

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 homogeneous 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 harassment 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 play tested, 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	20 x MI 6 x MS 6 x AX

	8 x SD 10 x IB 10 x CH 1 x 2L (Thutmose III), 2 x 3L	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	<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>	
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 (including Chariots) off the north edge of the map, or capture or kill the Judaeans 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 Judaeans 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 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.
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 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)
Starting Forces	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
Stacking Limits	3 per hex.	2 per hex.
Panic Level	25	25
Victory Conditions	Eliminate 15 Persian units.	Avoid an Athenian victory.
Game length	20 turns	
Special rules	The Persian units may neither move nor 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 quickly 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 1 x 1L (Leonidas)	100 x MI 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	<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>	
Scenario Notes	<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</p>	

	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.
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[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 – 476 to 1000AD

[5.1] Deorham (577)

	Saxons (light coloured counters)	Britons (dark coloured counters)
Starting Forces	12 x SD 8 x BW 2 x 2L (Ceawlin, Cuthwine)	18 x MS 6 x BW 3 x 3L (Conmail, Condidan, Farinmail)
Stacking Limits	2 per hex	2 per hex
Panic Level	16	16
Victory Conditions	Prevent a Briton victory.	Capture the village hexes inside the hill fort, or capture or kill either of the Saxon 2L leaders.
Game length	20 game turns	
Special rules	The walled fort is a hill fort, without high walls. The wall hexes may be attacked with -6 missile / -3 melee combat modifier, and may be entered from either side if the wall hex is	

	unoccupied. Stacking limit of 1 unit per wall hex applies.
Historical Notes	The Anglo Saxon Chronicle is the only source that mentions this battle, and doesn't give much detail other than the names of the leaders, and that it was a Saxon victory. The battle was critical for Saxon control over the lower Severn region, and a direct result of this battle was that the Britons lost the territory that connected Wales from Cornwall, eventually leading to a separation of the cultures and language between the two areas.
Scenario Notes	The Saxons have the advantage of the high ground here, however their forces are thinly spread with a fair amount of territory to defend. If the Saxons don't play carefully then it is possible for the Britons to grab a victory here.

[5.2] 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	<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>	
Scenario Notes	<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>	

[5.3] Ashdown (8th January 871)

	Saxons (light coloured counters)	Vikings (dark coloured counters)
Starting Forces	12 x MI	6 x SD

	12 x MS 6 x MC 1 x 2L (Alfred), 1 x 4L (Ethelred)	6 x AX 4 x BW 2 x 3L (Bagsecg, Halfdan)
Stacking Limits	2 per hex.	2 per hex.
Panic Level	16	10
Victory Conditions	Rout (from the map) or kill at least 8 Viking units.	Capture or kill the Saxon 2L leader.
Game length	20 turns	
Special rules	Viking AX and SD units are Elite. The Saxon 4L leader and his troops may not move, attack, or be attacked for the first 5 game turns.	
Historical Notes	One of the first documented battles of the Viking "Great Heathen Army" which invaded England in 865, Ashdown was one of the few to have resulted in a Saxon victory. Both sides were prepared for battle along a ridge, with troops eager for battle, but the Saxon king Ethelred refused to attend until prayers were finished. The army was led by his younger brother Alfred (later Alfred the Great) and ended up being mostly a shield-wall pushing match. Eventually the greater numbers of the Saxons told and the Vikings broke and fled from the field.	
Scenario Notes	Again we have a scenario where the Vikings have superior (elite) troops but in this case the Saxons have a better leader – not the King, but the young Prince Alfred. A small amount of Saxon cavalry was apparently present at the battle (based on some archaeological information which has yet to be verified) so if the Saxons can use this effectively then they may be able to push for a victory.	

[5.4] Edington (May 878)

	Saxons (light coloured counters)	Vikings (dark coloured counters)
Starting Forces	10 x MI 10 x MS 4 x MC 1 x 2L (Alfred)	4 x SD 4 x AX 3 x BW 1 x 3L (Guthrum)
Stacking Limits	2 per hex.	2 per hex.
Panic Level	12	9
Victory Conditions	Capture the Village hex in 15.04	Capture the Village hex in 15.04
Game length	15 turns	
Special rules	Viking AX and SD units are Elite.	
Historical Notes	The battle where Alfred earned his name "Alfred the Great", this was the final victory of the Saxons over the Great Heathen Army, previous battles at Merton and a disastrous battle at Chippenham having been Viking victories. After the battle at Chippenham, Alfred was forced to retreat into the wilderness, but in May of the same year he managed to rally together an army and defeat the Vikings in this battle at Edington. Later in the same year a peace treaty was signed which, although it contained large concessions of land for the Vikings, bought peace to England for some time.	

Scenario Notes	Again we have a scenario where the Vikings have superior (elite) troops but in this case the Saxons have a better leader – not the King, but the young Prince Alfred. A small amount of Saxon cavalry was apparently present at the battle (based on some archaeological information which has yet to be verified) so if the Saxons can use this effectively then they may be able to push for a victory.
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[5.5] 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	<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>	
Scenario Notes	<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 manoeuvre. 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.</p>	

[6.0] High Middle Ages Scenarios – 1000 to 1300

[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] Hastings (14th October 1066)

	Anglo Saxons (light coloured counters)	Normans (dark coloured counters)
Starting Forces	24 x SD 15 x MS 8 x BW 6 x AX 1 x 2L (Harold Godwinson), 2 x 3L	39 x SD 20 x CB 21 x HC 1 x 2L (William of Normandy), 3 x 3L
Stacking Limits	3 per hex.	3 per hex.
Panic Level	30	40
Victory Conditions	Capture or kill the Norman 2L leader.	Capture or kill the Anglo Saxon 2L leader.
Game length	25 turns	
Special rules	None.	
Historical Notes	<p>This is it, the big one. 1066, the end of the Anglo-Saxon kingdom of England and the beginning of the Norman kingdom.</p> <p>After being successful at Stamford Bridge, Harold Godwinson met his match at Hastings in the person of William, the Duke of Normandy.</p> <p>I believe that enough has been written about this battle over the course of time that any more information added here would be completely superfluous.</p>	
Scenario Notes	Harold has the advantage of terrain here, but the Normans definitely have advantages in troops. Apart from numbers, the Normans have heavy cavalry which the Anglo Saxons do not, and more (and better) archers. If the Anglo Saxons can hold the initial charges from the Normans then they may do OK.	

[6.3] Cabra (1079)

	Granada (light coloured counters)	Seville (dark coloured counters)
Starting Forces	10 x HB 5 x IB 9 x MS 9 x HC 6 x MC 2 x 3L (Abdallah, Garcia)	12 x HB 8 x MC 15 x MS 9 x HC 1 x 1L (Rodrigo Diaz de Vivar, "El Cid"), 1 x 2L (Al Mu'tamid)
Stacking Limits	3 per hex.	3 per hex.
Panic Level	30	30
Victory Conditions	Occupy the village hexes around 15.14	Occupy the village hexes around 15.14
Game length	25 game turns	
Special rules	None.	
Historical Notes	One of the battles of the famous Spanish commander El Cid, this was fought between two Islamic states (Seville and Granada) each of which had units of Castillian knights. Although very little information is available about the size or composition of each army at the battle, the troop types commonly used by the Spanish and Moorish states is reasonably well known.	
Scenario Notes	Seville has the advantage of terrain here, however small, in that the Granadans must come onto the attack to win the battle. The big difference between the two sides is of course El Cid himself, how and when he is committed to the fight could decide the outcome of the battle.	

[6.4] Alarcos (18th July 1195)

	Castille (light coloured counters)	Almohads (dark coloured counters)
Starting Forces	7 x CB 8 x HC 15 x MS 15 x SD 1 x 2L (Alfonso VIII), 1 x 3L (Diego)	24 x IB 12 x HB 15 x MS 12 x MC 6 x HC 1 x 2L (Abu Yusuf), 1 x 3L (Pedro)
Stacking Limits	3 per hex.	3 per hex.
Panic Level	30	30
Victory Conditions	Destroy or rout at least 20 Almohad units	Capture the Castillian 2L leader, or destroy or rout at least 15 Castillian units including at least 6 HC units.
Game length	25 game turns	
Special rules	The Almohad 3L leader (Pedro Fernandez de Castro) and his HC units may not move or attack unless they are approached within 5 hexes by any Castillian unit.	
Historical Notes	The first of the major battles of the reconquista fought by Alfonso VII of Castille, this ended up being a setback. The Almohads gathered at Alarcos, while Alfonso gathered his forces at Toledo and marched on the Almohad position at the southern end of his realm.	

	Despite the cavalry charges of the Castilians that caused many casualties amongst the Almohad forces, the constant rain of arrows and sniping attacks from the mounted and foot archers of the Almohad forces eventually wore down the Castilian cavalry and they were surrounded and lucky to escape the field. The Almohads then proceeded to rout the Castilian infantry, deprived of its leadership. Almohad historians count up to 30,000 Castilian casualties although the true figure is probably much lower.
Scenario Notes	Neither side has a significant terrain advantage here. The strength of the Almohad archers is probably the key here, if they can cause enough damage to the Castilian bowmen (fewer in number) and then the Castilian cavalry they should win the day.

[6.5] Las Navas de Tolosa (16th July 1212)

	Castille (light coloured counters)	Almohads (dark coloured counters)
Starting Forces	8 x CB 12 x SD 12 x MS 21 x HC 2 x 2L (Alfonso VIII, Pedro II), 2 x 3L (Diego Lopez, Sancho VII)	9 x LC 10 x HB 12 x IB 18 x MS 3 x MC 1 x 2L (Muhammad al-Nasir)
Stacking Limits	3 per hex.	3 per hex.
Panic Level	30	20
Victory Conditions	Kill, capture, or remove from the map the Almohad 2L leader.	Prevent a Castilian victory.
Game length	25 game turns.	
Special rules	<p>No Almohad unit may enter or approach within 5 hexes of hex 36.21 until a Castilian unit enters that hex.</p> <p>No Almohad unit may enter or approach within 3 hexes of hex 19.18 or 20.18 until a Castilian unit enters either hex.</p> <p>Almohad MS and MC units may not move or attack until a Castilian unit comes adjacent to an MS unit or fires missiles on an MS unit.</p> <p>The Almohad 2L leader must remain stacked with the MC units at all times. If the Almohad MC units rout from the map then the 2L leader must leave the map with them.</p>	
Historical Notes	<p>After the disaster at Alarcos, Alfonso VIII's campaign against the Almohads took a setback with the Almohads able to capture a number of important cities in central Spain. In 1211 there was another reinforcing army that crossed the straits of Gibraltar under Muhammad al-Nasir, which lead to the Pope calling a crusade.</p> <p>Joined by previously vacillating allies, Alfonso managed to sneak up on the Almohad army through the Despenaperros Pass, lead by a local shepherd. The resulting battle caught the Almohads unawares and they suffered many casualties in the ensuing rout.</p> <p>This battle was the beginning of the end for Almohad dominance in Spain and hastened the Christian reconquista.</p>	
Scenario Notes	The Almohads should be at a disadvantage here if the Castilian army can time its attack correctly. Both armies are scattered around and need time to regroup if they are going to win the battle, however the Castilians are in the position, due to their hidden forces, of being able to win the timing battle if they play things correctly.	

[6.6] Lake Peipus (5th April 1242)

	Novgorod (light coloured counters)	Teutonic Order (dark coloured counters)
Starting Forces	9 x PS 18 x MS 15 x AX 8 x HB 8 x MC 1 x 2L (Alexander Nevsky), 1 x 3L (Andrey Yaroslavich)	15 x HC 12 x MS 1 x 3L (Hermann)
Stacking Limits	3 per hex.	3 per hex.
Panic Level	30	30
Victory Conditions	Prevent a Teutonic victory.	Capture the village hex at 39.13
Game length	20 game turns.	
Special rules	The white terrain (ice) costs 1 movement point per hex, has a missile combat modifier of +2 and a melee combat modifier of 0.	
Historical Notes	<p>Known as the "Battle on the Ice", this battle at Lake Peipus was fought between the Novgorod forces under Prince Alexander Nevsky and the Livonian Order, a branch of the Teutonic Knights. Alexander feigned a retreat in order to be able to fight on some favourable terrain, which ended up being on the shores of the frozen Lake Peipus.</p> <p>There are a lot of folk tales and legends about this battle, including a story that the ice broke and the Teutonic Knights ended up sinking, however most of these are apocryphal. Alexander held his cavalry back from the initial part of the battle, committing them only after the Teutonic Knights had become exhausted from fighting on the ice, and the possibility of an envelopment caused the Knights to panic and retreat.</p>	
Scenario Notes	Two very mismatched sides, in a battle that historically, the Teutonic Knights, were favoured to win despite the numbers. However the knights made the classic mistake of charging headlong into spearmen and came off the worst for it. Novgorod has the numbers here and depending on when they commit their cavalry should be able to cause some damage to the Knights.	

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

[7.1] 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	Prevent an English victory, or capture the English 2L leader.

	12 Scottish PS units.	
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	<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>	
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 fire-power 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.	

[7.2] 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	<p>Edward I's victory at the Battle of Falkirk led 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>	
Scenario Notes	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.	

[7.3] Neville's Cross (17th October 1346)

	England (light coloured counters)	Scotland (dark coloured counters)
Starting Forces	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)
Stacking Limits	3 per hex.	3 per hex. PS may stack 4 per hex to form square formation.
Panic Level	24	20
Victory Conditions	Prevent a Scottish victory, or eliminate or rout from the map more than 8 Scottish PS units.	Capture the bridge at hex 40.03
Game length	25 turns	
Special rules	None.	
Historical Notes	<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 troops 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>	
Scenario Notes	<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 18th Century when the two kingdoms became united under Stuart rule.</p>	

[8.0] Hundred Years War (1337 – 1453)

[8.1] Crecy (26th August 1346)

	England (light coloured counters)	France (dark coloured counters)
Starting Forces	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)	
Stacking Limits	3 per hex, PS units may stack 4 per hex if there are no other units in the hex except leaders.	3 per hex.
Panic Level	60	45
Victory Conditions	Capture the French 3L leader, or kill or rout off the map more than 20 French cavalry..	Capture the English 2L leader.
Game length	30 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	<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>	
Scenario Notes	<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 (19th September 1356)

	England (light coloured counters)	France (dark coloured counters)
Starting Forces	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)
Stacking Limits	3 per hex, PS units may stack 4 per hex if there are no other units in the hex except leaders.	3 per hex.

Panic Level	25	20
Victory Conditions	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.
Game length	30 game turns	
Special rules	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. English LB and HC units are Elite.	
Historical Notes	<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>	
Scenario Notes	<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 (25th October 1415)

	England (light coloured counters)	France (dark coloured counters)
Starting Forces	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
Stacking Limits	3 per hex, PS units may stack 4 per hex if there are no other units in the hex except leaders.	3 per hex.
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 15 th 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 th October by a French army, initially both sides declined battle until negotiations broke down on the 25 th 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 lopsided, 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)

The Wars of the Roses were fought between the houses of Lancaster and York, through most of 15th Century England. Although the causes of these wars date back to much earlier, Henry V's death in 1422 and the accession of his young son Henry VI was the origin of the war. Henry VI proved to be a weak king and the primary cause of the wars were rivalries between his advisers, which later erupted into a feud for control of the crown of England with various claimants and pretenders raising armies to press their claim for the throne.

Battles still to be built for these wars include:

- 1st St Albans 22nd May 1455
- Blore Heath 23rd September 1459
- Ludford Bridge 12th October 1459
- Wakefield 30th December 1460. At this battle Richard of York was severely outnumbered but just needs to get himself and some troops off the map edge to participate in 2nd St Albans.
- 2nd St Albans 17th February 1461. Henry VI commences the battle as a captive of the Yorkists.
- Stoke Field, 16th June 1487. Actually a larger battle than Bosworth, with the pretender Lambert Simnel claiming to be Edward Plantagenet, 17th Earl of Warwick (George of Clarence's son). German mercenaries on the field for York.

[9.1] A Game of Kingmaker

Avalon Hill's game **Kingmaker** is still one of the better and more popular games of the Wars of the Roses. Each player takes the side of one of the many factions of England during the wars, and can change sides between the Yorkists and the Lancastrians at will.

Kingmaker is a strategic game which includes a simple odds-based combat system. Instead of using that combat system, use ITACS for resolution of some of the major battles (admittedly this may make the game take much longer than originally intended).

Each 10 force points in Kingmaker should equate to one unit counter in ITACS. Use MS units as the base unit type for each 10 force points. Units that are of a specific type should be all of that type, e.g. 100 Burgundian Crossbowmen becomes 10 CB units, 50 Scots Archers becomes 5 LB units, etc. French Foot Soldiers are all PS units.

Troops from Wales or the Welsh border regions (any castle or town within 5 squares of Wales) can exchange any of their MS units for the same number of LB units.

Other office / title cards that have 30 or more points on a single card may exchange counters as follows:

- 30 points = 1 x HC, 1 x PS, 1 x MS
- 50 points = 1 x HC, 1 x PS, 1 x MS, 2 x LB
- 100 points = 2 x HC, 2 x PS, 2 x MS, 4 x LB

Terrain should be created randomly if possible, or base the terrain on any existing ITACS map.

There are no victory conditions – get off the field with as many troops as you can, while killing as many of your opponent's troops as you can.

Individual **titled** noble counters should all be 4L leaders in their first battle, with the exception of Warwick and Neville which are 3L leaders. Each time a noble fights a battle, roll 2d6, and on a roll of 2-5 they are promoted to the next higher level (e.g. a 4L promotes to a 3L). Neither of the Plantagenet leaders may progress past 3L, and only Warwick, Neville, Beaufort and Courtenay may progress to 1L. Untitled nobles do not appear as leaders in any battle.

[9.2] Northampton (10th July 1460)

	York (light coloured counters)	Lancaster (dark coloured counters)
Starting Forces	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)
Stacking Limits	3 per hex.	3 per hex.
Panic Level	24	20
Victory Conditions	Capture the Lancastrian 4L leader, or occupy all 3 bridge hexes.	Prevent a Yorkist victory, or capture the Yorkist 3L leader.
Game length	30 game turns.	
Special rules	Cavalry may dismount.	
Historical Notes	<p>One of the first major battles of the Wars of the Roses, the lead up 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.</p> <p>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.</p>	
Scenario Notes	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 (29th March 1461)

	York (light coloured counters)	Lancaster (dark coloured counters)
Starting Forces	20 x PS 27 x MS	32 x PS 24 x MS

	27 x HC 16 x LB 1 x 3L (Edward), 3 x 2L (Warwick, Fauconberg, Norfolk)	21 x HC 14 x LB 1 x 2L (Beaufort), 3 x 3L (Percy, Exeter, Trollope)
Stacking Limits	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.
Panic Level	60	60
Victory Conditions	Capture all hexes of the village around hexes 33.06 – 35.07	Prevent a Yorkist victory, or capture the Yorkist 3L leader.
Game length	40 game turns	
Special rules	<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>	
Historical Notes	<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 out range 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>	
Scenario Notes	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 of cavalry can decide the fate of the battle.	

[9.4] Barnet (14th April 1471)

	York (light coloured counters)	Lancaster (dark coloured counters)
Starting Forces	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)
Stacking Limits	3 per hex.	3 per hex.
Panic Level		
Victory Conditions	None, see below.	None, see below.

Game length	40 game turns
Special rules	<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>
Historical Notes	<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>
Scenario Notes	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.

[9.5] Tewkesbury (4th May 1471)

	York (light coloured counters)	Lancaster (dark coloured counters)
Starting Forces	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)
Stacking Limits	3 per hex.	3 per hex.
Panic Level		
Victory Conditions	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.
Game length	40 game turns	
Special rules	<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>	

Historical Notes	<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>
Scenario Notes	<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 (22nd August 1485)

	York (light coloured counters)	Tudor (dark coloured counters)
Starting Forces	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)
Stacking Limits	3 per hex.	3 per hex.
Panic Level	30	35
Victory Conditions	Capture or kill Henry Tudor.	Capture or kill Richard III.
Game length	40 game turns	
Special rules	<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>	
Historical Notes	<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</p>	

	<p>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>
Scenario Notes	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.

[10.0] Late Middle Ages Scenarios – 1300 to 1500

[10.1] Golden Spurs / Courtrai (11th July 1302)

	French (light coloured counters)	Flanders (dark coloured counters)
Starting Forces	15 x PS 12 x PP 36 x MI 8 x CB 12 x HC 1 x 3L (Robert II of Artois)	30 x PS 15 x PP 18 x MS 18 x SD 16 x CB 5 x 3L (William, Guy, Pieter, Jan, Jan)
Stacking Limits	3 per hex. PP and PS units may stack 4 per hex to form square formation.	3 per hex. PP and PS units may stack 4 per hex to form square formation.
Panic Level	30	40
Victory Conditions	Occupy the village hexes around 34.08	Prevent a French victory
Game length	25 game turns	
Special rules	None.	
Historical Notes	<p>After the Flemish revolted against French rule in 1302, the King of France sent an army to Flanders to put down the revolt. The Flemish forces, however, were well prepared. Previously having laid siege to the castle of Courtrai, they had prepared defensive positions to the south of the castle. The French infantry were unable to make much headway against the superior Flemish troops, and so they were recalled by the French commander who then ordered his cavalry to charge.</p> <p>Unfortunately for the French the cavalry charge was met with the same obstacles presented to the infantry, wet soggy ground, prepared ditches and well armed and trained Flemish infantry. Eventually the French were beaten back, and as their knights retreated the French infantry fell into a rout.</p> <p>Often touted as the end of the cavalry dominance over infantry in the middle ages, the victory at Courtrai was just one early example of infantry gaining the better of cavalry – the balance of power between the armoured knight and the footman changed many times over the course of history subsequent to this, however the mounted knight was never again in a complete position of dominance.</p> <p>Although it's a common belief that the Flemish infantry were merely townfolk – weavers and merchants untrained in the art of warfare, in fact the town militia were well equipped and trained. They had steel helmets, chainmail, spears, pikes, crossbows and other weapons. Unlike the previous armies of "peasant rabble" that were easily slaughtered by cavalry charges, the Flemish troops were regularly trained and well prepared to stand a cavalry charge.</p>	
Scenario Notes	The French are on a hiding to nothing in this battle – little to gain and much to lose. Forcing	

	the Flemish forces out of their prepared positions could be the key.
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[10.2] Castagnaro (11th March 1387)

	Verona (light coloured counters)	Padua (dark coloured counters)
Starting Forces	36 x PS 24 x CB 36 x MS 48 x MI 12 x MC 4 x HC 2 x 3L (Giovanni, Ostasio)	33 x PS 30 x CB 12 x MS 12 x MC 12 x HC 12 x LB 1 x 2L (John Hawkwood), 1 x 3L (Francesco)
Stacking Limits	3 per hex. PP and PS units may stack 4 per hex to form square formation.	3 per hex. PP and PS units may stack 4 per hex to form square formation.
Panic Level	30	40
Victory Conditions	Occupy the village hexes and the church hex around 25.01	Prevent a Veronese victory
Game length	25 game turns	
Special rules	None.	
Historical Notes	<p>One of the more famous battles of the condottieri age in Italy, this battle was fought between the forces of Verona and Padua. The Paduans were lead by an English condottieri named John Hawkwood who brought a thousand or so of his own troops (presumably English) to the battle. Historically, Hawkwood managed to outflank the larger Paduan army, sending it into a rout.</p> <p>The Paduans had approximately double or more the strength of the Veronese, however about half of the Paduan troops were poorly armed peasants that were reluctant to commit to battle.</p>	
Scenario Notes	The Veronese have the advantage of numbers here, but must go on the attack to sieze the village. Depending on how well the Veronese forces can deal with crossing the river, and checking the influence of the English forces on the Paduan right flank, the battle could potentially be won by either side.	

[10.3] Grunwald (15th July 1410)

	Teutonic Knights (light coloured counters)	Poland - Lithuania (dark coloured counters)
Starting Forces	12 x PS 12 x MS 12 x HC 4 x CB 2 x LA 1 x 3L (Ulrich)	8 x PS 4 x MS 12 x SD 12 x CB 12 x HC 9 x LC 9 x MC 1 x 2L (Wladyslaw), 1 x 3L (Vytautas)
Stacking Limits	3 per hex.	3 per hex.

Panic Level	30	40
Victory Conditions	Occupy all village hexes on the map	Prevent a Teutonic Knights victory
Game length	25 game turns	
Special rules	Teutonic Knights HC units are Elite.	
Historical Notes	Probably one of the largest battles in Medieval Europe, Grunwald was fought between the Teutonic Knights and the combined Poland / Lithuania forces, after the Teutonic Knights invaded Poland in 1409. It is still regarded as one of the most important victories in the history of Poland and Lithuania and marked the rise of the Polish/Lithuanian union as the dominant power in eastern Europe.	
Scenario Notes	Although the Teutonic Knights are outnumbered, they have the advantage that the core of their force, their knights, are superior fighters to the Polish or Lithuanian cavalry. Whether the initial attacks can be coordinated well, and how and when the cavalry are committed to the battle, will decide the outcome. In a face-on engagement the knights will be difficult to beat, but if the Poland/Lithuania player can achieve the historical outcome of envelopment then they should be able to win the battle.	

[11.0] Italian Wars (1494 – 1559)

[11.1] Fornovo (6th July 1495)

[11.2] Garigliano (29th December 1503)

[11.3] Ravenna (11th April 1512)

[11.4] 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 form 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.

[11.5] Pavia (24th February 1525)

[12.0] Byzantine Era Scenarios (476 – 1453)

[12.1] Nineveh (627)

	Byzantines (light coloured counters)	Sassanids (dark coloured counters)
Starting Forces	18 x MS 3 x BW 15 x BC 6 x HB 1 x 3L (Heraclius)	18 x MI 8 x AX 10 x BW 12 x LC 4 x HB 2 x 3L (Rhahzadh, Vahram-Arshusha)
Stacking Limits	3 per hex.	3 per hex.
Panic Level	22	18
Victory Conditions	Capture both village hexes on the map.	Prevent a Byzantine victory.
Game length	25 game turns	
Special rules	All missile fire is at an extra -2 combat modifier due to fog that covered the battlefield.	
Historical Notes	This was the final battle of the Byzantine – Sassanid war of 602 – 628. Although the Sassanids had been successful in the early part of the campaign, this battle was a conclusive victory for the Byzantines and resulted in the empire regaining some of its ancient borders. Heraclius prepared for battle on a plain near the ruined city of Nineveh. A fog over the battlefield reduced the Sassanid advantage in missile troops and the Byzantine heavy cavalry were able to hold the day.	
Scenario Notes	Although this battle ended up being a major victory for the Byzantine army, they weren't able to complete their intended goals and sack the Sassanid camp. It should be possible for the Byzantine player to easily defeat the Sassanid army, whether they can do so in time to win the victory conditions for the scenario will depend on speed and perhaps some luck.	

[12.2] Manzikert (26th August 1071)

	Byzantines (light coloured counters)	Seljuks (dark coloured counters)
Starting Forces	36 x MS 9 x SD	15 x MS 9 x AX

	8 x BW 12 x PS 4 x CB 9 x HC 18 x BC 1 x 2L (Romanos IV), 3 x 3L	20 x IB 36 x OC 24 x HB 36 x MI 1 x 1L (Alp Arslan), 3 x 3L
Stacking Limits	3 per hex.	3 per hex.
Panic Level	36 + 12	40
Victory Conditions	Occupy the city hex at 36.17	Prevent a Byzantine victory, or capture the Byzantine 2L leader.
Game length	30 game turns	
Special rules	<p>The Byzantine army has 2 separate panic levels. The PS, PC and HC units are Frankish/English/Norman mercenaries and will panic if the combined victory points lost by these units alone exceed 12. The remainder of the Byzantine army has a panic level of 36, counting only losses from this part of the army.</p> <p>Byzantine SD units (Varangian Guard) are Elite and are not subject to panic.</p>	
Historical Notes	<p>A series of incompetent emperors had seriously weakened the Byzantine empire from its original position of the most powerful empire in Europe and the Middle East, to a position where its borders were seriously threatened on all sides.</p> <p>The Battle of Manzikert came about after the accession of Romanos IV to the throne. Although there were peace treaties in place between previous emperors and the Seljuks, and despite renewing the treaties, Romanos lead his armies to attack.</p> <p>Although he originally commanded an army of approximately 40,000 troops, approximately half of the troops deserted before the battle commenced, and the remainder were from various parts of the empire and outside of the empire (including western mercenaries) and communication on the battlefield was difficult. Using the steppe warrior hit and run tactics, Alp Arslan was able to defeat the more heavily armed and armoured Byzantine forces. The result of the battle was the loss of most of the Byzantine territory in Asia Minor, and a disaster for the Byzantines as the empire was plunged into civil war and economic crisis.</p>	
Scenario Notes	<p>On paper the Byzantine army is at least as strong as the Seljuk forces, however the Seljuks have the advantage of mobility from their mounted bowmen as well as a stronger core of archers. The the Byzantines can contain the Seljuk light cavalry and turn the battle into a standing fight then they should be able to win the scenario, however that could be quite difficult.</p>	

[13.0] Crusades Scenarios (1095 - 1291)

[13.1] Hattin (4th July 1187)

	Crusaders (light coloured counters)	Ayyubids (dark coloured counters)
Starting Forces	15 x PS 15 x MS 15 x SD 12 x CB 12 x HC 5 x HB 4 x 3L (Guy, Raymond, Bailan, Gerard)	63 x MS 14 x IB 8 x HB 8 x OC 18 x MC 1 x 1L (Saladin), 2 x 3L (Muzaffar, Al Adil)

Stacking Limits	3 per hex.	3 per hex.
Panic Level		
Victory Conditions	Capture either the village hex at 38.06 or the village hex at 47.04.	Prevent a crusader victory
Game length	25 game turns	
Special rules	Neither side is subject to normal panic rules, however the Ayyubids will panic if their 1L leader is captured or killed, and the Crusaders will panic if any two of their 3L leaders are captured or killed.	
Historical Notes	<p>After a period of dynastic strife within the Crusader Kingdom of Jerusalem, Guy led his forces out to meet Saladin in battle, despite all good advice. The two armies met beneath the “horns of Hattin”, two extinct volcanoes near Lake Tiberias (now known as the Sea of Galilee). Significantly outnumbered by the Ayyubids and suffering the effects of thirst, the Crusaders were unable to break through Saladin's army and reach the water supplies at the springs of Hattin, or Lake Tiberias. The casualties on the Crusader side were severe, even after several desperate charges after being surrounded, the Christian armies fought on to the last.</p> <p>The result of the battle was the capture of Jerusalem by Saladin, as the Crusader forces were weakened and no longer able to defend the city.</p>	
Scenario Notes	The Crusaders do have the advantage of slightly better troops here, although they lack in numbers and if they become surrounded they will be easy pickings. Saladin can afford to play a holding game here, as all that he needs to achieve victory is to prevent the Crusaders breaking through to the water supplies.	

[13.2] Arsuf (7th September 1191)

	Crusaders (light coloured counters)	Ayyubids (dark coloured counters)
Starting Forces	48 x PS 24 x SD 16 x CB 24 x HC 16 x HB 1 x 1L (Richard), 1 x 2L (Robert de Sable), 3 x 3L (Guy, Garnier, Hugh)	24 x HB 8 x IB 12 x MS 12 x OC 36 x MC 1 x 1L (Saladin), 1 x 3L (Al-Afdal)
Stacking Limits	3 per hex.	3 per hex.
Panic Level		
Victory Conditions	See below.	See below.
Game length	25 game turns	
Special rules	<p>Neither side is subject to normal panic rules, however the Ayyubids will panic if either of their leaders are captured or killed.</p> <p>There are no victory conditions for this battle. The Crusader army must attempt to leave the map by the southern map edge. Half of the Crusader units that leave the map this way are added to the Crusader forces for the Battle of Jaffa.</p> <p>If the Crusader 1L leader is killed or captured, then the battle ends in an automatic Ayyubid victory and the Battle of Jaffa is not fought. If the Ayyubid 1L leader is killed or captured then only the 3L leader is available to the Ayyubids for the Battle of Jaffa.</p> <p>All Cavalry may dismount. Ayyubid OC and HB units may dismount to form IB units. Crusader HB units (Turcopoles) may dismount to form IB units.</p>	

Historical Notes	<p>The loss of the city and Kingdom of Jerusalem precipitated the Third Crusade, which started in 1189. Primarily lead by the English King Richard I, known as Richard the Lionheart, it failed to achieve its end of reconquering Jerusalem as did any crusade from that point onwards.</p> <p>One thing that it did achieve, however, was command of a coastal strip from Beirut to Jaffa, and also access for Christian pilgrims to visit the city of Jerusalem.</p> <p>Although dominant over all preceding crusader armies, Saladin found a worthy opponent in Richard the Lionheart. There was a lot of mutual respect between these two foes, and it was partially due to Richard's skill on the battlefield and partially due to his skill in diplomacy that the war ended in a truce which mostly favoured the crusaders.</p>
Scenario Notes	<p>This scenario and the following scenario (Jaffa) should be played consecutively, with the crusader army from this scenario being able to board ships to assault the city of Jaffa.</p> <p>The crusader army was particularly well organised and ably led at this stage, and a player following the same type of battle plan as did Richard should be able to exit a sizeable force off the south edge of the map to assault the city.</p>

[13.3] Jaffa (1192)

	Crusaders (light coloured counters)	Ayyubids (dark coloured counters)
Starting Forces	4 x PS 2 x SD 4 x CB Plus reinforcements from Arsuf, see below.	27 x MS 6 x MC 2 x HB 4 x IB 1 x 1L (Saladin), 1 x 3L (Al-Afdal) Relief Force 12 x MC 8 x OC 12 x HB
Stacking Limits	3 per hex.	3 per hex.
Panic Level		
Victory Conditions	Capture all of the city hexes – 13.13, 14.13 and 14.14	Prevent a crusader victory
Game length	25 game turns	
Special rules	<p>Neither side is subject to normal panic rules, however the Ayyubids will panic if either of their leaders are captured or killed, and the Crusaders will panic if their 1L leader is captured or killed. Note that if either of these leaders are captured or killed in the Battle of Arsuf, then they are not present at this battle.</p> <p>The Ayyubid relief force in the hills to the south east of the map may not move or attack until Saladin enters the hills. Saladin may not leave the Jaffa village/town hexes until any unit in those hexes is attacked.</p> <p>Half of the Crusader army (including Richard, but excluding other leaders) that exit the south edge of the map in the Battle of Arsuf are placed on the ships at sea. These units may only disembark onto a beach hex. The units may be distributed amongst the ships however the Crusaders choose.</p> <p>The citadel to the south of Jaffa is occupied by a Crusader force. Only Crusader units may enter or leave this citadel. Note that the stacking limit of 1 unit per wall hex or 2 units per tower hex applies.</p> <p>All Cavalry may dismount. Ayyubid OC and HB units may dismount to form IB units. Crusader HB units (Turcopoles) may dismount to form IB units.</p>	

	Crusader SD units are marines. They may attack or defend at full strength while on board a fleet unit.
Historical Notes	<p>Although this battle was a relatively small affair compared to the larger events of the crusades, it did have the effect of forcing Saladin to negotiate with Richard and the crusader army.</p> <p>The battle was actually fought in two parts, firstly there was the successful crusader assault on the city. Once Saladin realised that the city was lost, he travelled inland where he managed to rally his forces and return to attempt to re-take the city. Saladin's attempts were unsuccessful however, and the crusaders regained a strong position on the coast as well as a negotiating position for access to Jerusalem.</p>
Scenario Notes	<p>The possible outcome of this battle of course depends on how well the crusader army can survive the previous battle. Providing sufficient of the crusader quality troops (SD, PP and HC units) survive the battle at Arsuf, this should be a reasonably simple task to evict Saladin's army from the city and hold it.</p> <p>Saladin has an option here – whether to attempt to hold the city at all costs, or whether to break early and return with reinforcements to attempt to retake the city later.</p>

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

[14.1] Muye (1046BC)

	Zhou (light coloured counters)	Shang (dark coloured counters)
Starting Forces	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)
Stacking Limits	3 per hex.	3 per hex.
Panic Level		
Victory Conditions	Capture all Village hexes, or kill or capture the Shang 3L leader.	Prevent a Zhou victory.
Game length	30 turns	
Special rules	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.	
Historical Notes	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.	
Scenario Notes	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.	

[14.2] Red Cliffs (208AD)

	Southern (light coloured counters)	Northern (dark coloured counters)
Starting Forces	8 x LF	20 x LF

	6 x LF fire ships 8 x IB 8 x PS 8 x MS 2 x 2L (Liu Be, Sun Quan)	21 x MI 9 x MS 6 x AX 4 x OC 4 x LC 1 x 2L (Cao Cao)
Stacking Limits	3 per hex.	3 per hex.
Panic Level	27	16
Victory Conditions	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.
Game length	25 turns	
Special rules	<p>Southern PS and MS units are marines (full combat strength may be used in ship to ship combat).</p> <p>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.</p> <p>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.</p>	
Historical Notes	<p>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.</p> <p>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.</p> <p>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.</p>	
Scenario Notes	<p>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.</p> <p>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 manoeuvre 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.</p> <p>Hopefully this proves to be a good scenario with possible victories either way.</p>	

[14.3] Hulao (28th May 621)

	Tang (light coloured counters)	Xia (dark coloured counters)
Starting Forces	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

Stacking Limits	3 per hex.	3 per hex.
Panic Level		
Victory Conditions	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.
Game length	20 game turns.	
Special rules	Tang MC units are Elite, provided that they remain stacked with or in the formation with the Tang 2L leader.	
Historical Notes	<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>	
Scenario Notes	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.	

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

[15.1] Bạch Đằng (April 1288)

	Đại Việt (light coloured counters)	Yuan (dark coloured counters)
Starting Forces	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
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	<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>	

	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 perimeter against the larger Đại Việt army.

[16.0] Later Asian Scenarios – 1300 to 1600

[16.1] Chi Lang Defile (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	<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>	
Historical Notes	<p>Under the pretence 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 the Lam Sơn 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)</p>	

	<p>and the other 50,000 sent thorough 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.</p>
<p>Scenario Notes</p>	<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>