

EXCLUSIVE RULES & SCENARIOS FOR

YEOMAN

Tactical Warfare in the Renaissance Age, 1250-1550

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[1.0] SQUARE

GENERAL RULE:

As specified by the scenarios Special Rules, certain units are capable of banding together in the defensive formation known as a "Square", in disregard of normal stacking restrictions. To form a Square, there must be four units of the exact same designation in one hex. The Square formation **cannot** be flank attacked. The Square

may move only one hex (of any passable terrain) per Movement Phase. The Square may not attack and is dissolved when it suffers any adverse combat results.

PROCEDURE:

At the end of any Friendly Movement Phase in which four units of a type specified in the scenario are in the same hex, the Owning Player may invert the top unit in the stack; signifying the formation of a Square. The hex then has a Defense Strength of the total of all four units. The hex is immune to the effects of flanking attacks.

CASES:

[1.1] Leader units may be in a hex, in addition to the four other units. Leader units do not count for stacking purposes. Leader units' combat, movement and rallying capabilities function normally.

[1.2] A Square **must** be composed of four units. No unit may move through a hex with a Square (exception: Leaders).

[1.3] The Square can only be created at the end of a Friendly Movement Phase. Adverse combat results dissolve the Square. Disrupted units may not form a Square.

[1.4] A Square may be dissolved voluntarily during a Friendly Movement Phase. In the phase in which a Square is dissolved, all the units that were in the Square may only move one hex. Leader units may leave a Square formation at full Movement Allowance.

[1.5] The one hex movement of a Square formation allows it to move one hex into any passable terrain. This is in keeping with the rule of movement that always allows one hex of movement despite terrain costs.

[1.6] Units in a Square may disregard normal stacking limitations. If a Square is disrupted, stacking limitations must be complied with by the end of the next Friendly Movement Phase. This allows for the disruption of a Square without elimination of defending units (which would otherwise occur in compliance with the stacking rules).

[2.0] FEROCITY

GENERAL RULE:

Swiss PS, Spanish PS, Spanish SD, and Scottish PS all had well-deserved reputations for superior

battlefield performance. To simulate the shock ability and all-around quality of these units, they have special rules for engaging in Melee Attack and defense as well as a rule used only for the Player-Turn of their First Melee Attack.

[2.1] FIRST ATTACK

[2.11] During the Player-Turn when a Player used ferocious units in their first Melee Attack of the game, all Melee Attack combat odds are increased by one level.

Therefore, on the first Player-Turn a Spanish PS unit engaged in a Melee Attack at "2 to 1" combat odds, the odds would be treated as "3 to 1".

[2.12] The "First Attack" capability is triggered when **any** of one Player's ferocious units are used in an attack. Care should be used in deciding when to use this large advantage, as a single unit or the entire army could be employed in the attack.

[2.13] The First Attack capability can only be applied to Melee Attack; it has no bearing on any other form of combat.

[2.2] SUBSEQUENT MELEE ATTACKS

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

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

[2.23] This rule is used **after** the "First Attack". It may not be substituted for the "odds column" change of the previous rule (2.1), even if the substitution would yield a result more favorable to the ferocious units.

[2.3] SUBSEQUENT MELEE DEFENSE

[2.31] In all defensive Melee Combat following the "first Attack" Game-Turn, "one" is subtracted from the die roll of any Melee Attack made against a hex with any ferocious units in it. Thus, a roll of "four" would become a roll of "three" before the Combat Results Table was consulted.

[2.32] The subtraction from the die roll may never produce a difference less than "one". A die roll of "one" is not decreased.

[2.4] LOSS OF FEROCITY

[2.41] Ferocious units in an army that is panicked lose all special Melee Combat advantages; they are treated as normal units and must obey Panic rules.

[3.0] FEUDAL RULE

COMMENTARY:

Heavy Cavalry (knights) during feudal times behaved with what we would probably call idiotic rashness. To reflect this, Heavy Cavalry are required to move toward the nearest sighted Enemy unit within fourteen hexes of their own position.

GENERAL RULE:

At the beginning of each Movement Phase, for every Heavy Cavalry unit, it must be determined what Enemy unit (if any) is the closest within fourteen hexes and fulfills Line of Sight rules. The HC units then attempt to reach the target hex by the route which is shortest in total Movement Points.

A new determination of target hex is made at the beginning of every Movement Phase for every HC unit.

PROCEDURE:

At the beginning of each Movement Phase, determine a target hex for each HC unit. The target must be the Enemy unit closest in terms of Movement Points, within fourteen hexes total range, and fulfilling the Line of Sight requirements. The HC unit must then expend its total Movement Point Allowance in attempting to attack the target hex.

The target hex need not remain in Line of Sight during the HC movement if the HC has sighted the target and is moving toward it along the fastest (with fewest Movement Points expended) route. However, if at the start of another Movement Phase a different unit fulfills the target requirements, the HC changes target.

[3.1] Any passable terrain may be included in a route toward the target hex. It is possible this would require riding into hexes adjacent to fire units that were not the target. Since a determination of target hex is made at the start of each Movement Phase, an HC unit stopped by Defensive Fire would probably end up attacking the fire unit on the next Turn.

[3.2] HC units never consider Improved Positions (see 5.0) in calculating the shortest route. In effect, this makes it entirely possible for HC units to ride right into Caltrops hexes.

[3.3] HC units **do** count hexes occupied by Friendly units in calculating the shortest route to the target hex. It is possible for HC to ride through any kind of their own units, including other HC. If they do enter a Friendly-occupied hex, the die must be rolled. A roll of "five" or "six" causes the disruption of the Friendly units. A roll of "one" through "four" means no effect (the Friendly units got out of the way).

[3.4] HC units that end their Movement Phase in the process of heading for a "target hex" with other Friendly units must roll the die (as per 3.3) to determine whether the Friendly units are disrupted. If the total of units (HC and other Friendly units) exceeds the stacking limitation of the scenario, the non-HC units are **automatically** disrupted and moved into an adjacent hex (choice of the opposing Player).

[3.5] If the automatically disrupted units are unable to move into a hex without violating stacking limitations, they are eliminated instead. If the automatically disrupted units are forced to move into a hex with Friendly HC units, they are eliminated.

[3.6] The change of target hex, at the beginning of each Movement Phase, can mean a continuing succession of new targets, one every Movement

Phase. The HC units just keep charging off towards the newly-determined target.

[3.7] HC units may sight into, but not through, woods hexes. They may attack into, but never **move** into, woods hexes.

[4.0] LONGBOWMEN CONVERSION

GENERAL RULE:

Longbowmen units (LB) may be converted to Axmen units (AX). To do so, the LB unit must remain stationary for one Movement Phase, after which an AX unit is substituted for the LB marker. On any subsequent Movement Phase, the AX unit may convert back to an LB unit by remaining stationary for one Movement Phase and substituting back in the original LB unit.

CASES:

[4.1] No conversion may occur when the unit is disrupted, adjacent to any Enemy unit, or panicked.

[4.2] A conversion of a unit originally an AX unit to an LB unit is **not** allowed. Only units specified as LB units in the scenario have this conversion ability.

[4.3] Absolutely no movement is allowed on the Player-Turn of conversion. The converted unit will not be able to engage in combat on the turn of its conversion, because the change cannot take place adjacent to an Enemy unit.

[4.4] When converted, the LB marker should be inverted, and remain under the AX marker.

[5.0] IMPROVED POSITIONS

Improved positions are of two types, Trenches and Caltrops (anti-cavalry traps). Both are permanent fixtures for any scenario in which they are involved. They may never be built or destroyed once placed, remaining in the same hex for the duration of the game.

[5.1] TRENCHES

[5.11] Certain scenarios list a number of Trenches supplied for one side. This means that Trench Markers are placed, no more than one to a hex, at the time of deployment. Trenches are deployed like units.

[5.12] Any Leader or unmounted unit (i.e., **not** Class C or Mounted Fire units) has its Melee Defense Strength and Fire Protection Strength doubled while in a Trench hex.

[5.13] Cavalry units may not normally enter a hex with a Trench Marker. Cavalry units forced to enter a Trench hex by the Feudal Rule have their Combat Strengths reduced by one-half permanently for each Trench hex entered. Thus a [4]-7 would become a [2]-7 (retain fractions). Units reduced below "one" are eliminated.

[5.14] No units may form a Square in a hex with a Trench Marker, nor may a Square move into such a hex. Trenches never affect stacking.

[5.15] Trenches are completely neutral; they benefit whoever occupies them.

[5.2] CALTROP [anti-cavalry traps]

[5.21] Certain scenarios list a number of caltrops supplied for one side. This means that Caltrops Markers are deployed, no more than one to a hex, at the time of deployment.

[5.22] Caltrops have no combat effect upon Leader or unmounted units (i.e., they will only affect Class C and Mounted Fire units). For movement purposes, there is a cost of two additional

Movement Points for Leader and unmounted units to move into a hex with Caltrops Markers.

[5.23] Cavalry (Class C) or artillery (HA and LA units of both sides equally. Caltrops never affect stacking.

[5.24] Heavy Cavalry units forced to charge through a hex with Caltrops end their Movement Phase on the Caltrops. They have their **Melee** Strengths permanently reduced by one-half and are eliminated if they suffer any adverse combat result in the Player-Turn immediately following their entanglement. If they survive, that ensuing turn, they are free to leave. Units reduced below "one" are eliminated.

[5.25] Caltrops are completely neutral; they affect units of both sides equally.

[6.0] ARTILLERY MOVEMENT

GENERAL RULE:

Artillery units are always either in "limbered" (loaded, moveable) mode or "unlimbered" (ready for firing) mode. A limbered artillery unit is so indicated by inverting its unit marker. Artillery may only engage in movement and defensive melee in a limbered mode; and may only engage in Fire Combat, Defensive Fire, and defensive melee in an unlimbered mode. There is a movement cost of three Points to change modes.

PROCEDURE:

During a Friendly Movement Phase, an artillery unit may change its mode by an expenditure of three Movement Points. This expenditure is only for the change of mode (i.e., there is no movement gained from it). Whenever a unit changes into a limbered mode, its unit marker is inverted for as long as it remains so.

CASES:

[6.11] Only undisrupted artillery units may change modes.

[6.2] Certain scenarios change the Movement Allowance of artillery units. If, in a given scenario, a unit has a Movement Allowance of less than three, it could **not** change mode, ever. This means that it is placed initially, unlimbered, and may not be moved since it cannot change mode.

[6.3] Artillery units' Movement Allowances are variable by scenario: All pre-1500 scenarios use Allowances printed on the units; all scenarios of 1500 and after have Movement Allowances double what is printed on the unit. This is mentioned in the scenarios.

[6.4] There is no limit to the number of times that a unit may limber or unlimber, in any space of time, as long as sufficient Movement Points are available.

[7.0] VICTORY POINT VARIATION

To reflect the proportionately greater cost of outfitting cavalry units, they are assigned Victory Points according to the following schedule:

Light Cavalry...2 Victory Points
Medium Cavalry...4 Victory Points
Heavy Cavalry...6 Victory Points.

[8.0] OPTIONAL RULES

[8.1] UNIT CONVERSION

GENERAL RULE:

Light, Medium and Heavy Cavalry have a dismount capability: they may convert into various types of foot units. In turn, the new foot units may convert back to their original mounted form. Any



conversion requires one Movement Phase where the changing unit remains stationary. A unit that is changing may not be a disrupted or panicked unit, nor may it be adjacent to any Enemy unit.

A Light Cavalry unit converts into a Crossbowmen unit; a Medium Cavalry unit converts into a Swordsmen unit; and a Heavy Cavalry unit converts into a Professional Spearman unit.

PROCEDURE:

In the Movement Phase of the conversion, turn the "old" unit upside-down and place an appropriate "new" unit rightside-up on top of it to symbolize the new capacity of the unit. The converted unit will not be able to engage in combat on the turn of its conversion because the change cannot take place adjacent to an Enemy unit.

CASES:

[8.11] If using the Feudal Rule, any Professional Spearman unit converted from "feudal" Heavy Cavalry **continues** to follow Feudal Rules.

[8.12] The "mount" capacity is intrinsic to either unit; the mount may never be destroyed and is only eliminated "with" the unit.

[8.13] Victory Point values for converted units are charged at the **cavalry** rate regardless of what "form" the unit is in when eliminated.

[8.14] Always keep the original identification marker under units which are dismounted.

[8.2] UNIT CAPABILITY CHART

Defending Unit:	Attacking Unit:			
	MS,PS	SD	LC,MC	HC
MS	3	2	3	6
PS	4	3	P	8
PP	6	4	P	12
SD	8	4	4	2

Note: "P" means this attack is prohibited. Number = Defense Strength.

GENERAL RULE:

Different units' strength varies with different opposing weapons systems. Thus, it is often necessary to modify certain units' Defense Strengths when attacked by other types of units.

PROCEDURE:

The type of Attacker should be cross-indexed with the type of Defender, and the number shown is the Strength at which the Defender will receive the attack. Any combination not covered in the Unit Capability Chart is assumed to engage at normal (i.e., unmodified due to weapons systems) Combat Strengths.

[8.21] In the case of more than one category of Attacker, all benefits are given the Attacker. Thus, if the Attacker was using a MS and an SD unit against the Defender's PP unit, the PP would defend with four Strength Points.

[8.22] Note that certain combinations of attack are prohibited when using Unit Capability. For instance, LC or MC units cannot attack MS, PS or PP units.

[8.23] The Unit Capability Chart covers only situations of Melee Combat; it has no bearing on Fire Combat.

[8.3] RANGE EFFECTS

GENERAL RULE:

The efficiency of missile weapons drops off drastically with increased range to their target. Consult the chart below to find the corrected Fire Strength of all fire units cross-indexed to the range of their target. Note that all fire units have full strength at a range of one hex (hexes adjacent to themselves).

PROCEDURE:

Cross-index the type of unit with the range to find the corrected Fire Strength. Include the target hex, but not the firing unit's hex when calculating range.

Unit	Fire Strength at Firing Range (in hexes)						
	1	2	3	4	5	6	7
CB Crossbowmen	2	2	1	•	•	•	•
AE Arquebusiers (E)	2	2	1	•	•	•	•
AL Arquebusiers (L)	2	2	1	1	•	•	•
LB Longbowmen	3	2	1	•	•	•	•
HA Heavy Artillery	3	3	2	2	1	1	1
LA Light Artillery	2	2	2	1	1	•	•

A dot (•) indicates that the firing range exceeds the unit's Range Allowance.

Regardless of range potential, units may still only fire adjacent to themselves when employing Defensive Fire.

[8.4] TERRAIN UNIT PROHIBITIONS

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

Class A units may not enter Woods or Swamps.

Class Mf and Class C units may not enter Swamp Hexes, except on road hexes.

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

[9.0] NON-GUNPOWDER SCENARIOS

[9.1] LEGNANO (29 May 1176)

Italians: 8M1, 6HC, 3CB, 1"2". VP 54, PL 16. Deploy: F-3. Stacking: 2.

Germans: 1M1, 8MC, 12HC, 1"2", 1"3". VP 107, PL 32. Deploy: E-2. Stacking: 2.

Game Length: 20 Game-Turns.

Victory Conditions: **Italians** must control hex "F". **Germans** must control hex "F" and exit eight units off the south or west map edge within five hexes of the south-west road.

Terrain Modifications: Ignore all woods and swamp hexes.

Historical Notes: In the continuing struggle for supremacy between the Holy Roman Emperor, Frederick Barbarossa and Pope Alexander III, Barbarossa led an all-cavalry army on an invasion of Italy. He was met by Italian forces consisting of some heavy cavalry and the infantry of the Lombard League, probably the only well-drilled infantry then in existence.

The Battle of Legnano began by a clash of cavalry, in which the Italians were worsted. The Imperial cavalry, however, were carried away by their success and charged headlong into the Lombard infantry. The Italians held firm, and repulsed the Imperial charges. Meanwhile, the Pope had rallied his cavalry and led them, mace in hand, in a charge which swept the Imperialists from the field (under canon law, the Pope himself could not shed blood, but Alexander only used his mace to break skulls - an activity not prohibited).

Legnano was the first battle since the days of the Roman Empire when infantry had defeated cavalry, being assisted in this by the tendency of most knights to charge headlong at any opposition.

[9.2] BENEVENTO (26 February 1266)

Angevins: 3M1, 9HC, 3CB, 1"2". VP 67, PL 20. Deploy: E-2. Stacking: 2.

Sicilians: 6M1, 3LC, 4MC, 6HC, 4CB, 1"3". VP 77, PL 23. Deploy: M-3. Stacking: 2. Leadership: Mt. Ex.

Game Length: 20 Game-Turns.

Victory Conditions: **Angevins** must eliminate the Sicilian leader; or achieve a Substantive Victory and exit ten units off the map edge within three hexes of the north-west road. **Sicilians** must eliminate the Angevin leader; or control the bridge between hexes "N" and "M" and avoid Angevin Victory Conditions. If both leaders are eliminated, the Sicilians win regardless of other conditions.

Terrain Modifications: Ignore all woods and swamp hexes.

Historical Notes: As part of the struggle between the Emperor and the Pope, the Papacy awarded the throne of the kingdom of Two Sicilies to Charles of Anjou, with the implication that all he had to do to get it was overthrow the rightful king, Manfred, who was probably the most enlightened ruler of his day.

Charles got his chance at the Battle of Benevento. The infantry were reduced to mere spectators as the two bodies of cavalry went at it. In typical medieval style, each army was divided into three "battles", the vanguard, main body, and rear guard. The Sicilian vanguard gained initial success, but their main body (due to treachery) failed to support them and they were eventually overwhelmed. At that, the Sicilian main body either fled or switched sides. Rather than flee, Manfred died in a last charge.

Benevento was a typical feudal battle, marked by headlong charges, the division into three bodies, and little concept of tactics on either side. Although typical, it was destined to be among the last of its type, as infantry took a new, commanding role in warfare.

[9.3] FALKIRK (22 July 1298)

English: 7M1, 7HC, 7LB, 1"2". VP 78, PL 27. Deploy: B-2. Stacking: 2.

Scottish: 8MS, 8PS, 2HC, 6CB, 1"3". VP 63, PL 26. Deploy: E-3. Stacking: 3.

Game Length: 15 Game-Turns.

Victory Conditions: **English** must achieve a Substantive Victory and control hex "E". **Scottish** must achieve a Marginal Victory; or control hex "B".

Terrain Modifications: Ignore all swamp, woods, and village hexes.

Special Rules: Scottish PS units may stack as many as four per hex.

Historical Notes: Edward I of England led 16,000 horse and foot in an invasion of Scotland during the interminable English-Scottish Wars. This force was soon met at Falkirk by the Scot Army, some 11,000 strong, almost exclusively composed of pike-armed infantry.

The English knights insisted that they be first in the attack and, after driving the few Scot knights from the field, they charged the Scot infantry, who had formed dense circles of pikemen and swordsmen (armed with large, two-handed **claidh mhoirs**) called **schiltrens**. The English knights found their horses refused to approach these formations, no

matter how they spurred. Yet while impregnable to cavalry, the dense **schiltrons** made excellent targets for the skillful English and Welsh longbowmen, who soon shot great holes in the Scottish ranks. Although pressed by missile fire and the charges of the English knights, Balliol, the Scottish commander, managed to retreat in a semblance of order.

Falkirk was one of the first instances where bowmen and mounted knights were used in effective coordination, although this was due more to luck than planning.

[9.4] COURTRAI (11 July 1302)

French: 4MS, 14HC, 4CB, 1"3". VP 105, PL 32. Deploy: E-6. Stacking: 2. Leadership: Mt. Ex.

Flemish: 12MI, 4CB, 1"3". 6 Caltraps. VP 25, PL 10. Deploy: N-3. Stacking: 2.

Game Length: 15 Game-Turns.

Victory Conditions: **French** must achieve a Substantive Victory and control hex "N". **Flemish** must achieve a Substantive Victory and control hexes "N" and the village adjacent to "N".

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

Special Rules: Use Caltrap Rule. Flemish MS units may deploy up to three units per hex, but if they do they may never move unless reduced through combat by one unit or more.

Historical Notes: The French sent a large army of knights, accompanied by some Genoese bowmen, to suppress the rebellious burghers of Flanders. They found the Flemish Army in a strong defensive position near the town of Courtrai. Without scouting the Flemish position or deploying their infantry, the French knights charged straight into lines of caltraps and ditches camouflaged by the Flemish. As the French tried to disentangle themselves from these obstacles, the predominantly pike-armed Flemish went over to the attack, giving no quarter to the hapless French, who soon retreated in disorder.

Courtrai was the first time that an almost purely infantry force had routed an army based upon that keystone of Medieval warfare, the feudal knight.

[9.5] BANNOCKBURN (24 June 1314)

English: 12MI, 6HC, 2CB, 4LB, 2"3". VP 72, PL 22. Deploy: N-3. Stacking: 2. Leadership: Mt. Ex.

Scottish: 8MS, 4PS, 4PP, 2HC, 4CB, 1"2", 1"3". 6 Caltraps. VP 62, PL 25. Deploy: M-2 and/or P-2. Stacking: 2.

Game Length: 15 Game-Turns.

Victory Conditions: **English** must control hexes "J" and "K"; or exit ten units off the east map edge within five hexes of the road. **Scottish** must achieve a Marginal Victory; or control hexes "M", "P", "Q", and the bridge between hexes "M" and "N".

Terrain Effects: River hexes may only be entered at bridge and ford hexes.

Special Rules: Use Caltrap Rule. Scottish PP and PS units may stack up to four units per hex.

Historical Notes: King Robert Bruce of Scotland, by gathering the Highland clans, had assembled an army of some 12,000 fierce Scots to repel another English invasion, this time by Edward II with some 20,000 men.

Bruce deployed his men on the heights overlooking the Bannockburn, a marshy stream. He also dug camouflaged ditches to serve as cavalry traps and planted caltraps to his front. When the English encountered this position, the knights, as at Falkirk, demanded the honor of the first attack. They charged straight at the Scots, and into the ditches and caltraps. While they were disentangling themselves, the Scots went over to the attack, hacking the knights down with their **claidh mhoirs**. Due to the close and confused nature of the melee, the English longbowmen had little opportunity to use the type of fire that proved victorious at Falkirk. Finally, the English knights retreated, followed by the rest of their army.

Bannockburn again showed that good infantry, armed with polearms and pikes, could easily defeat mounted knights. What made this all the more galling was that the knights were being defeated by men who were far beneath them in social standing.

After this occurred, the days of feudalism were numbered.

[9.6] CRECY (26 August 1346)

French: 12MI, 16HC, 6CB, 2"3". VP 128, PL 38. Deploy: All MS units, L-2; all other units, K-2. Stacking: 2.

English: 3PP, 3HC, 8LB, 1"2", 1"3". VP 61, PL 24. Deploy: R-3. Stacking: 2.

Game Length: 20 Game-Turns.

Victory Conditions: **French** must control hex "L"; or exit fifteen units off the north map edge within one hex of the road. **English** must achieve a Substantive Victory; or prevent French Victory Conditions.

Special Rules: Use Dismount option for English HC units. French MS units may not move until Game-Turn Three.

Historical Notes: A French challenge to the English claim to the French throne resulted in the Hundred Years' War. Edward III led his army of 10,000 men into France, and at Crecy was confronted by some 30,000 French. Edward deployed his army on a hill, with its flanks protected. He dismounted his knights, however, and placed them and his men-at-arms in the front rank interspersed with his yeomen longbowmen, the most effective missile troops in the Christian world. When the French knights saw this position, they immediately charged, trampling their own crossbowmen in the process ("serves the knaves right for getting in the way of their betters"). The knights' enthusiasm quickly cooled as the longbows mowed them down in ranks. The French formations were so tight that when one man went down, all those following would collapse over him. The few Frenchmen too close fell victim to the English knights on foot. The French lost 1,500 knights to less than a hundred English.

At Crecy, the English longbowman showed his strength. One of the few infantry forces that could consistently beat the knights, the longbow reigned as the supreme weapon until the introduction of gunpowder.

[10.0] GUNPOWDER SCENARIOS

[10.1] AGINCOURT (25 October 1415)

French: 20MI, 14HC, 2CB, 2"3". VP 112, PL 34. Deploy: S-5. Stacking: 2.

English: 3HC, 10LB, 1"2". VP 59, PL 24. Deploy: N-2. Stacking: 3.

Game Length: 15 Game-Turns.

Victory Conditions: **French** must control hex "N" and the adjacent village hex. **English** must achieve a Substantive Victory and avoid French conditions of victory.

Terrain Modifications: No unit may enter a woods hex. All mounted units must pay double terrain entry costs unless moving through the terrain from road hex to road hex.

Special Rules: Use Dismount Rule for all HC units.

Historical Notes: The superiority of the English yeoman and his longbow over the French nobleman in his iron suit was again demonstrated at Agincourt.

Henry V of England had arrayed his army at the end of a wooded defile, interspersing archers and men-at-arms as Edward did at Crecy. The French, showing that, if nothing else, they were slow learners, attacked in the same headlong fashion, in the traditional three battles. This time, however, most of the French knights attacked dismounted. This tactic did not work, especially as the weight of their armor doomed any French knight who fell down. A quick counterattack by the English men-at-arms and longbowmen, the latter using swords and battleaxes, wiped out the first French battle, already decimated by arrows. The Second French Battle and the Third Battle, attacking mounted, suffered similar fates. Finally, the English knights mounted and, led by Henry, routed the French from the field. As a result of Agincourt, 5,000 French nobles and knights were slain and another 1,000 captured. The English lost some 100 men. The longbowmen had again demonstrated his superiority over the armored knight.

[10.2] ARBEDO (30 June 1422)

Milanese: 12HC, 8CB, 1"3". VP 97, PL 39. Deploy: J-2. Stacking: 2.

Swiss: 4MS, 4PS, 4PP, 2CB, 1"3". VP 35, PL 18. Deploy: E-3. Stacking: 2.

Game Length: 20 Game-Turns.

Victory Conditions: **Milanese** must achieve a Substantive Victory and control hexes "J" and "N". **Swiss** must prevent these conditions.

Special Rules: Use Dismount Rule for Milanese HC. Swiss PP and PS units may stack up to three units per hex. Swiss PP and PS units may employ Square Rule.

Historical Notes: The Swiss, armed with pikes, halberds, and other pole-arms, had proven invincible, defeating many Austrian attempts to invade Switzerland.

At Arbedo, however, the Swiss ran into the Milanese, under the Italian **Condottiere** Carmagnola, with an army divided between mounted knights and bowmen. When the Milanese first encountered the Swiss, the Milanese knights charged and were beaten off by the masses of Swiss

pikes. Their repeated charges, however, forced the Swiss into square, which made them excellent targets for the bowmen. Meanwhile, the knights dismounted and attacked, again in coordination with the bowmen. By the time the Swiss withdrew, over 75% of them had fallen. Arbedo, like Falkirk, showed that a skillfully (and luckily) handled army of mixed cavalry and bowmen could defeat an army of pike-armed infantry.

[10.3] BARNET (A.D. 1471)

Lancaster: 4HC, 2MC, 14MI, 6CB, 1"2", 2"3". VP 67, PL 23. Deploy: C-3. Stacking: 2.

York: 8HC, 4MC, 6MS, 4CB, 2"2", 2"3". VP 90, PL 45. Deploy: H-3. Stacking: 2.

Game Length: 15 Game-Turns.

Victory Conditions: Yorkists have to occupy hexes "E" and "C" at the end of the game. Lancastrians must occupy hexes "E" and "H" at the end of the game.

Terrain Modifications: Ignore all stream hexes.

Historical Notes: The War of the Roses, a struggle for supremacy between the York and Lancaster dynasties of England, began in 1455. At Barnet, in 1471, the army of Edward IV, the Yorkist monarch, some 9,000 strong, faced the 12,000 men of the Lancastrian Duke of Warwick (the Kingmaker). The battle began with both sides blundering into each other in thick morning fog. In a confused action, the Lancastrian right defeated the Yorkist left, while the Yorkist right beat the Lancastrian left. Although both armies formed new lines perpendicular to their original positions, the Yorkists achieved an envelopment first. Suspecting treachery, the Lancastrians broke and ran, with Warwick amongst the slain.

[10.4] HERICOURT (A.D. 1474)

Swiss: 8PP, 12PS, 8MS, 16MI, 2"2", 2"3". VP 84, PL 42. Deploy: F-3 and/or E-3. Stacking: 4.

Burgundians: 4PP, 6PS, 6MS, 9SD, 6MC, 12HC, 3LB, 6AE, 1"2", 3"3". VP 184, PL 74. Deploy: J-3. Stacking: 3.

Game Length: 18 Game-Turns.

Victory Conditions: Burgundians must exit 12 units off the north map edge. Swiss must hold hexes "F" and "E". If both, Burgundians win. If neither, it is a draw.

Special Rules: Must use Terrain Units Effects.

Historical Notes: Charles the Bold (King of Burgundy) attempted to take advantage of Swiss internal divisions by expanding against them. The Swiss, however, buried their differences, and turned Charles' campaign into one of the greatest disasters of history. Hericourt, on 13 November, 1474, was the first battle of this campaign. Charles' army was composed largely of heavy cavalry, which proved ineffective against the Swiss pikemen. After unsuccessfully charging the Swiss pike squares, the Swiss went over to the attack, the signal being given on their two huge war horns. The Swiss advance was extremely fast, and the ferocity of the Swiss drove the Burgundians back. As a result, the Swiss were able to capture a great deal of Burgundian territory.

[10.5] FORNOVO (A.D. 1495)

Italians: 8MS, 8PS, 4SD, 6MC, 1"2", 2"3". VP 67, PL 20. Deploy: F-4 and/or E-4. Stacking: 2.
French: 6PS, 9HC, 3MC, 2"2", VP 80, PL 41. Deploy: J-3. Stacking: 3. Leadership: Mt. Ex.

Game Length: 25 Game-Turns.

Victory Conditions: French must exit six units off the north map edge, off either road hex. Italians must control hexes "E" and "F". If both, the French win. If neither, it is a draw.

Special Rules: Must use Feudal Cavalry rules.

Historical Notes: Charles VIII of France, not noted for his rational decisions, decided that the French control of Italy was a necessary prerequisite to his goal of liberating Constantinople and Jerusalem. He was surprisingly successful and the Holy League was formed against him.

Charles was advancing towards Piedmont from Naples when his army met the armies of Venice and Milan, arrayed in an Appennine pass under the command of the Condottiere Giovanni on 6 July, 1495. The French immediately seized the initiative, and, opening fire with their artillery, sent their Swiss mercenary pikemen forward. The *furore helveticus* communicated itself to the apathetic and poorly led Italians, who fled the field. Charles, however, failed to exploit his victory and marched back to France.

[11.0] SIXTEENTH CENTURY SCENARIOS

[11.1] GARIGLIANO (29 December 1503)

Spanish: 6PS, 6SD, 4LC, 2HC, 4AE, 2HA, 2LA, 1"3". VP 71, PL 21. Deploy: G-3 and/or E-3. Stacking: 3.

French: 4PP, 4PS, 2LA, 9HC, 3MC, 2"2", VP 94, PL 47. Deploy: J-3. Stacking: 3. Leadership: Mt. Ex.

Game Length: 20 Game-Turns.

Victory Conditions: Spanish must achieve a Substantive Victory. French must control hexes "E" and "F" and the bridge hex within three of "E". If both sides fulfill Victory Conditions, the game is a draw.

Special Rules: All HA and LA units have Movement Allowances double what is printed on the unit (i.e., "4" and "8" instead of "2" and "4"). French PP units may stack up to three units per hex.

Historical Notes: Since 1494, the French and Spanish had fought bitterly over the control of Italy. In December, 1503, Louis XII's French Army, composed in large part of Swiss mercenaries some 23,000 strong, was in winter quarters on the banks of the Gargliano River. Their Spanish opponents were outnumbered, with but 15,000 men, but had several advantages. The Spanish relied on an integrated mix of forces that acted in coordination, emphasizing the use of firearms, while the French put their faith in the pike and crossbow. The Spanish were also commanded by Gonzalo de Cordoba, a skillful tactician.

At the Gargliano, Cordoba took the rare step of mounting an offensive in winter. He crossed the swollen Gargliano and took the French by surprise, using his cannon and arquebusers to good effect. The French were beaten with heavy losses and retreated in disorder.

Gargliano marked the rise of the Spanish *tercio*, which was to prove the most efficient military organization in Europe until the Thirty Years' War.

[11.2] RAVENNA IV (11 April 1512)

French: 7PS, 2LC, 2HC, 8CB, 4HA, 4LA, 2"3". VP 84, PL 25. Deploy: E-3 and/or C-3. Stacking: 3.

Spanish: 4PS, 4SD, 2LC, 2HC, 4AE, 2HA, 2"3". 8 Trenches. VP 54, PL 22. Deploy: J-6 and/or H-2. Stacking: 3.

Game Length: 30 Game-Turns.

Victory Conditions: French must (1) control all Spanish Trenches and (2) either achieve a Substantive Victory or exit eight units off the east map edge within three hexes of the road. Spanish must achieve a Substantive Victory or prevent the French conditions.

Special Rules: All HA and LA units have Movement Allowances double what is printed on the unit. Use Trench Rule.

Historical Notes: The sagging French fortunes in the Italian Wars were revived by the arrival of Gaston of Foix, a decisive new commander. To meet this revitalized French Army, the Spanish entrenched themselves near Ravenna, a location decided by the mutual consent of the opposing commanders, as the battle was held by prior arrangement.

The battle began with a long artillery duel, which eventually goaded the Spanish horse into making an attack, which was repulsed. The French infantry, generally Swiss pikemen, then went forward and attacked the entrenched Spanish infantry. The fighting was long and bloody before the Spanish finally gave way under French artillery fire. The French victory was marred, however, by the death of Gaston of Foix during the pursuit.

[11.3] NOVARA (A.D. 1513)

French: 7PS, 4HC, 2LC, 6CB, 2LA, 6 Trenches, 1"2", 1"3". VP 68, PL 20. Deploy: N-4. Stacking: 3.

Swiss: 4PP, 12PS, 8MS, 3"3". VP 152, PL 76. Deploy: E-4. Stacking: 4.

Game Length: 15 Game-Turns.

Victory Conditions: Swiss must control hex "N" and bridge hex southwest of "N". French must control "N".

Special Rules: HC may dismount.

Historical Notes: The increasing aggressiveness of the French in Italy led to the Swiss joining the Holy League against the French. As a result, a French Army of 12,000 men under Prince Louis de la Tremoille besieged 3,000 Swiss in the Italian fortress of Novara. On the morning of 6 June, 1513, an army of 5,000 Swiss raised the siege of Novara, and, joined by the garrison, attacked the French in their camp. The Swiss attacked in their usual method of three phalanxes *en echelon*. Moving swiftly and with their usual ferocity, the Swiss cut the French infantry to pieces. Seeing this, the French cavalry refused to charge and fled the field, soon followed by the remnants of the French Army.

[11.4] BIOCOCCA (A.D. 1522)

French: 8PP, 12PS, 5HC, 2LC, 5CB, 2HA, 2LA, 1"2", 1"3". VP 113, PL 34. Deploy: F-4. Stacking: 3.

Spanish: 7PS, 2HC, 2LC, 6AL, 3HA, 1"1", 2"3". Deploy: H-4. Reinforcements: 5MS, 7SD. Enter east map edge on Game-Turn Three. VP 99, PL 50. Stacking: 3.

Game Length: 25 Game-Turns.

Victory Conditions: **French** must occupy hexes "F", "E" and "H". **Spanish** must occupy hexes "E", "J" and "H".

Special Rules: Must use Unit Capability.

Historical Notes: In the decades-long Hapsburg-Valois Italian Wars, the Imperialist commander, Colonna, interposed his army of 20,000 Spaniards between Milan and the French Army of Marshal Lautrec, 35,000 strong. The Spanish entrenched themselves in the park of Biococca, putting great emphasis on the use of firearms. The French had hoped to outflank the position, but the Swiss mercenaries in their ranks insisted on an immediate assault. Therefore, on the morning of 27 April, 1522, the French attacked. The Swiss refused to wait for the preliminary French artillery bombardment and instead rushed into the assault. They suffered heavy losses to Spanish firepower and were cut to pieces by Spanish swordsmen as they struggled through the Spanish defenses. The French tried to extricate the Swiss by a cavalry attack, but this, too, was repulsed. The Swiss were suitably chastised and the battle also demonstrated the power of firearms.

[11.5] CERESOLE (A.D. 1522)

French: 8PP, 12PS, 8HC, 6CB, 6AL, 2HA, 2LA, 1"2", 2"3". VP 141, PL 45. Deploy: J-4. Stacking: 3.

Imperial: 12PS, 8MS, 3HC, 8AL, 1HA, 2LA, 2"2", 2"3". VP 96, PL 38. Deploy: F-5. Stacking: 3.

Game Length: 20 Game-Turns.

Victory Conditions: **Imperialists** must occupy hexes "J" and "N" at the end of the game. **French** must win a Marginal Victory. If both, the Imperialists win. If neither, the game is a draw.

Special Rules: French PP may stack four high.

Historical Notes: In yet another of the interminable French invasions of Italy, Francis of Bourbon led 15,000 men against an Imperial force of 14,000 under Marque del Vasto, at Ceresole, south of Turin. Both armies drew up in parallel formations and pounded each other with artillery. Both sides then attacked and met in the middle of the field. The Swiss and the Imperial Landsknechts, both ferocious pikemen and arch-enemies, charged each other and caused tremendous losses on both sides, until French cavalry charged and ploughed their way through the heavily engaged landsknechts. At the same time, however, the French infantry was defeated by the Spanish foot, but a French cavalry charge retrieved the situation. The Imperialists retreated, losing 3,200 prisoners in addition to 6,000 dead. The French lost 2,000 dead.

[11.6] PAVIA (21 February, 1525)

Spanish: 12PS, 3SD, 1LC, 1HC, 6AL, 3HA, 3LA, 1"2". VP 78, PL 39. Deploy: L-3 and/or G-5. Stacking: 3.

French: 12PS, 4PP, 3HC, 3CB, 2AL, 3HA, 3LA, 1"2". 7 Trenches. VP 88, PL 31. Deploy: K-3. and/or J-3. Stacking: 3.

Game Length: 25 Game-Turns.

Victory Conditions: **Spanish** must control hexes "N", "Q", and all French Trenches. **French** must achieve a Marginal Victory and control hex "M" or "P". If both sides fulfill Victory Conditions, the game is a draw.

Terrain Modifications: Ignore all woods hexes.

Special Rules: Use Trench Rule. All HA and LA units have Movement Allowances double what is printed on the unit.

Historical Notes: The Battle of Pavia resulted from a flanking movement by the Imperial Army, which had turned the French left on the night before the battle. When Francis I, King of France, saw that he had been flanked, he led his cavalry in an attack on the Spanish to gain the infantry time to redeploy. The French cavalry charged with good effect, but the French infantry was slow-moving and a third of it never even got into action. Eventually, the Imperialists defeated the French horse, and then went on to smash the French infantry. The Imperialists suffered 1,000 casualties, the French lost eight times that amount, including Francis, who was wounded and taken prisoner.

Pavia insured that Spain would dominate Europe for over a century. It also showed that the firearm would henceforth reign supreme over the world's battlefields, as it did at Pavia.

[11.7] FICTIONAL SPANISH-ENGLISH (A.D. 1588)

Spanish: 8PP, 8SD, 8AL, 4LA, 1"2", 2"3". VP 79, PL 40. Deploy: N-3. Stacking: 4.

English: 8MS, 12PS, 8HC, 4MC, 6CB, 2LA, 3"3". VP 131, PL 33. Deploy: M-2, Q-2 and/or P-2. Stacking: 2.

Game Length: 15 Game-Turns.

Victory Conditions: **Spanish** must win a Marginal Victory and exit eight units off the east map edge road hex. **English** must occupy hexes "M", "Q" and "P" at the end of the game. If both, the English win.

Historical Notes: Several Spanish *Tercios* were among the invasion forces intended to being the Spanish Inquisition into England. It is fortunate the Spanish troops were engaged by the Dutch and that the Royal Navy beat off the Spanish, for the *tercio* was at the height of its power, while the British were poorly organized and had failed to evolve a coherent tactical system to replace the longbow after that weapon fell from use in the previous century.

[12.0] DESIGNER'S NOTES

[12.1] 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.

[12.2] YEOMAN DESIGNER'S NOTES

Yeoman is the most lavish of the PRESTAGS games in terms of additional game rules. Most of the rules are self-explanatory. The reason for this abundance is two-fold: first, the art of war was changing at an accelerating rate; second, there were more types of systems during this period than any other, and we know more about them. Thus, most battles are comparatively well documented, and we have sources that can tell us about little refinements, like trenches, and anti-cavalry traps. In some cases, it is even possible to find out how many of a particular weapon type was present, a rarity in earlier periods. Most PRESTAGS scenarios were admittedly based on the total numbers engaged, and what we understand to be the organization at that particular time. Then we wing it.