

Design: M. Nagel

SIDE A AS DUKE WU OF ZHOU

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

Panic: 23

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

SIDE B AS KING DI XIN OF SHANG

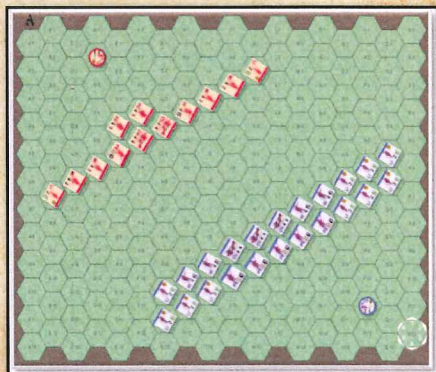
Your brilliance and leadership have created an empire. You've given great wealth to your vassals and now one of them, the Zhou, seeks to steal your throne. Only you have the right to all under Heaven, and with your massive army you will crush the traitors.

Panic: 37

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

HISTORICAL NOTE

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



Design: B. Banks and M. Nagel

SIDE A AS BODUOGNATUS, CHIEF OF THE NERVII

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

Panic: 30

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

SIDE B AS JULIUS CAESAR

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

Panic: 42

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

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

SPECIAL RULES

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

HISTORICAL NOTE

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



Design: M. Nagel

SIDE A AS DUKE LI OF CHIN

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

Panic: 26

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

SIDE B AS THE KING OF CH'U

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

Panic: 33

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

SPECIAL RULES

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

HISTORICAL NOTE

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



SIDE A AS YEN

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

Panic: 23

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

SIDE B AS CHENG

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

Panic: 30

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

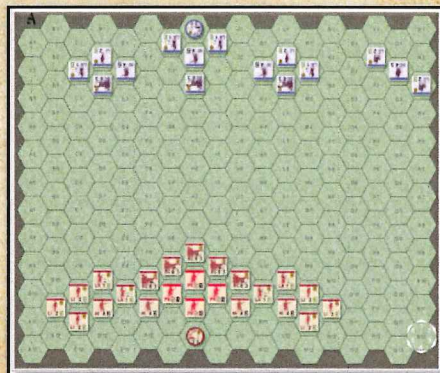
Reinforcements: 2xHI, 2xLI, 1xLA (see Special Rules for entry).

SPECIAL RULES

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

HISTORICAL NOTE

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



Design: B. Banks and M. Nagel

SIDE A AS GERMANICUS, GENERAL OF ROME

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

Panic: 23

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

SIDE B AS ARMINIUS, CHIEF OF THE GERMANS

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

Panic: 13

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

SPECIAL RULES

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

HISTORICAL NOTE

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



SIDE A AS ALFRED, PRINCE OF WESSEX

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

Panic: 11

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

SIDE B AS KING HALFDAN RAGNARSSON AND THE VIKINGS

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

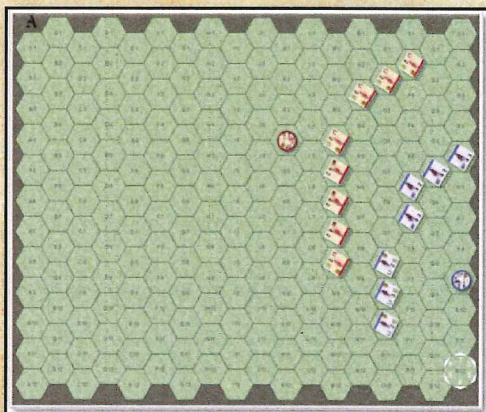
Panic: 11

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

HISTORICAL NOTE

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

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



Design: M. Nagel

SIDE A AS ABDUL RAHMAN AL GHAFIQI

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

Panic: 30

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

SIDE B AS CHARLES MARTEL

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

Panic: 39

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

SPECIAL RULES

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

HISTORICAL NOTE

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



Design: B. Banks and M. Nagel

SIDE A AS BOUDICCEA, QUEEN OF THE ICENI

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

Panic: 18

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

SIDE B AS PAULINUS, GENERAL OF ROME

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

Panic: 10

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

SPECIAL RULES

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

HISTORICAL NOTE

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



Design: M. Nagel

SIDE A AS SOKMAN IBN ARTUQ

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

Panic: 21

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

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

SIDE B AS BALDWIN II OF EDESSA

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

Panic: 46

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

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

SPECIAL RULES

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

HISTORICAL NOTE

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



Design: M. Nagel

SIDE A AS PHILLIP VI OF FRANCE

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

Panic: 57

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

SIDE B AS EDWARD III OF ENGLAND

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

Panic: 17

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

SPECIAL RULES

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

HISTORICAL NOTE

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



Design: M. Nagel

SIDE A AS BAIBAR

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

Panic: 22

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

SIDE B AS WALTER IV OF BRIENNE

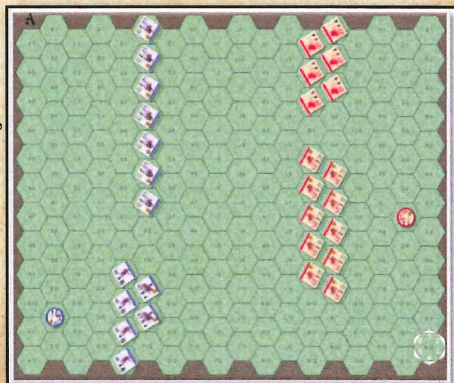
The emperor has come to an agreement with the Muslims that he would be crowned King of Jerusalem, but the Khwarezmians have taken over and are supported by Egypt. You have been sent to lead an allied army to remove these invaders. The invaders may have Mamluks, but you have knights of the Templar, Hospitaller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

Panic: 22

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

HISTORICAL NOTE

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



SIDE A AS KING BALDWIN IV

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

Panic: 19

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

SIDE B AS SALADIN

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

Panic: 46

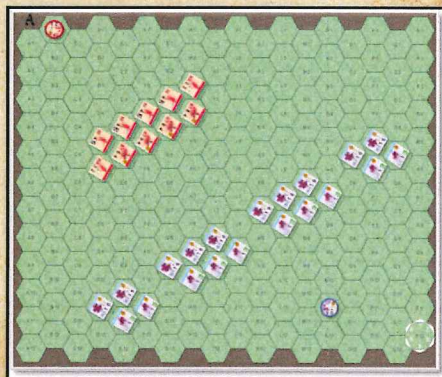
Units At Start: MA (D11/6), MA (E10/6), LC (E11/6), LC (F11/6), MA (G9/6), MA (H9/6), LC (H10/6), MA (I8/6), LC (I9/6), LC (J9/6), MA (K7/6), MA (L7/6), LC (L8/6), MA (M6/6), LC (M7/6), LC (N7/6), MA (O5/6), MA (P5/6), LC (P6/6), LC (Q5/6), CP (N10), LDR-A, LDR-C.

SPECIAL RULES

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

HISTORICAL NOTE

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



Design: B. Banks and M. Nagel

SIDE A AS JOHN II OF FRANCE

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

Panic: 35

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

SIDE B AS THE BLACK PRINCE

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

Panic: 12

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

SPECIAL RULES

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

HISTORICAL NOTE

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



Design: M. Nagel

SIDE A AS CHRISTIAN I OF DENMARK

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

Panic: 15

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

SIDE B AS STEN STURE OF SWEDEN

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

Panic: 32

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

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

SPECIAL RULES

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

HISTORICAL NOTE

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



Design: M. Nagel

SIDE A AS VLADYSLAV III OF POLAND

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

Panic: 30

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

SIDE B AS MURAD II

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

Panic: 25

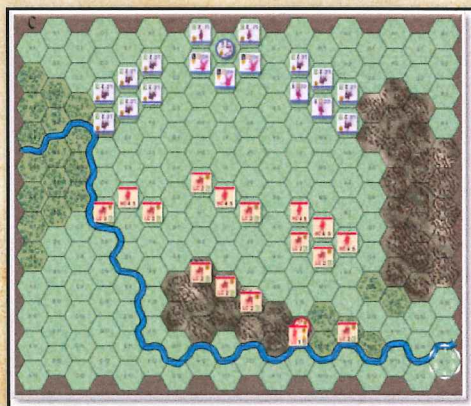
Units At Start: LC (D3/4), LC (D4/4), LC (E2/4), LC (E3/4), LC (F2/4), LC (F3/4), LI (H1/4), HG (H2/4), CP (I1), HG (I2/4), LI (J1/4), HG (J2/4), LC (L2/4), CC (L3/4), LC (M2/4), CC (M3/4), LC (N3/4), LC (N4/4), LDR-A, LDR-B, LDR-D.

SPECIAL RULES

Treat all Hill terrain as Woods.

HISTORICAL NOTE

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



Design: B. Banks and M. Nagel

SIDE A AS HENRY V OF ENGLAND

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

Panic: 7

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

SIDE B AS CHARLES VI OF FRANCE

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

Panic: 65

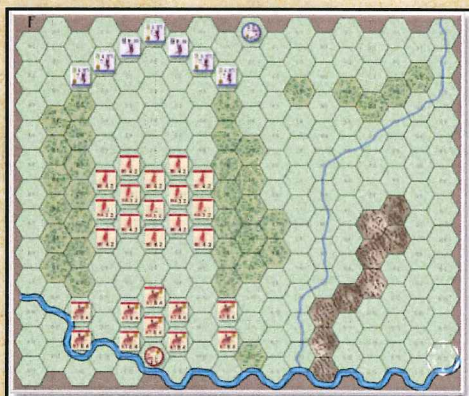
Units At Start: MI (D6/1), HA (D7/1), MI (D8/1), MI (E5/1), HA (E6/1),
MI (E7/1), MI (F6/1), HA (F7/1), MI (F8/1), MI (G5/1),
HA (G6/1), MI (G7/1), MI (H6/1), HA (H7/1), MI (H8/1),
KT (C10/1), KT (C11/1), KT (E10/1), KT (E11/1), KT (F10/1),
KT (F11/1), CP (F12), KT (G10/1), KT (G11/1), KT (I10/1),
KT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















SPECIAL RULES

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









HISTORICAL NOTE

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



							
HI 4 2	HI 4 2	HI 4 2	EL 6 3	EL 6 3	EL 6 3	EL 6 3	EL 6 3
							
HC 4 5	LA 1 3	LA 1 3	LA 1 3	LA 1 3	LA 1 3	HA 3 2	HA 3 2

ANCIENT BATTLES DELUXE IV: THE ART OF WAR (front)

							
BC 6 3	BC 6 3	BC 6 3	BC 6 3	BC 6 3	PX 6 1	PX 6 1	LG 1 3
							
CH 4 4	CH 4 4	CH 4 4	CH 4 4	CH 4 4	PX 6 1	PX 6 1	LG 1 3

							
LG 1 3	LG 1 3	LG 1 3	CC 4 5	CC 4 5	CC 4 5	CC 4 5	CC 4 5

Good Order (full-strength) side

							
LG 1 3	LG 1 3	LG 1 3	CC 4 5	CC 4 5	CC 4 5	CC 4 5	CC 4 5

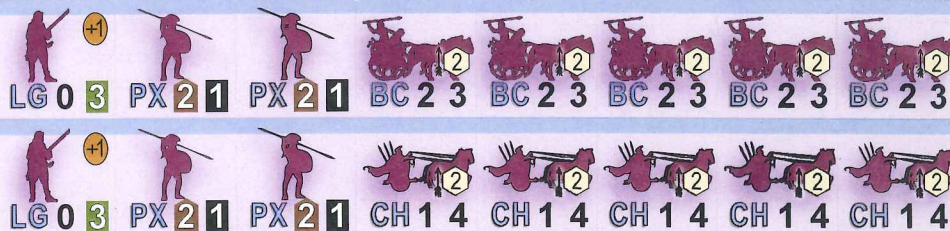
							
HI 4 2	HI 4 2	HI 4 2	EL 6 3	EL 6 3	EL 6 3	EL 6 3	EL 6 3
							
HC 4 5	LA 1 3	LA 1 3	LA 1 3	LA 1 3	LA 1 3	HA 3 2	HA 3 2

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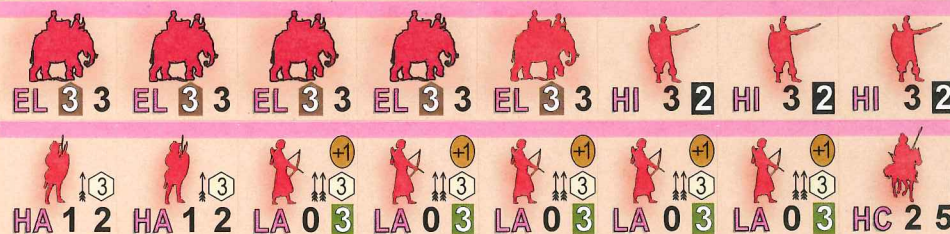
							
BC 6 3	BC 6 3	BC 6 3	BC 6 3	BC 6 3	PX 6 1	PX 6 1	LG 1 3
							
CH 4 4	CH 4 4	CH 4 4	CH 4 4	CH 4 4	PX 6 1	PX 6 1	LG 1 3



ANCIENT BATTLES DELUXE IV: THE ART OF WAR (reverse)



Disordered (reduced-strength) side



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Sequence of Play

1. Remove Leaders.
2. Army Panic Check.
3. Receive Command Points. Leaders + Command Table
4. Determine Initiative: High Die Roll, post 'bidding'
5. Place Leaders: Placed one at a time, beginning with the Initiative Player
6. Activation: Initiative Player determines who goes first; players alternate taking Move, Fire, Rally, and Panic Movement Actions, marking activated units, until both players 'pass' in succession.
7. Melee Combat: Remove all Yellow Action markers then, beginning with the Initiative Player, players alternate selecting eligible individual units to engage in Melee Combat, marking activated and retreated units, until both players 'pass' in succession.
8. Turn End: Advance Turn Marker unless an end-game die roll is indicated; if so, the game ends if die roll is (\leq) that value. If not, advance Turn Marker and continue play. Remove all Action markers.

Game Turn Track

1	2	3	4	5	6	7	8	9	10
									(Final Turn)

Casualty Record Track

0	1	2	3	4	5	6	7	8	9
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00	10	20	30	40	50	60
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