
EXCLUSIVE RULES & SCENARIOS FOR VIKING

Tactical Warfare in the Dark Ages, 700-1300

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1.0 FRANCISCA

2.0 TERRAIN UNIT PROHIBITIONS

3.0 VIKINGS

- 3.1 Viking Fleet Movement
- 3.2 Fire Upon Moving Fleets
- 3.3 Mooring & Unmooring
- 3.4 Loading & Unloading
- 3.5 Attacks Against Moored Fleets
- 3.6 Viking Ferocity - First Attack
- 3.7 Subsequent Melee Attacks
- 3.8 Subsequent Melee Defense
- 3.9 Loss of Ferocity

4.0 PRE-MILLENNIUM SCENARIOS

- 4.1 Qadisiya (A.D. 637)
- 4.2 Tours (732)
- 4.3 Constantinople (860)
- 4.4 Paris (885)
- 4.5 Lourain (891)
- 4.6 Hamburg (988)

5.0 POST-MILLENNIUM SCENARIOS - WEST

- 5.1 Balthusta (1014)
- 5.2 Clontarf (1014)
- 5.3 Cannae II (1017)
- 5.4 Civitate (1053)
- 5.5 Cerami (1063)
- 5.6 Stamford Bridge (1066)
- 5.7 Hastings (1066)

6.0 POST-MILLENNIUM SCENARIOS - EAST

- 6.1 Manzikert (1071)
- 6.2 Durazzo (1082)
- 6.3 Dorylaeum (1097)
- 6.4 Hattin (1187)
- 6.5 Liegnitz (1241)
- 6.6 El Mansura (1250)

7.0 DESIGNER'S NOTES

[1.0] FRANCISCA

GENERAL RULE:

Frankish AX units, in certain scenarios, are considered armed with the "francisca", a spare ax used as a defensive missile weapon. This

weapon may be used only once in normal defensive fire fashion.

PROCEDURE:

In scenarios where for the Frankish AX units it is so specified, the Frankish Player has the option to use defensive fire from each of his AX units **once** per Game. The "francisca" has a fire attack strength of "three" units and may only be used in defensive fire.

CASES:

[1.1] Until the defensive fire is actually used for an AX unit, the unit is treated like a fire unit (i.e., has power to stop movement, etc., as specified in 7.4).

[1.2] The capability to use the "francisca" may be saved indefinitely. However, once it is used, the unit is no longer treated as a fire unit.

[1.3] Under no circumstances may the "francisca" be anything but a defensive weapon with a range only to the adjacent hex of the AX unit.

[1.4] Players should list the identification number of all Frankish AX units and check them off as the "francisca" capability is used.

[2.0] TERRAIN UNIT PROHIBITIONS

Certain units may be prohibited from entering certain types of hexes, except through road hexsides, as below:

Class Ff units may not enter Stream Hexes; they may, however, enter Ford and Bridge Hexes.

[3.0] VIKINGS

[3.1] VIKING FLEET MOVEMENT

[3.11] Each Viking Fleet unit has a Movement Allowance of fifteen Movement Points. A Fleet uses this Allowance for three functions: "sailing", "mooring", and "unmooring".

[3.12] A Fleet expends one Movement Point for each sea or river hex into which it moves while sailing. There is never any terrain penalty applied to Fleets.

[3.13] Fleet units may move in any direction or combination of directions they desire in the same Movement Phase, as long as they move only in sea hexes or in contiguous river hexes (as shown by the "flow" of the river through the hexes). [There is no facing for Viking Fleets, as dictated in 16.0.]

[3.14] A Fleet unit may transport up to three Friendly non-Fleet units at one time. CM units never count against this capacity (and an unlimited number of CM units may be transported by any one Fleet at the same time). Units being transported are placed under the Fleet unit.

[3.15] The number of Friendly units transported by a Fleet has no effect upon the Fleet's Movement Allowance.

[3.16] Fleet units may never end their Movement Phase in the same hex as another Fleet. They may move freely through one another's hexes during movement.

[3.17] In scenarios with fleets, no units may end their Movement Phase on Ford or Bridge hexes.

[3.18] A Fleet may unmoor, sail and moor, all in the same Game-Turn.

[3.2] FIRE UPON MOVING FLEETS

[3.21] When a Fleet unit moves adjacent to an Enemy fire unit, the Fleet is liable to Defensive Fire immediately (i.e., the Enemy Player must state immediately whether or not he wishes to use his Defensive Fire for that Game-Turn). This procedure overrides case 7.4 (Defensive Fire). Defensive Fire used in this manner may not, of course, fire without the requisite one Player-Turn "reloading" time.

[3.22] Leader units carried in a Fleet have no effect upon the Fleet. Fleets are always considered in "Movement Control Radius".

[3.23] Fleets suffer "½-elim" and "elim" Combat Results normally. Fleets that suffer "disruption" have their Movement Allowance cut in half (to seven Movement Points) immediately and for the duration of their Disruption. Any movement that has taken place already is subtracted from the new, seven-Point Movement Allowance. The Fleet may continue to move if it has any left-over Movement Points. If there are no left-over Movement Points, or if movement has already exceeded seven Movement Points, then the Fleet simply stops where it is.

For instance, if a Fleet has moved two hexes and suffers a "disruption" through Enemy Defensive Fire, its remaining Movement Allowance for that Phase is five Movement Points (seven, the new allowance, less the two that have already been used).

[3.24] Fleets are undisrupted in the same manner as regular units, during the Mutual Disruption Recovery Phase of the Player-Turn following their disruption.

[3.25] Fleets, whether sailing or moored, have a constant Fire Protection Strength of four points.

[3.26] Moving adjacent to a fire unit does **not** stop a Fleet (unlike all other units); only if the Fleet is attacked successfully (and its Movement Allowance halved through disruption) does the Fleet suffer any change. The Fleet may continue to move as long as it has Movement Points.

[3.27] A disrupted Fleet that is attacked and suffers another disruption is eliminated, like any other unit.

[3.28] An unmoored (i.e., sailing) Fleet **cannot** be attacked by Melee Combat. The Fleet may "sail" right through an Enemy-occupied ford or bridge hex, subject only to Enemy Defensive Fire. A Fleet may not end its Movement Phase on an occupied ford or bridge hex. Any Fleet that is disrupted **and** can move no further upon an Enemy occupied bridge or ford hex is eliminated.

[3.3] MOORING & UNMOORING

[3.31] A Fleet must moor in order to take on or leave off units. A Fleet may moor on any river hex; and on any bridge hex unoccupied by Enemy units.

[3.32] The act of mooring costs the Fleet seven Movement Points. The Fleet must have the full seven Points available and must complete the mooring in one Movement Phase. It may not split the mooring costs between two Phases. Turn the Fleet counter upside down to indicate its moored status.

[3.33] The act of unmooring costs five of the Fleets Movement Points. Unmooring cannot occur without a unit loaded on the Fleet. Fleets with no units to unmoor them-are trapped.

[3.34] A disrupted, moored Fleet may not load units, though it may unmoor and sail away at its reduced Movement rate, if the above conditions are met.

[3.4] LOADING & UNLOADING

[3.41] Once the Fleet is moored, any unit on the Fleet may unload at a cost of two Movement Points. The two Movement Points are the cost for the unloading of the unit and its movement into

any adjacent non-river, non-bridge or non-ford hex. Additionally, movement is entirely possible for the off-loaded units, up to the units' Movement Allowance.

Example: A Fleet transporting an SD unit might move 4 hexes up a river, stop, and moor (expending eleven of the Fleet's Movement Points). The SD unit is unloaded at a cost of two Movement Points to its Allowance. The SD unit could remain in the adjacent hex, or it could move two hexes further.

[3.42] The instant a unit expends its two Movement Points to unload, it is treated as a normal land unit, subject to all modes of attack (including Defensive Fire). Therefore, it is possible that a unit might be unloaded adjacent to an Enemy fire unit, and be stopped from further movement in that Phase.

[3.43] There is a Movement Point cost of two Movement Points for any unit to board a Fleet. The Fleet must be moored and undisrupted for this to happen.

[3.5] ATTACKS AGAINST MOORED FLEETS

Only when a Fleet is moored may it be attacked by Melee Combat. Its defensive Melee Combat Strength, used only when no Friendly units are loaded, is 4 Strength Points (it is worth 2 Victory Points). It may never make a Melee Attack. A disruption reduces its Movement Allowance to seven Points for the duration of the disruption. A disruption upon an already disrupted Fleet results in elimination.

[3.6] VIKING FEROCITY - FIRST ATTACK

To simulate the shock ability of Viking units in Melee Combat, the following three changes are made:

[3.61] During the Player-Turn in which the Viking Player makes his first Melee Attack of the game, all Melee Attack Combat Odds are increased one level.

Therefore, on the first Player-Turn of Viking Melee Attack, all "2-1" attacks would be treated as "3-1" attacks; all "5-1" attacks would be considered "6-1".

[3.62] This advantage is good for as many Melee Attacks as the Viking Player makes on that one Player-Turn only.

[3.7] SUBSEQUENT MELEE ATTACKS

[3.71] In all subsequent Melee Attacks "one" is added to the die roll for each combat result. Thus, a roll of "three" would become a roll of "four" before the Combat Results Table was consulted.

[3.72] The addition to the die roll may never produce a sum greater than "six". A die roll of "six" is not increased.

[3.73] This rule is used **after** the "First Viking Attack." It may not be substituted for the "odds column" change of the previous rule, even if this would yield a result more favorable to the Viking Player.

[3.8] SUBSEQUENT MELEE DEFENSE

[3.81] In all Defensive Melee Combat following the "First Viking Attack" Game-Turn, "one" is subtracted from the die roll of any Melee Attack made against Viking units. Thus, a roll of "four" would become a roll of "three" before the Combat Results Table was consulted.

[3.82] The subtraction from the die roll may never produce a difference less than "one". In effect, a die roll of "one" is not decreased.

[3.9] LOSS OF FEROCITY

If the Viking army should panic, all the above advantages of Ferocity are lost; the units are treated as normal units and must obey Panic rules.

[4.0] PRE-MILLENNIUM SCENARIOS

[4.1] QADISIYA (A.D. 637)

Persians: 10MI, 12HC, 6MC, 2"3". VP 48, PL 19. Deploy: E-5. Stacking: 2. Leadership: Mt. Ex.

Arabs: 25HB, 2"2". VP 52, PL 41. Deploy: F-5. Stacking: 2. Leadership: Mt. Ex.

Game Length: 20 Game-Turns.

Victory Conditions: Arabs must win a Marginal Victory. Persians must hold hexes "E" and "G". If both, the game is a draw.

Terrain Modifications: Ignore all terrain except slopes.

Historical Notes: Inspired by the religious zeal of the new religion of Islam, the Moslem Arabs invaded the Persian Empire. There was much fighting from 634 to 637, with neither side gaining a decisive advantage. At Qadisiya, however, S'ad ibn-abi-Waqqas with 30,000 Moslems defeated 50,000 Persians under Rustam. The battle featured much use of archer by both sides, although the Arabs proved to be more mobile. Pursuing, the Moslems took Ctesiphon.

[4.2] TOURS (A.D. 732)

Arabs: 5IB, 20HB, 1"3". VP 56, PL 17. Deploy: C-3. Stacking: 2. Leadership: Mt. Ex.

Franks: 10MI, 5AX, 6MC, 1"1", 1"3". VP 34, PL 14. Deploy: A-3. Stacking: 2.

Game Length: 15 Game-Turns.

Victory Conditions: Arabs must control hex "A". Franks must achieve a Marginal Victory; or control hex "C". If both sides fulfill a condition, the game is a draw. If the Franks fulfill both conditions, they win regardless of Arab conditions.

Special Rules: Players may employ Viking Optional Rule 1.0, "Francisca."

Historical Notes: The Arabs, under Abd er-Rahman, moved north into France, defeating the armies of Aquitaine and besieged Tours. Charles

Martel, Mayor of the Palace of the Frankish kingdom of Austrasia, brought a mixed infantry and cavalry force to do battle. He seized the high ground and dismounted his cavalry, preferring to let the Arabs batter themselves against his defensive line. As the afternoon drew to an end, the Franks turned the Arab left and the Arabs broke off the battle. The pursuit was short, stopping when the Arab camp was taken, but in the process, Abd er-Rahman was killed. The Franks did not press hard, but the Arabs withdrew from France and set up their border on the Pyrennes.

[4.3] CONSTANTINOPLE (A.D. 860)

Byzantines: 10SD, 10IB, 5HB, 10BC, 1"2", 1"3". VP 92, PL 37. Deploy: D-4. Stacking: 3. Leadership: Mt. Ex.

Varangians: 20MI, 10AX, 10SD, 5IB, 2"3". VP 77, PL 31. Deploy: C-3. Stacking: 2.

Game Length: 15 Game-Turns.

Victory Conditions: Byzantines must exit twenty units off the west map edge by Game-Turn Fifteen and: either achieve a Substantive Victory or control hex "C" for two consecutive Game-Turns. Varangians must prevent these conditions.

Terrain Modifications: Ignore all woods, river, bridge, and ford hexes.

Historical Notes: This is the only hypothetical scenario. In 860, the Rus (or Rous, as the Romans called them, or Varangians, as was their Viking name) came out of the Black Sea into the Bosphorus in their long ships. They besieged Constantinople and ravaged the countryside. The Emperor, who had been off fighting Arabs, returned and successfully led the defense. The scenario considers a Roman sortie into the countryside around Constantinople.

[4.4] PARIS (A.D. 885)

Vikings: 16AX, 4IB, 4VF, 1"2", 1"3". VP 54, PL 27. Deploy: F-4. Stacking: 2.

Franks: 8HC, 4MC, 12MI, 3"3". VP 39, PL 10. Deploy: C-4. Stacking: 2.

Game Length: 20 Game-Turns.

Victory Conditions: Franks must exit eight units off road at northeast map edge to win. Vikings: must prevent this or win a Substantive Victory. If both, Vikings win.

Historical Notes: The high water mark of Viking power came when 30,000 Vikings under Siegfried and Sinric sailed down the Seine to besiege Paris. The defenders resisted strongly, although the Vikings were surprisingly adept at siege warfare. While never completely able to invest the city, they did defeat relieving forces under Henry of Saxony and Charles the Fat. Eventually, Charles the Fat persuaded the Vikings that they should go plunder

his enemies, the Gascons, instead of Paris, and so, spurred on by liberal application of Charles' gold, the Vikings left Paris for Gascony.

[4.5] LOURAIN (A.D. 891)

Franks: 12HC, 12MI, 1"2", 3"3". VP 40, PL 14. Deploy: D-3. Stacking: 2.

Vikings: 9AX, 2VF, 5IB, 2"2". VP 39, PL 20. Deploy: B-3. Stacking: 3.

Game Length: 15 Game-Turns.

Victory Conditions: Franks must occupy hexes "B" and "E" at the end of the game. Vikings must hold hex "B".

Special Rules: HC may dismount as SD.

Historical Notes: A large Viking raiding party, proceeding overland through west-central France towards Flanders was met by Arnulf of France at the Battle of Lourain. The Vikings were defeated by the French, and as a result there were few Viking raids of this magnitude in the future.

[4.6] HAMBURG (A.D. 988)

Vikings: 3AX, 7SD, 3IB, 5VF, 1"2". VP 40, PL 20. Deploy: on VF, on any all-sea hexes. Stacking: 2.

Germans: 24MI, 4MC, 4"3". VP 36, PL 11. Deploy: 6MI, 1MC, 1"3" each at A-3. D-3, F-3, G-3. Stacking: 1.

Game Length: 25 Game-Turns.

Victory Conditions: Vikings must control hex "E" for six consecutive Game-Turns, and either achieve a Substantive Victory or have ten units (not counting VF's or Leaders) in all-sea hexes by Game-Turn 25. Germans must prevent these conditions.

Terrain Modifications: Units may enter river hexes only upon Viking Fleets. All units may enter Ford and Bridge hexes at normal Terrain costs; no units may end their Movement Phase in a Ford or Bridge hex.

Special Rules: The Viking Option 2.0, Viking Ferocity, must be used.

Historical Notes: The Vikings raided all along the coast of the North Sea looking for booty. This was one of their successful raids into Germany.

[5.0] POST-MILLENNIUM SCENARIOS - WEST

[5.1] BALTHUSTA (A.D. 1014)

Byzantines: 10SD, 5IB, 5HB, 10BC, 1"1", 1"2". VP 77, PL 31. Deploy: F-3. Stacking: 3. Leadership: Mt. Ex.

Bulgars: 10MI, 5IB, 20HB, 2"3". VP 67, PL 20. Deploy: C-3. Stacking: 2.

Game-Length: 15 Game-Turns.

Victory Conditions: Byzantines must control hexes "C" and "E". Bulgars must achieve a Substantive Victory. If both sides fulfill these conditions, the Byzantines win.

Terrain Modifications: Ignore all sea, river, bridge, and ford hexes.

Historical Notes: The Bulgars had been giving the Romans a great deal of trouble, expanding southward into the Balkans and displacing Roman control. One of the great soldier-Emperors, Basil II, led a successful counter attack, driving the Bulgars out of Thrace and Macedonia and finally catching them at Balathusta, in modern Bulgaria. There he crushed the Bulgarian army, taking some 15,000 prisoners. He divided the prisoners into 100 man groups, blinding 99 of each group totally and the remaining man in one eye. He then sent them back to their Tsar, Samuel who, it is said, died of the shock, thereby allowing the Bulgarian Empire to collapse. Basil was surnamed Bulgaroctonus - the Bulgar Slayer.

[5.2] CLONTARF (A.D. 1014)

Vikings: 9AX, 3VF, 1"2". Deploy: Any all-sea hex. 6AX, 6IB, 2"3". Deploy: J-2. VP 57, PL 29. Stacking: 3.

Irish: 10BI, 8MC, 1"1", 2"3". VP 49, PL 20. Deploy: G-3. Stacking: 2.

Game Length: 15 Game-Turns.

Victory Conditions: Irish must control hexes "G", "J" and "F". Vikings must control hex "J" and exit by land movement ten non-fleet units off the south map edge.

Special Rules: Viking Ferocity Rules.

Historical Notes: Between 1001 and 1010, Brian Boru, King of Munster, had succeeded in unifying the many Irish kingdoms, enabling him to either expell or pacify the Vikings, who had controlled almost all of the kingdoms of Ireland in previous years. In 1014, however, Boru's supposedly loyal ex-Viking subjects revolted, and were reinforced by other Viking groups by sea. Boru engaged the Vikings at Clontarf and defeated the last Viking attempt to control Ireland. The Irish victory was marred, however, as Boru was killed, while praying, in the battle.

[5.3] CANNAE II (A.D. 1017)

Byzantines: 10SD, 5IB, 10HB, 10BC, 2"2". VP 87, PL 25. Deploy: H-2 and/or J-2. Stacking: 3. Leadership: Mt. Ex.

Lombards: 20MI, 10SD, 10MC, 10HC, 5IB, 2"3". VP 97, PL 29. Deploy: G-3. Stacking: 2.

Game Length: 20 Game-Turns.

Victory Conditions: Lombards must control hex "F" and achieve a Marginal Victory. Byzantines must achieve a Decisive Victory.

Terrain Modifications: Ignore all slope, hilltop and woods hexes.

Historical Notes: The Lombards, augmented by the first Norman contingent in Italy, decided to try to push the Romans out of Southern Italy. The decisive battle was fought at Cannae. This time, some 1,200 years after their defeat in the first battle of Cannae, the Romans won and broke the Lombards forever. It was the last time the Normans were on the losing side in Southern Italy.

[5.4] CIVITATE (A.D. 1053)

Normans: 10MI, 5SD, 5MC, 5HC, 3IB, 1"2", 1"3". VP 51, PL 15. Deploy: G-3. Stacking: 2.

Papists: 20MI, 5SD, 5MC, 1"3". VP 41, PL 12. Deploy: D-3. Stacking: 2.

Game Length: 15 Game-Turns.

Victory Conditions: Normans must achieve a Substantive Victory; or control hexes "D" and "E". Papists must control hexes "D" and "E" and prevent Norman victory conditions.

Historical Notes: Robert de Hauteville, surnamed Guiscard, was consolidating Southern Italy under Norman rule. The Pope, Leo IX, realized that unless he moved soon, Robert would be the effective power in the heretofore fragmented south, instead of the Pope. He assembled an army, abetted by the Holy Roman Emperor, who furnished a contingent, and met the Normans at Civitate, where his army was crushed and he was taken prisoner. The Normans were pious, so he was set free and Robert swore allegiance. From then on, the Papacy was under Norman sway, if not outright control.

[5.5] CERAMI (A.D. 1063)

Normans: 10MI, 10MC, 5HC, 5IB, 1"2", 1"3". VP 57, PL23. Deploy: H-3. Stacking: 2.

Arabs: 10MI, 5IB, 20HB, 2"3". VP 67, PL 20. Deploy: G-3. Stacking: 2. Leadership: Mt. Ex.

Game Length: 20 Game-Turns.

Victory Conditions: Normans must exit 20 units off the east map edge with at least three going off the south-eastern road. Arabs must achieve a Substantive Victory. If both sides fulfill their Victory Conditions, the game is a draw.

Terrain Modifications: Ignore all woods hexes.

Historical Notes: The Norman conquest of Sicily was a leisurely affair, taking some twenty years and marked, in the main, by several sieges and a good deal of intrigue as Roger de Hauteville, Guiscard's younger brother, steadily advanced his cause

against the three principal Arab rulers in Sicily. Cerami was one of the few pitched battles and was won by the Normans.

[5.6] STAMFORD BRIDGE (A.D. 1066)

Anglo Saxons: 15MI, 6AX, 5SD, 5MC, 6IB, 1"2", 1"3". VP 67, PL 20. Deploy: H-5. Stacking: 2.

Vikings: 10AX, 10SD, 5IB, 2"3". VP 57, PL 23. Deploy: F-2. Stacking: 2.

Game Length: 15 Game-Turns.

Victory Conditions: Anglo-Saxons must achieve a Substantive Victory. Vikings must control the bridge hex between hexes "F" and "H". If both sides fulfill their victory conditions, the game is a draw.

Special Rule: Anglo-Saxon SD and AX units may stack up to three units per hex.

Historical Notes: Harald Hardrada, King of Norway, invaded Northern England, defeating the northern fyrd and had encamped some distance from York. On the morning of the battle, they moved along the Derwent River, without any armor, but with swords, shields, bows and arrows, and set up in a festive mood on the banks of the Derwent to await the city fathers of York and their expected surrender of the city. What they got was King Harold Godwineson, just arrived during the night from a long forced march from London. The Vikings withdrew across the Derwent, at the point of Stamford Bridge. Instead of defending just on the far side, they pulled rather far and once the English had forced the bridge, they had room to deploy on the far side and proceeded to attack the Vikings, eventually destroying them. Just as the victory had been assured, the Viking contingent which had been left at base camp to guard the boats arrived, practically dead with exhaustion. The rest of the battle was a turkey shoot with the English ending up giving Hardrada six feet of English soil, as Harold had promised.

[5.7] HASTINGS (A.D. 1066)

Normans: 24MI, 5SD, 6MC, 4HC, 10IB, 1"2". VP 85, PL 26. Deploy: C-3. Stacking: 2.

Anglo-Saxons: 20MI, 10AX, 10SD, 5IB, 1"2", 1"3". VP 77, PL 23. Deploy: A-3. Stacking: 2.

Game Length: 20 Game-Turns.

Victory Conditions: Normans must exit 25 units off the north map edge within four hexes of hex "A"; or achieve a Marginal Victory and control hex "A". Anglo-Saxons must prevent these conditions.

Historical Notes: Scarcely had Hardrada been defeated when William of Normandy landed in southern England and began to pillage Harold's ancestral lands of Wessex. Harold about faced and

forced march south to meet William near Hastings. Harold deployed on a hill, William attacked up hill. The battle lasted all day with the Norman attacks being easily passed off by the English shield all, which shields also easily caught the arrows being shot up at them from below, thereby preventing the usual disorder from a strong arrow attack. The English had been depleted during the day due to some unordered, spontaneous charges when it appeared that the Normans were fleeing (flight being feigned) and with the result that they were badly chopped off each time before regaining their ranks when the Normans counter attacked. The final attack was probably to be the last of the day, what with night drawing on, and William tried the novel tactic of firing his arrows into the air in an indirect fire manner, rather than firing straight uphill into English shields. A chance arrow hit Harold in the eye, mortally wounding him and taking him out of battle. Many more in the line were similarly injured and the Norman cavalry was able to charge and break the English line, routing them.

[6.0] POST-MILLENIUM SCENARIOS - EAST

[6.1] MANZIKERT (A.D. 1071)

Byzantines: 10SD, 10IB, 5HB, 10BC, 2"3". VP 92, PL 28. Deploy: C-3. Stacking: 3.

Seljuq Turks: 10SD, 5IB, 20HB, 1"2", 1"3": VP 77, PL 31. Deploy: D-3. Stacking: 2. Leadership: Mt. Ex.

Game Length: 25 Game-Turns.

Victory Conditions: Byzantines must achieve a Marginal Victory and control hex "D". Seljuq Turks must achieve a Marginal Victory and control hex "C".

Terrain Modifications: Ignore all river, bridge and ford hexes.

Historical Notes: The Seljuq Turks under Alp Arslan, invaded Roman Anatolia and Romanus IV, the Emperor, took his army out to meet Alp. After a meeting engagement which resulted in a Turkish victory, Romanus withdrew to a position near Manzikert. The Romans managed to press the Turks back and ended up taking the Turkish camp. At that point Romanus, overjudging the ability of his troops to react (having declined badly since the days of Basil II) tried to withdraw. Seeing the standards reverse direction, some of the troops in the rear started to panic. Romanus therefore decided to stand fast and reorganize. At that point, Andronicus Ducas, leading a wing of the army continued his withdrawal. Alp Arslan, seeing part of the Roman army leaving the field, fell on Romanus and, before the day was over, had captured or killed the whole of the main body. Although Romanus made some mistakes, and though victory might not have been his that day (had Andronicus not been more interested in furthering his family at the expense of Romanus and stayed to help), the Roman army would have gotten away in one piece. As a result, there was no effective Roman army left in Anatolia and, by the

time the civil strife had settled in Constantinople and the frontier was stabilized, all of Anatolia, except for the Aegean and Black Sea coasts, was in Turkish hands.

[6.2] DURAZZO (A.D. 1082)

Byzantines: 5AX, 5SD, 5IB, 5HB, 10BC, 1"3". VP 76, PL 30. Deploy: A-2. Stacking: 2. Leadership: Mt. Ex.

Normans: 5MI, 5SD, 15HC, 3CB, 1"2", 1"3". VP 56, PL 17. Deploy: C-3. Stacking: 2.

Game Length: 20 Game-Turns.

Victory Conditions: Normans must exit fourteen units off the north map edge within four hexes of hex "A"; or control hex "A" and achieve a Marginal Victory. Byzantines must control hex "C". If both sides fulfill their victory conditions, the game is a draw.

Special Rule: Norman HC and Byzantine BC units may stack up to three units per hex.

Historical Notes: Robert Guiscard decided to take on the Romans and landed his army near Durazzo. Alexis I Comnenus assembled an army to meet him. Alexius' main force was the Varangian Guard, formerly made up of Varangians, but now heavily manned by emigre English, still smarting from Hastings. Although well conducted and initially successful for the Romans, the battle turned against them when the Normans, in a situation very like the feigned flight at Hastings, drew the Varangian Guard into an ill-timed attack which took the Varangian Guard out of friendly lines. The Normans fell upon them and cut them to pieces. After that, Alexius had no alternative but to flee, being pursued into Greece until Robert Guiscard was called back to Italy to settle some new problems.

[6.3] DORYLAEUM (A.D. 1097)

Crusaders: 10MI, 5SD, 15HC, 8CB, 1"2", 1"3". VP 76, PL 38. Deploy: One-half of Victory Point value at E-3; and remainder of force enters on the first Game-Turn on the east map edge. Stacking: 2.

Seljuq Turks: 5SD, 5IB, 25HB, 10MC, 1"3". VP 96, PL 38. Deploy: C-2 and/or D-2. Stacking: 2. Leadership: Mt. Ex.

Game Length: 20 Game-Turns.

Victory Conditions: Crusaders must achieve a Substantive Victory. Seljuq Turks must completely eliminate the Crusader initial deployment (E-3) force. If both sides fulfill their Victory Conditions, the game is a draw.

Terrain Modifications: Ignore all terrain and effects except for slope and hilltop hexes.

Historical Notes: The left hand column of the Crusader army was attacked by a superior force of

Turks, led by Kilij Arslan. The mobility of the Turks allowed them to run rings around the Crusaders and the battle was going in the Turks favor until the right wing of the Crusaders arrived and sandwiched the Turks between the two Crusader elements. Deprived of their mobility, the Turks were cut to pieces. A good example of the relative merits of the Crusader and Saracen systems.

[6.4] HATTIN (A.D. 1187)

Crusaders: 20MI, 6HC, 10CB, 5HB, 1"2", 1"3". VP 74, PL 30. Deploy: B-4. Stacking: 2.

Moslems: 20HB, 5MC, 3"3". VP 53, PL 16. Deploy: A-3 and/or C-3. Stacking: 2. Leadership: Mt. Ex.

Game Length: 20 Game-Turns.

Victory Conditions: Crusaders must exit sixteen units to sea hexes by Game-Turn Ten; or control hex "F" at the end of the game. Moslems must achieve a Substantive Victory. If both sides fulfill their Victory Conditions, the game is a draw.

Terrain Modifications: Ignore all woods, swamp, river, bridge and ford hexes.

Historical Notes: Saladin proclaimed a jihad (holy war) and retook Palestine. At Hattin (or Tiberias, as it is sometimes called) the King of Jerusalem, Guy de Lusignan, had an army made up of the garrisons of the principal Crusader cities. Saladin separated the Crusader infantry from the cavalry and defeated them in detail, capturing the True Cross in the process and leaving the Crusader forces in disarray in Palestine. This led to the raising of the Third Crusade.

[6.5] LIEGNITZ (A.D. 1241)

Mongols: 10MC, 10HC, 20HB, 1"1", 1"3". VP 82, PL 33. Deploy: D-3. Stacking: 3. Leadership: Mt. Ex.

Germans: 25MI, 10HC, 15CB, 2"3". VP 92, PL 37. Deploy: G-3 and/or E-3 not south of the river. Stacking: 2.

Game Length: 20 Game-Turns.

Victory Conditions: Mongols must achieve a Substantive Victory. Germans must control hexes "C" and "E". If both sides fulfill their Victory Conditions, the game is a draw.

Historical Notes: The Mongols, led by Subotai, marched into Europe. Kaidu, one of their generals, was charged with the right flank. Prince Henry the Pious of Silesia moved on the Mongols and set up a defensive position at Liegnitz. King Wenceslaus of Bohemia marched north to aid him, but Kaidu moved first, crushing Henry and routing all resistance north of the Carpathians. Wenceslaus

returned to Bohemia and the Mongols moved to Vienna, only to be stopped by the death of Ogatai, Ghengis Khan's son, which led to their withdrawal from Europe.

[6.6] EL MANSURA (A.D. 1250)

French: 12MI, 12HC, 6MC, 2"2". VP 50, PL 35. Deploy: H-3. Stacking: 2.

Arabs: 12HB, 8CB, 9MC, 6MI, VP 72, PL 36. Deploy: E-3, F-3, or G-3. Stacking: 2. Leadership: Mt. Ex.

Game Length: 15 Game-Turns.

Victory Conditions: The French must exit twelve units off the north map edge. The Arabs must prevent this and control all three deployment hexes listed. If neither condition is achieved, the game is a draw.

Terrain Modifications: Ignore all Stream hexes.

Historical Notes: Louis IX of France led the Seventh Crusade, landing in Egypt. The Moslems blocked the Crusaders' advance at a canal north of Cairo. The Count of Artois, Louis' brother, led the French knights across an unguarded ford, on 8 February, 1250, and drove the Turks into the village of El Mansura. The knights pursued them into the village, where they were easy targets and soon wiped out. Meanwhile, Louis' forces had forced a crossing of the canal, but were so weakened that they could not continue. Two months later, the Crusaders' Line of Communications was cut, and they were forced to withdraw.

[7.0] DESIGNER'S NOTES

[7.1] GENERAL SYSTEM COMMENTS

PRESTAGS is, of course, an attempt to unify five older games, namely Armageddon, Phalanx, Centurion, Dark Ages and Renaissance of Infantry into one compatible system. Many of the older games differed widely in their levels of complexity and their attempts to simulate the various periods of warfare. For example, in the original Phalanx system, each counter had an actual stacking point value and it was necessary to compute these values not only at the end of the Movement Phase, but also during the course of movement, in the Movement Phase. There were also more restrictive leadership rules, that forbade a unit from effectively doing anything outside of leadership control radius (which was also more limited). In that game, a unit could not even turn facing to meet an enemy attack without leadership.

During this series we gradually realized that SPI had made a number of mistakes, both in the actual production and the game design conceptions. Insufficient quality of development and basics such as proofreading made these games suffer. Additionally, although people (some of them at least) enjoyed many of the game restrictions (leadership, feudal cavalry, etc.), this could be

overdone. They wanted the flavour of the rules, but still demanded a functional game.

In this latest attempt, PRESTAGS is attempting to satisfy almost all the people who will buy these games. There are at least two or more levels of complexity in every game. The scenarios have been checked for accuracy at least three times. Many of the inhibiting rules have been changed to moderate their influence. New scenarios have been included, and others revised.

Most importantly, these games are also completely homogeneous. Although many people independently have "linked" the previously published games, this system has been designed from the ground up to demonstrate the ebb and flow of military systems, throughout most of recorded history, and to permit the game player to match them in any way desired. For the first time it is possible to match the pharaoh's armies against a Spanish *tercio*, or Alexander the Great against Scipio Africanus. This is possible only due to the earlier games, and the advance of the state of the art.

[7.2] VIKING DESIGNER'S NOTES

The Viking Period was one of the more interesting in terms of weapon systems. This was due mostly to the devolution of warfare from any large center of power expanding to a series of competing systems. Actually, very few long-lasting, coherent systems evolved in Western Europe during this period. The best of them were the various "barbarians" (Arabs, Norsemen, eastern horsemen), and the declining Byzantines.

Obviously, a whole new section was needed to cover the Vikings. Their unique use of primitive sea mobility, and amphibious operations is reflected. Less well-known were the "berserkers", both as individuals and as a mentality. These people would work into a frenzy (frothing, etc.) and give an incredible initial impact. The Vikings were not well-armed, per se, only comparatively, but they were highly motivated.

The early Franks were trained to throw their battle axe in what passed then for a volley. Again, this gave them tremendous impact. Warfare of the period very often depended on the first clash, especially among infantry, and these two systems were about the best.