 10.</p> <p>All Yorkist longbowmen have +1 range (cumulative with any range bonus for being on a hill hex).</p>	
<b>Historical Notes</b>	<p>Arguably one of the largest battles of the Wars of the Roses, Towton was a decisive victory for the Yorkists, who were able to make better use of the terrain.</p> <p>The Yorkists had arrived at the battlefield to find themselves heavily outnumbered by the Lancastrians, however on their side they had several senior and expert tacticians, including Warwick the Kingmaker himself, as well as Fauconberg, a veteran of the Hundred Years' War.</p> <p>The battle took place between Towton (to the north) and Saxton (to the south). The Lancastrians deployed to the north having marched down from York, and the Yorkists advanced from the south. There was a strong wind blowing from the south which enabled the Yorkist archers to outrange the Lancastrians, and the archery battle ended up being one sided as a result. The Lancastrians had hidden a small force of cavalry in the woods to the west of the battle field, they did manage to cause some damage to the Yorkist left wing but were not decisive enough to turn the battle. After many hours, the battle was finally decided at the last minute by the arrival of Norfolk and his cavalry.</p>	
<b>Scenario Notes</b>	There are few accurate sources for this battle however the battlefield has been preserved as a historic site in England. This should be a fairly even battle with good chances for victor on either side, depending on whose archers or cavalry can decide the fate of the battle.	

## [9.4] Barnet (14<sup>th</sup> April 1471)

	York (light coloured counters)	Lancaster (dark coloured counters)
<b>Starting Forces</b>	21 x PS 6 x MS 6 x HC 12 x LB 2 x LA 1 x 3L (Edward IV), 2 x 2L (Gloucester, Hastings)	18 x PS 9 x MS 6 x HC 12 x LB 2 x LA 1 x 2L (Warwick), 3 x 3L (Montagu, Exeter, Oxford)
<b>Stacking Limits</b>	3 per hex.	3 per hex.
<b>Panic Level</b>		
<b>Victory Conditions</b>	None, see below.	None, see below.
<b>Game length</b>	40 game turns	
<b>Special rules</b>	<p>There are no victory conditions for this battle. Lancastrian forces (including leaders) that exit the south end of the map can be added as reinforcements to the Lancaster forces for the Battle of Tewkesbury. Yorkist forces (including leaders) that exit the north end of the map can be added as reinforcements to the York forces for the Battle of Tewkesbury.</p> <p>If the Lancaster 2L leader is captured or killed in this battle then Lancaster reinforcements for Tewkesbury are halved (by unit type, total number of reinforcements available by unit type is halved then rounded down). If the York 3L leader is captured or killed in this battle then Lancaster automatically wins both battles.</p>	
<b>Historical Notes</b>	<p>This battle, along with the subsequent Battle of Tewkesbury, were the decisive battles of the end of the main part of the Wars of the Roses. Warwick the Kingmaker had fallen out with Edward IV who he had placed on the throne, and joined forces with the Lancastrians. Initially Warwick met with some success in after landing in England in 1470, causing Edward to flee to Burgundy without a fight, and Henry VI was restored to the throne. However in 1471 Edward launched an invasion of England and reached Barnet, north of London.</p> <p>Initial Lancastrian success at the battle, with Oxford driving the left wing of the Yorkists back to Barnet, were not followed up. When Oxford returned to the battle, the remaining Lancastrian troops thought that he was Yorkist reinforcements and confusion soon turned to rout.</p> <p>Warwick was killed in the aftermath of the battle, and in his absence the Lancastrians were defeated at Tewkesbury.</p>	
<b>Scenario Notes</b>	<p>Rather than consider this and Tewkesbury to be independent battles, I have decided to use this one as a preliminary to Tewkesbury which followed a few weeks later. Had the Lancastrians been able to link their forces together under the leadership of Warwick, the result of Tewkesbury may have been very different.</p>	

## [9.5] Tewkesbury (4<sup>th</sup> May 1471)

	York (light coloured counters)	Lancaster (dark coloured counters)
<b>Starting Forces</b>	6 x PS 6 x MS 6 x LB 3 x HC	8 x PS 8 x MS 8 x LB 2 x HC 1 x 2L (Somerset), 2 x 3L (Prince Edward, Devon), 1 x 4L (Margaret)

<b>Stacking Limits</b>	3 per hex.	3 per hex.
<b>Panic Level</b>		
<b>Victory Conditions</b>	Capture or kill the Lancaster 3L leader that commences stacked with the 4L leader and the HC units near the river hex (Prince Edward).	Capture or kill Edward IV.
<b>Game length</b>	40 game turns	
<b>Special rules</b>	<p>Play this scenario after playing the Battle of Barnet scenario. Any forces that exit the map as per the special rules for that scenario can be added to the map at the start of this scenario, within 2 hexes of any friendly unit. e.g. Yorkist forces that leave the north end of the Barnet map can be added within 2 hexes of any Yorkist unit at the start of this scenario.</p> <p>York will only have the leaders that leave the north end of the Barnet map. Lancaster will have the leaders that exit the south end of the Barnet map in addition to leaders specified in this scenario.</p> <p>When Edward IV is placed in this battle he becomes a 2L leader (promoted from a 3L leader).</p>	
<b>Historical Notes</b>	<p>This was effectively the final battle of the main part of the Wars of the Roses, ending in a Yorkist victory and securing Edward IV's reign until his death in 1483.</p> <p>Queen Margaret and her son Prince Edward had landed in the west of England only a few days before the Battle of Barnet in April 1471. Leading only a small army she had been hoping to link up with Warwick's forces however they were defeated at Barnet. Gathering some support in Wales she was eventually brought to battle at Tewkesbury.</p> <p>Although slightly outnumbering the Yorkists and led by the experienced Duke of Somerset, the Lancastrians were unable to take advantage of their position and had their main battle routed from the field, with the rest of the troops following.</p> <p>Edward and many of the Lancastrians were killed in the battle, and shortly after the battle, having no surviving direct heirs, the imprisoned King Henry VI was killed in the Tower of London.</p>	
<b>Scenario Notes</b>	<p>Although this was a fairly small battle it was decisive as far as the main part of the Wars of the Roses were concerned. The main feature of the campaign prior to this battle was of course the preliminary battle at Barnet, and the movement of troops from that battle around the countryside of England.</p> <p>Depending on the reinforcements from the Battle of Barnet, this battle could be won by either side as the numbers are relatively evenly matched. There is limited defensive terrain but it could be used to some effect by either side.</p>	

## [9.6] Bosworth Field (22<sup>nd</sup> August 1485)

	York (light coloured counters)	Tudor (dark coloured counters)
<b>Starting Forces</b>	12 x PS 15 x MS 13 x LB 6 x HC 4 x LA 1 x 2L (Richard III), 1 x 3L (Norfolk), 1 x 4L (Northumberland)	12 x PP 9 x PS 9 x MS 16 x CB 17 x LB 3 x LA 14 x HC 1 x 2L (Henry Tudor), 3 x 3L (Oxford, Thomas, Stanley)
<b>Stacking Limits</b>	3 per hex.	3 per hex.



<b>Panic Level</b>	30	35
<b>Victory Conditions</b>	Capture or kill Henry Tudor.	Capture or kill Richard III.
<b>Game length</b>	40 game turns	
<b>Special rules</b>	<p>The Stanleys (HC and LB units near the village around hexes 32.29) may not move until a Yorkist unit or Henry Tudor comes within 5 hexes of their starting position.</p> <p>The Yorkist 4L leader and the units in his formation and nearby LB formation (MS and LB units around hexes 30.08) may not move unless Richard III is within 5 hexes of their position. If Richard III moves further away then they will retire to their starting positions. If any Lancastrian unit comes within 5 hexes of their position then this restriction is lifted for the remainder of the scenario.</p>	
<b>Historical Notes</b>	<p>Although the Battle of Tewkesbury in 1471 ended the Wars of the Roses, Edward IV's death in 1483 restarted it. Richard III seized the crown after having Edward's children declared illegitimate (and then most probably had them killed), but was faced with uncertain allies when Henry Tudor, a descendent of the last Lancastrian heir to the throne, landed in 1483. Although they were nominally Yorkist allies, the Stanleys had good reasons to support Henry Tudor, and in fact waited out most of the battle until they decided to commit decisively. Similarly, Henry Percy, Earl of Northumberland, ended up sitting out the battle after initially declining to come to Richard's aid.</p> <p>One of the most discussed and well known battles of the Wars of the Roses, Bosworth Field was not such a huge clash of arms as some of the earlier battles such as Towton, with probably not much more than 10,000 on each side.</p>	
<b>Scenario Notes</b>	<p>The Yorkists have terrain on their side here and should be able to hold off initial Lancastrian assaults unless they are well coordinated. Each side has fractious allies and how they are managed could decide the battle. Historically, Richard III threw the battle away with a poorly timed cavalry charge but without that mistake the battle could easily have gone either way.</p>	

## **[10.0] Late Middle Ages Scenarios – 1300AD to 1500AD**

### **[10.1] Grunwald (15<sup>th</sup> July 1410)**

### **[10.2] Arbedo (30<sup>th</sup> June 1422)**

## **[11.0] Italian Wars (1494 – 1559)**

### **[11.1] Fornovo (6<sup>th</sup> July 1495)**

### **[11.2] Garigliano (29<sup>th</sup> December 1503)**

### **[11.3] Ravenna (11<sup>th</sup> April 1512)**

### **[11.4] Novara (6<sup>th</sup> June 1513)**

	French (light coloured counters)	Swiss (dark coloured counters)
<b>Starting Forces</b>	30 x PS 8 x CB 12 x LC	48 x PP 48 x PS 2 x 2L, 2 x 3L

	12 x HC 6 x LA 4 x HA 1 x 2L, 2 x 3L	
<b>Stacking Limits</b>	3 per hex. PS units may form squares of 4 per hex.	3 per hex. PS and PP units may form squares of 4 per hex.
<b>Panic Level</b>	38	48
<b>Victory Conditions</b>	Control hex 27.06 (trench / moat hex outside the city walls).	Control hex 27.06 (trench / moat hex outside the city walls).
<b>Game length</b>	30 turns	
<b>Special rules</b>	<p>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.</p> <p>French HC units must remain stationary until turn 3.</p> <p>Swiss PS and PP units are Elite units.</p>	
<b>Historical Notes</b>	<p>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.</p>	
<b>Scenario Notes</b>	<p>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.</p>	

## [11.5] Pavia (24<sup>th</sup> February 1525)

## [12.0] Early Asian Scenarios – 3000BC to 700AD

### [12.1] Muye (1046BC)

	Zhou (light coloured counters)	Shang (dark coloured counters)
<b>Starting Forces</b>	9 x PS 60 x MI 15 x BW 15 x CH 1 x 2L (Wu)	9 x MS 90 x MI 10 x BW 1 x 3L (Zhou)
<b>Stacking Limits</b>	3 per hex.	3 per hex.
<b>Panic Level</b>		
<b>Victory Conditions</b>	Capture all Village hexes, or kill or capture the Shang 3L leader.	Prevent a Zhou victory.
<b>Game length</b>	30 turns	
<b>Special rules</b>	Shang MI are unreliable troops – armed slaves, many of whom actually defected to the Zhou during battle. In melee combat, if Shang MI units are attacked and suffer any disruption result,	

	then the unit routs immediately.
<b>Historical Notes</b>	This battle came at the end of the Shou dynasty in China, and signalled the start of the Zhou dynasty. One of the earliest battles in China for which we have some form of record. Many of the Shou troops considered the Shou regime to be corrupt and were unwilling to fight for the King of Shou.
<b>Scenario Notes</b>	The outcome of this battle may depend on whether the opposing armies can make use of their forces – in the case of the Shang the archers or massed infantry may prove crucial, whereas for the Zhou the use of Chariots may be effective.

## [12.2] Red Cliffs (208AD)

	Southern (light coloured counters)	Northern (dark coloured counters)
<b>Starting Forces</b>	8 x LF 6 x LF fire ships 8 x IB 8 x PS 8 x MS 2 x 2L (Liu Be, Sun Quan)	20 x LF 21 x MI 9 x MS 6 x AX 4 x OC 4 x LC 1 x 2L (Cao Cao)
<b>Stacking Limits</b>	3 per hex.	3 per hex.
<b>Panic Level</b>	27	16
<b>Victory Conditions</b>	Capture or kill the Northern 2L leader, or prevent a Northern victory.	Capture or kill either of the Southern 2L leaders.  If Cao Cao and 20 other Northern units exit the map through the road hex on the western edge of the board, but the Northern side has not otherwise met its victory conditions, then the game is a draw.
<b>Game length</b>	25 turns	
<b>Special rules</b>	Southern PS and MS units are marines (full combat strength may be used in ship to ship combat).  Southern forces commence with 6 fire ships. These ships move and attack first, and last for 2 turns before being destroyed if not used in battle prior.  Northern forces that rout must do so towards the road hex on the western edge of the board. They may use road movement if in the swamp hexes.	
<b>Historical Notes</b>	Probably one of Asia's most famous historical battles, the Battle of Red Cliffs has been portrayed in film and TV as well as historical novels.  The battle was fought between the southern warlords Liu Bei and Sun Quan and the forces of the northern warlord Cao Cao. Although the northern forces had more numbers, they were decisively defeated by the southern forces.  The northern defeat at Red Cliffs spelled the end of the Han dynasty in China and allowed the creation of independent southern states which later ushered in the Three Kingdoms period in China.	
<b>Scenario Notes</b>	Another battle where historical information is hard to find. It was of course tempting to just create a battle scenario based on the movie, but the battle itself was probably quite different in reality.  The northern forces are in a difficult position in this battle. They have numerical superiority but their forces are split and mostly aboard ships, with limited manouver capabilities. Historically it's believed that the ships were chained together, and in addition the northern forces were	

	unused to fighting or living on board ships, and many of them were seasick. Hopefully this proves to be a good scenario with possible victories either way.
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### [12.3] Hulao (28<sup>th</sup> May 621)

	Tang (light coloured counters)	Xia (dark coloured counters)
<b>Starting Forces</b>	14 x PS 21 x MS 12 x OC 9 x MC 12 x IB 1 x 2L (Li Shimin), 3 x 3L	18 x PS 36 x MS 6 x HB 6 x LC 1 x 2L (Dou Jiande), 1 x 3L
<b>Stacking Limits</b>	3 per hex.	3 per hex.
<b>Panic Level</b>		
<b>Victory Conditions</b>	Prevent a Xia victory, or capture or kill the Xia 2L leader.	EITHER capture all of the village hexes near hex 28.16, OR exit 30 units including the 2L leader off the south edge of the map.
<b>Game length</b>	20 game turns.	
<b>Special rules</b>	Tang MC units are Elite, provided that they remain stacked with or in the formation with the Tang 2L leader.	
<b>Historical Notes</b>	<p>In the civil wars that followed the end of the Sui dynasty, the forces of Tang and Xia, along with the Zheng (allies of the Xia) met at the Battle of Hulao. The battle was a victory for the Tang and apart from a few later battles and rebellions marked the turning point in the establishment of the Tang dynasty.</p> <p>The battle was preceded by a month or so of stand-offs at the head of the Hulao Pass which resulted in the Xia forces becoming tired from the long campaign. Taking advantage of this, Li Shimin led his cavalry on a raid to the Xia supply train, which precipitated Dou into forcing battle.</p> <p>This battle should not be confused with the fictional "Battle of Hulao Pass" which appears in the Three Kingdoms novel and TV series.</p>	
<b>Scenario Notes</b>	Another battle where one side has the advantage of numbers, and the other side has the advantage of terrain. Li Shimin's elite force of 1,000 black clad cavalry turned the tide in the battle on the day and should prove to be a significant advantage here if they can be used effectively.	

## [13.0] Middle Period Asian Scenarios – 700AD to 1300AD

### [13.1] Bạch Đằng (April 1288)

	Đại Việt (light coloured counters)	Yuan (dark coloured counters)
<b>Starting Forces</b>	72 x MS 60 x IB 16 x LF 10 x HF 1 x 1L (Trần Hưng Đạo), 3 x 3L	30 x MS 15 x LC 12 x MC 15 x OC 24 x HF

		1 x 2L (Omar Khan), 1 x 3L (Toghan), 1 X 4L
<b>Stacking Limits</b>	3 per hex.	3 per hex.
<b>Panic Level</b>	96	60
<b>Victory Conditions</b>	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.
<b>Game length</b>	40 game turns	
<b>Special rules</b>	<p>The reef hexes along the eastern edge of the map are impassible to HF units between turns 3 and 35.</p> <p>LF units may pass under bridge hexes. HF units may not.</p> <p>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.</p> <p>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.</p>	
<b>Historical Notes</b>	<p>The <b>Battle of Bạch Đằng</b> 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.</p> <p>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.</p>	
<b>Scenario Notes</b>	<p>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.</p> <p>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 perimeter against the larger Đại Việt army.</p>	

## [14.0] Later Asian Scenarios – 1300AD to 1600AD

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

	Đại Việt (light coloured counters)	Ming (dark coloured counters)
<b>Starting Forces</b>	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)
<b>Stacking Limits</b>	3 per hex.	3 per hex.
<b>Panic Level</b>	20	20
<b>Victory Conditions</b>	Prevent a Ming victory, or capture the	Exit 25 units off the south edge of the map.

	Ming 3L leader.	
<b>Game length</b>	20 game turns	
<b>Special rules</b>	<p>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.</p> <p>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.</p>	
<b>Historical Notes</b>	<p>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.</p> <p>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 through 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 Vương Thông were forced to surrender. The Vietnamese leader Lê Lợi granted the surrendering Chinese forces food, supplies and transport to get home.</p>	
<b>Scenario Notes</b>	<p>The Ming appear to have forgotten the most famous of the classic blunders, which is "never get involved in a land war in Asia".</p> <p>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.</p> <p>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.</p>	