Table of Contents

Preface ................................................................. 2
FALKIRK, Scotland, 22 July, 1298 ....................... 2
COURTRAI, Flanders, 11 July, 1302 ..................... 5
BANNOCKBURN, Scotland, 23-24 June, 1314 ....... 8
CRECY, France, 26 August, 1346 ......................... 11
POITIERS, France, September 19, 1356 ............. 15
NAJERA, Castile (Spain), 3 April, 1367 .............. 18
Sources .............................................................. 22
Counter scans ...................................................... 23
PREFACE

Europe in the 14th century is rife with battles. Big battles, small battles, ambushes, raids, skirmishes - fighting was the main occupation of the upper classes, and these folks took their jobs seriously, as the political situation was slowly changing from feudalism to an early form of nationalism. There’s no shortage of possible subject matter.

Unfortunately, there is a shortage of specific, reliable information, even on the battles for which there is a lot of information. For example, lots of folks wrote about Poitiers; none of them seem to agree. Aside from the usual numbers questions, there is much discussion on how armies and men actually fought these battles ... the tactics of the day.

For example, a major question is where exactly did all those archers deploy in the battle line? Read five books, get five answers.

What we do see is an increased number of archers and a greater reliance on those troops, often deployed with infantry, usually, but not always, on their wings. Men-at-Arms still fought mounted, but, in more than half of the battles, they dismounted. And much use was made of barriers, both natural and man-made. With sagacious use of all of these in a combined defense, it was becoming harder and harder to win as an attacker.

Note on Selecting Units

Many units appear in more than one battle. They are made identifiable for scenario purposes by their Command Color Stripe. In the Deployment sections of each battle they are so listed, along with the numbers of units to be used when that Command Color has more than are needed.

FALKIRK

Scotland, 22 July, 1298

Historical Background

In 1298, Edward I, King of England, smarting from the disaster the previous year at Stirling Bridge, where his army, under the Earl of Surrey, had been grandly snookered by the rambunctious William Wallace (Edward had been busy elsewhere), decided it was time to start hammering the Scots.

Calling in all of his lords—and many of them did come—and hiring the usual contingent of Welsh infantry, longbow and pike, but in significantly large numbers (around 10,000 or so), Edward headed north to wreak vengeance and, as a not inconsequential sideshow, subjugate all of Scotland.

In the meantime, Wallace, whose position as head of the Scots rested solely on his popularity gleaned from military success and not any standing in Scots nobility, was doing his best to round up another army, not always easy to do in Scotland.

Edward, eager for battle, pushed his excellent army to the edge, easily outpacing the availability of food. Wallace, aware that Edward’s army, mostly Welsh foot, was close to the breaking point from lack of food, prepared to attack the approaching English.

Edward, though, had no intention of allowing his position to be defensive, and, having been informed that Wallace’s army was only 15 or so miles ahead, called off breakfast (not that there was much to have) and pushed his men forward. This seems to have caught Wallace unaware and, because of his shortage of cavalry and archers, he could not withdraw without suffering great losses. So, with no other option available, he chose the best ground available and deployed in the best method he knew to minimize the impact of the considerable English mounted arm.

His real problem was that he had few archers, and, for all intents and purposes, he now had a huge pike army deployed so defensively that they could not move.

The advance of the mounted English men-at-arms quickly dispatched the few Scots cavalry, but found it difficult to penetrate the schiltron. So they simply waited for their longbows and pike to arrive. The English longbows, unopposed by similar Scots units, shot the schiltron to ribbons, and the English pike infantry moved in to finish it all up.

General Play Note

This battle is basically for solitaire, as the Scots infantry schiltron was basically immobile (until it broke and ran). In essence, given this situation, it is almost impossible for the English to “lose.” We have provided an alternative for possible face-to-face play. Maybe you can do better than Wallace, who didn’t do well at all here.

Playing Time is about an hour.

INITIAL DEPLOYMENTS

Scots Army

Leaders: William Wallace; James, High Steward (cavalry); Sir John Stewart (archers)

Standard: William Wallace (not used in the historical scenario).

Deployment:

- Mounted Men-at-Arms: 1419, 1518 (James with either unit) [a]
- Archers: 1908-09, 1913-14, 1918-19; John Stewart anywhere you wish.
- Pike [b]: 1905-7, 1910-12, 1915-17, 1920-22, 1805, 1808, 1810, 1813, 1815, 1818, 1820, 1823, 1705, 1707, 1710, 1712, 1715, 1717, 1720, 1722, 1606-7, 1611-12, 1616-17, 1621-22. Note: 36 Scots pikemen are needed. Use all the Scots PK, except for Robert I’s #1–4.
- Wallace: Wherever you want.

The Pike units all start in Schiltron (see below); facing should be such that no unit’s Rear is exposed. (And no snide comments, either.)
\(a\) = The few mounted men-at-arms that Wallace did have most likely started in the rear, center, along with Wallace. However, as they saw the English vanguard approaching towards their right flank, they went on over to block its approach, situating themselves between the rear of the right wing schiltron and the woods.

\(b\) = Wallace, who supposedly was planning on marching out against Edward’s approaching army, appears to have been caught a bit unprepared by their rapid approach. His only tactic—pretty much required by his shortage of cavalry and archers—was to deploy his infantry as you see them, in four huge circular schiltrons. The Scots do not appear to have had any significant number of axe-armed infantry at Falkirk; see Bannockburn.

**English Army**

**HISTORICAL NOTE:** The English Army, hungry but eager to fight—the mounted upper class somewhat beyond eager—was ostensibly organized in four “battles”, or divisions, each with contingents of men-at-arms, archers and pike. However, they did not arrive on the field in that form. The mounted men-at-arms, literally hot to trot, moved way out ahead, some out-cantering their mounted support. The first stage of the battle—the English cavalry driving off the Scots cavalry and archers, then finding out they couldn’t do anything against the schiltron—was over in plenty of time for them to fall back slightly and take a breather before the foot—mainly the archers—arrived to finish off the Scots.

**Leaders:** Edward I King of England [c]; Henry de Lacey, Earl of Lincoln; Anthony Bek, Bishop of Durham [a]; John de Warenne, Earl of Surrey [b]

**Standards:** King Edward I. Earls of Lincoln and Surrey, Bishop of Durham. The Standards may be placed at any time all the infantry from that command is on the map, and anywhere south of the Glen-Westquarter Burns.

**Facing:** As Desired.

**Deployment:**
- Lincoln’s Mounted Men-at-Arms: 2423–4; Lincoln with either unit.
- Surrey’s Mounted Men-at-Arms (#s 1–2): 2720, 2820; Surrey with either unit.
- Bek’s Mounted Men-at-Arms: 2505–6; Bek with either unit
- Edward’s Mounted Men-at-Arms (#s 1-3); 1 Mounted Hobilars (# 1) [d]: 2808, 2908, 3009, 3109; Edward with any unit.

All other Foot arrives as reinforcements.
The battlefield of Falkirk—or at least what many consider the site; no one is truly sure—is relatively flat, with a slight rise towards where the Scots are deployed. The rise does not seem to have had any impact on the battle.

The two burns are shallow, but with somewhat difficult “banks”. The confluence of the two burns, the bog of pools and marsh in the center, was impassable, a fact that the English did not see until Lincoln’s mounted men-at-arms rode up to it, halted then decided to ride around it. We have started the game slightly after that decision.

THE SCOTS SCHILTRONS

Although it is often used to delineate a “command,” schiltron was a phalanx-like, hollow formation of pike infantry that, as a game rule, contains many of the elements of Shield Wall (14.1). Often, when faced with flank/rear attack, the units in the rear would turn and face in the opposite direction, creating a medieval version of “square.” Moreover, the infantry was trained to use their pikes to form a wall of “points” that few cavalry units could break, or even choose to try.

HISTORICAL NOTE: Wallace—who is often credited with coming up with the idea, although it is more likely he adapted it from prior use and trained his troops in how to use it best—has formed his pike into four, circular schiltrons. It was his orders that the pike stay in schiltron, because they were not going to do well against the large force of English cavalry if they left it.

Therefore, in the Historical, solitaire game, the Scots Pike stays in Schiltron unless Retired (and thereby eliminated).

Pike in Schiltron:
- May not move or attack.
- If they are adjacent to another pike in schiltron their Flank hexsides are treated as frontal. But they do have a Rear, and are subject to any dieroll modifiers for being attacked through the rear.
- Mounted units may not Charge thru the Frontal hexside of a Schiltron formation unit; they may Shock normally, but do so only upon passing a Charge Reluctance dieroll. Use the section of the Reluctance Chart that refers to Scots Schiltrons.
- Units in Schiltron that become Disordered remain in Schiltron.
- Units in Schiltron ignore all retreat results.
- And, for this battle, a Retired result is changed to an Eliminated.

PLAY NOTE: The Schiltron rule for Falkirk is slightly different than that for Bannockburn.

ENGLISH HOBILARS

King Edward’s Gascon Corps is with him, about 400-450 crossbowmen, some of whom were mounted (and part of what appears to have been the Royal Household troops). This solitary hobilar unit that the English have may, as usual, fight mounted or dismounted. (It appears to have done both.)

SCOTS FLIGHT

In the historical version, the Scots do not have a Standard, which
means they may not Rally. This means, for Cavalry and Pike, that any Retired result is treated as Eliminated [a].

However, for Archers, for any Archer that incurs a retired result, roll one die:

• If the dieroll is a 0-6, the unit is Eliminated.

• If the dieroll is a 7-9, place that archer in the center of the nearest (Scots player’s decision) schiltron, out of which it may fire. It is considered Disordered, but may rally the next time the Scots are activated.

\[a = \text{Much discussion as to whether the cavalry bolted and ran because the fix was in (doubtful) or because they were simply no match for the English. A few of the mounted men-at-arms did make their way into the center of the schiltrons to provide some back-up, on foot. Not enough to make it part of the game.}\]

### NON-HISTORICAL SCENARIO

If players wish to have a more active Scot, and/or to see if they could do better than Wallace (which shouldn’t be too high a bar to leap over), you can play the game without the immobile deployment Wallace used.

The Scots set up first. (The English do not change their deployments/arrivals.) They may deploy their units in any formation they wish, on or north of the 1900 row, inclusive, but not in a woods hex.

Activation and Continuity are normal; Wallace commands the pike. See the Bannockburn rules for having individual units assume schiltron (for those not starting therein).

Use the normal Rally rules, and the Scots get Wallace’s Standard, which is placed where you deploy Wallace. The change of Retired results to Eliminated does not apply. We will assume, for game’s sake, that Foot in a bad way don’t bolt into the woods for safety, as they did in the actual battle.

**DESIGN NOTE:** Playtesters said the Scots actually have a chance here... not much of a chance, but a chance.

**PLAY NOTE:** Someone will quickly figure out that you can line up all the Scots from one end of the map to the other, thereby “blocking” any flanking movement. You should not allow any Scots units within two hexes of the east/west edges of the map, if alone to represent that the English had superior numbers and, if lined up similarly, would still outflank the Scots.

### FLIGHT LEVELS

**Balance:** Wallace, and his army, are the wrong troops in the wrong place, at the wrong time. Falkirk shows what happens when good infantry, deployed and trained (and done so quite well) to resist heavy cavalry, cannot do so when such deployment is not combined with, and supported by, sufficient archers and cavalry. Because of this, the English should have minimal trouble winning. Maybe more if a Scots player can come up with a better plan, other than hiding in the woods.

**DESIGN NOTE:** In the Historical version, once the Scots cavalry and archers have been driven off, the English shouldn’t lose a man.

### COURTRAI

**Flanders, 11 July, 1302**

### Historical Background

Courtrai, one of the major battles in the long rebellion wars between France and the Flemish (who were not very happy with the overlordship of their neighbors) is considered as the first battle, outside of England and Scotland, to show the superiority of a well-placed, purely infantry army when faced by a mostly mounted force. The Flemish did not have many missile units, but their position and adaptation of a purely defensive stance against an army that ignored the realities of what was before them, proved a valuable lesson.

The Flemish infantry, mostly local militia strengthened by the few men-at-arms the locals could dismount to fight with them, deployed behind a series of streams, behind which they dug rows of ditches to make it difficult for the mounted French to advance.

The French, totally disdaining their lower class opposition, insisted on launching several mounted charges across this difficult defensive terrain, charges that were completely disastrous, especially as the Flemish went into Shield Wall. By the time the French decided to use their foot, it didn’t make any difference. Momentum had shifted to the Flemish, and the French were driven from the field. Because of the Flemish success in taking prizes, this battle is known as The Battle of the Golden Spurs.

**Playing Time is about two hours.**

### INITIAL DEPLOYMENTS

**Flemish Army**

**Leaders:** Guy of Namur, William of Julich, John of Renesse

**Standard:** The Standard of the Town of Courtrai. Place where desired.

**Facing:** As desired.

**Deployment:**

• 4618, 4717, 4818: 3 Pike Infantry (Guarding any sortie from the Castle; from John’s command) [c].

• 4312, 4413, 4513, 4614, 4714: 2 Dismounted Men-at-Arms, 3 Pike Infantry; John of Renesse [b].

• 4012, 4111, 4211, 4310, 4410, 4509, 4609, 4709: 7 Pike Infantry, 1 Crossbow; Guy of Namur [a]).
Men of Iron

Battle Book

© 2005 GMT Games, LLC Living Rules Version 1.1 with Infidel Addenda 03/15/2012

- 4810-12, 4912-13, 5014-16; 8 Pike Infantry; William of Jutlich.

a = The overall commander.
b = Apparently, the designer of the defense plan.
c = This rear guard may have contained as many as 1200 men. We have kept it small, mostly for game purposes.

French Army

Leaders: Robert d’Artois, le Comte d’Eu, le Comte d’Aubermarle, Raoul de Neele [a].

a = Constable of France. All of these leaders were killed. Who commanded what is impossible to tell. Robert d’Artois was the army commander.

Standard: The Standards of the King of France (2). Place the Standards in 4901 and 5711.

Facing: As desired.

Deployment

- 2 Dismounted Men-at-Arms in 4718 [a].
- 8 Pike Infantry and 1 Crossbow unit (#1): 4009, 4108, 4208, 4306, 4307, 4406, 4505, 4605, 4704; Raoul de Neele.
- 6 Pike Infantry and 1 Crossbow unit (#1): 5008, 5108-10, 5211-13, 5313-14 (note: there are more setup hexes than units).

It is your choice where they go; le Comte d’Aubermarle.

- 7 Mounted Men-at-Arms (#s 2-5, 7-9): 4007, 4106, 4205, 4304, 4404, 4503, 4603; Robert d’Artois.
- 5 Mounted Men-at-Arms (#s 7-11): 4903, 5004, 5104, 5205, 5305; le Comte d’Eu.

a = This is the Castle Contingent. See the rules on the Castle and Sorties. The units have no leader. They may Stack together as long as they stay in the castle Hex. Only one unit may Shock Attack out of this hex. Use #s 7-8 from Orleans’ Command (color).

French Optional Deployment: Setup anywhere on the map south or east of the brook running from the monastery to 4706 to Courtrai with one condition: You can have only one command of infantry and mounted MA on either side of the road (north or south) that runs from 4900 to 5115 (but not behind Flemish lines).

WHO GOES FIRST?
The French start the game, activating any command they wish.

Shield Wall/Schiltron

Flemish - Shield Wall
French - No Shield Wall

Terrain

The River Lys. Not uncrossable, but a distinct military difficulty. All the bridges leading out of the town had been destroyed, and the men inside the castle had taken losses trying to rebuild one in the face of Flemish opposition.

The Brooks. Not much of a problem, except that these are what is draining the river water into those ditches, making that whole area one big mudpile from the middle of the battle on.

Ditches. The most distinctive feature of the battlefield, the effect of which on the outcome depends on who or what you want to blame. Several period French sources place blame squarely on the fact that these ditches were a big surprise to the French. Unfortunately, the papers and books of Robert d’Artois show that he paid a specific sum for a map showing their location. The building of such ditches was to become a
standard feature of a defense-in-place, as you will see in most of
the battles in the game, and is one of the reasons for the superior-
ity of the infantry, on the defense, against a charge of mounted
knights. There are others; see the Shield Wall rules, below. For
our purposes, the ditches, the actual location of which may have
been difficult to see because of a fog (a phenomenon not men-
tioned in some sources), are mostly road bumps, filled with water.
They slow down mounted units, negating their ability to charge,
and provide a difficult path of retreat for heavily armored men.

The Town of Courtrai and the Buildings (Monastery, Castle
Church, et al). No unit may ever enter the Monastery hexes.
(There are 3 of these: 3912, 4013, and 4112). One unit—foot, not
mounted—may enter an unoccupied Castle or Church (although
we doubt this will ever happen in the game), and the Movement
Costs to do so, and the defensive benefits for same, as well as the
Town of Courtrai, are given on the Terrain Charts. For whatever
it’s worth, all buildings and town hexes block LOS. The bridges
are blown (and logically the gates are closed, what else would
they be). With the exception of the activity around the castle,
where the French are besieged, units cannot cross the town wall.

Roads. The roads negate the costs of entering town hexes and
crossing the brooks where the road actually crosses that brook.
If it doesn’t, it does not negate the cost. Roads do not negate the
effect/cost of Ditches. A unit may not use Road movement cost
when moving adjacent to an enemy unit.

THE CASTLE CONTINGENT: SORTIES
The French held the Castle of Courtrai with a small contingent
of men-at-arms. At least once during the battle they tried to
break out to cause disruption in the rear of the Flemish lines,
a prospect Guy foresaw by placing a unit to guard against any
such event.

The French may try to sortie out of the castle and the Church
(hex). A Sortie is considered an activation of a command; here,
a command with one unit and no leader (although the unit is
considered as being In Command). The Castle Contingent may
be activated any time instead of die rolling for Continuity. No
dieroll is required; the activation is automatic, but the Castle
contingent may not be activated any time other than instead of a
Continuity dieroll. After completion, the activation process
continues normally.

If the Castle Contingent incurs a Retire result, it retires to
the castle or church (which it treats as a Standard), unless the
castle/church is occupied by the Flemish. If that is the case, the
contingent unit is, instead, eliminated.

GOEDEDAAGS
Much of the Flemish Pike Infantry was equipped with goe-
daags, long pike-like things used to pull riders off a horse. In-
terspersed with the usual pikemen, these “peasants” proved to
be a major force during the battle, bringing the Mounted Upper
Classmen down to their level.

Whenever a Mounted Men-at-Arms unit either attacks a Pike
Infantry that is not in Shield Wall, or is attacked by a Pike In-
fantry, and the Men-at-Arms unit suffers any sort of negative
result, roll one die:

- If the DR is a 0–4, the mounted unit is immediately Unhorsed
  (in addition to any other result). Replace the mounted unit with
  an Unhorsed, as per the rules.
- If the DR is a 5–9, no additional results.

SHIELD WALL
The French may not use Shield Wall, and Flemish units in Shield
Wall may not use the effect of Goededaags.

DITCHES AND RETREATS
Thought things were bad for the French knights? They’re about
to get worse.

Mounted units may not charge through, charge into, or start a
Charge in, a Ditch Hex.

Whenever a Mounted Men-at-Arms unit (even if it becomes
Unhorsed during that combat) suffers a negative result while in
a Ditch hex, or must Retire (and in order to reach his Standard
must go through a Ditch hex), the French player rolls a die:

- If the DR is a 0–4, that unit is, instead eliminated.
- If the DR is a 5–9, no other result.

HISTORICAL AND DESIGN NOTE: The French suffered most
of their losses as their knights tried to retreat back through the
by now thoroughly muddy quagmire of the ditches. Many, bur-
dened with armor and trapped beneath their horses, which were
also hapless in the mud after falling, simply could not move and
perished beneath the rapidly building piles of bodies. Much dis-
ourse on whether the ditches truly lost the battle for the French,
or if they were just another contributing factor.

OPTIONAL RULE: For balance purposes, players can ignore
this rule (even as they ignore the realities of the situation).

FLIGHT LEVELS
Flemish Flight Point Bonus: Any Flemish unit Eliminated or
Forced to Retire by a French Men-at-Arms unit is worth double
(2x) its usual Flight Points. Use a “Retired by Men-at-Arms”
marker for those units; place the units so eliminated in the ap-
propriate box on the map.

DESIGN NOTE: Not about to let the lower class foot types get
any of the glory, the French knights insisted on ignoring the early
efforts of their pike, withdrew their infantry, and charged. We’ll
make it worth your while to try it.

The Castle Contingent: If either of the units that starts inside the
castle (4718) manage to enter any hex East of the River Lys and
south of the brook running from 5215 to 4807, or east of the brook
running from 3811 to 4705, the Flemish incur 5 Flight Points the
instant it happens, regardless what happens afterwards.

No Flight Points are given for standards or occupying any spe-
cific hex.
• The Flemish Flight Level is 35. (This is rather high, vis a vis other battles, because of the source—note high morale of the Flemish in defending their city. Makes the French look twice at the Men-at-Arms bonus rule, above).
• The French Flight Level is 35.

Balance: If you play this battle with all the historical rules, you will find it very hard to win as the French. We have weighted the Flight levels towards a less disastrous day for the French.

BANNOCKBURN
Scotland, 23-24 June, 1314

Historical Background

Very briefly, The Scots, under King Robert I, had captured much of Scotland and were raiding the north counties of England. The threat to the English stronghold at Stirling Castle was real, and King Edward II was most interested in regaining whatever reputation he had, most of it dissipated after his futile campaigns of 1310-11. To counter the growing Bruce threat, Edward II gathered an army quite large for the time (over 15,000 men), and a fairly good one, and headed north to relieve the threat against Stirling and, Edward hoped, to smash Bruce’s much smaller force.

Edward, however, was in somewhat of a hurry and ignored the advice of his lords, many of whom were familiar with the Scots. Marching north at a brisk pace, his vanguard caught up with the Scots army just south of Stirling Castle, blocking the approach with the help of some heavy woods and a rather precipitous burn, a stream difficult to cross because of the heavy growth along its muddy and treacherous banks: The Bannock Burn.

Gloucester and most of the English mounted men-at-arms swung east and north, crossing over the burn at the village and making a rash attack against the command of the Earl of Moray, just south of St, Ninian’s kirk. As often happened in these days, the Scots went into schiltron and the charge was repulsed. King Robert did much for the morale of his army by defeating Henry of Bohun in a classic one-on-one battle. Henry lost when Robert’s battle-axe slammed through Henry’s helmet and cut his head in two. Very impressive.

While this was going on, Edward’s main battle force, his foot, marched and straggled in much disarray towards the battlefield, arriving in dribs and drabs through the late evening. With the Scots holding the road to Stirling, the infantry was forced to spend a brief night—at that time of the year it is dark only for about 4 hours—camped on the boggy, wet and uncomfortable portion of the Carse of Balquhiderock, or with Edward’s baggage train, some distance south of the burn.

At sunrise, much of the English infantry was still arriving, some were struggling to get up and onto the field, while the rest struggled to form some sort of line behind the deployed heavy cavalry. Exactly what then happened is difficult to determine. However, it appears that an initial charge by the English mounted knights was thrown back, at which point the Scots went on the attack, pouring down from their position into the bedraggled, tired and still forming English foot, driving everyone from the field in a massive retreat.

DESIGN NOTE: It is difficult to find two sources—period or modern—that agree as to exactly where the battle took place, or who was deployed where. For one, the terrain has changed much since the 14th century. What you have below is what we felt is the most likely deployment, although not the only one possible given the facts.

The battle simulated below does not include the small engagements of the first day of Bannockburn, as they do not make very interesting situations.

Playing Time ran about two hours for the playtesters.

As designed—somewhat ahistorically—this is a fairly balanced scenario. We have provided adjustments to reflect a greater historical reality.

INITIAL DEPLOYMENTS

Scots Army

Leaders: Robert I (Bruce), King of Scots; Edward Bruce, Earl of Carrick; Thomas Randolph, Earl of Moray.

Standard: King Robert, Earl of Carrick, Earl of Moray. Placed within 3 hexes of the Leader to whom they apply.

Facing: All units are faced towards the English Army.

Deployment

• Moray’s Command: 3 LB Archers [a] (4424, 4523-4), 6 Pike Infantry and 2 Axe Infantry [c] (4623, 4722, 4822, 4624, 4723, 4823). Earl of Moray in 4722.
• King Robert’s Command: 4 Pike Infantry and 2 Axe Infantry [c] (4921, 5021, 5120, 5220), 4 Pike Infantry (4922, 5022, 5121, 5221); King Robert in 5021.
• Edward Bruce’s Command: 3 LB Archers (5517, 5617, 5618); 6 Pike Infantry and 2 Axe Infantry [c] (5319, 5419, 5518, 5420, 5519, 5619). Earl of Carrick (Edward Bruce) in 5419.
• Hobilars [b]: Both in any hexes on Old Roman Road between 4923 and 5721. These may start mounted or dismounted.

All Scots pike are in Schiltron.

a = It is somewhat unclear as to whether or not the Scots had longbows, but the evidence seems to indicate that they did, and that their weapons were no different from those of the Welsh. This position is based on the discussion of what we call the Longbow in Bradbury’s “The Medieval Archer”. English missile superiority was not so much because of the type of weapon, but because of the number of archers used, and how they were used. It was a question of tactics, not weaponry.
b = It appears from some sources that these units started mounted, then dismounted to join the infantry. When the English Army started to rout, they re-mounted and joined the pursuit.
c = See the Special rules on Axe Infantry, below.
English Army

HISTORICAL NOTE: The English Army was in considerable disarray. The mounted men-at-arms were the only units formed and in place. The rest of the army, all the foot, had spent a brutal night (which was rather short, lasting from just before midnight to around 3:15 AM . . . those long summer nights up north can be hell on soldiers) in the marshy bog of the carse and the English camp, south of Bannockburn about where the charts and tables box is. The foot was just starting to form up, with much of the army still straggling towards the battlefield, when the English Men-at-Arms started the battle.

There are two specific results of this. Most of the foot is scrambled all over the place—virtually negating the numerical superiority the English had in pike infantry—and the pike infantry is all Disordered.

Leaders [a]: Edward II King of England; Gilbert de Clare, Earl of Gloucester; Humphrey do Bohun,. Earl of Hereford; Robert Clifford, Henry Beaumont.

Standard: King Edward II. Placed within 3 hexes of Edward.

Facing: As the English Player desires.

Deployment:
- Gloucester and 1 Mounted Men-at-Arms #1): 5115.
- 13 LB Archers: 4317-19, 4419-20, 4519, 4216, 4109, 4910-11, 5011-12, 5810 (Edward’s Command Color) (#’s 1-13).
- 2 Crossbow Archers: 5213, 4709 (Edward’s Command Color).
- 16 Pike Infantry [b]: 4011, 4208, 4215, 4309, 4412-13, 4510, 4608, 4611, 4613, 4712, 4812, 5009, 5411, 5711, 6008 (Edward’s Command Color).
- Clifford and Beaumont, wherever desired.
- In the English Camp: 3 LB Archers (#’s 14-16), 4 Pike Infantry [b]

Disordered: All Pike Infantry start the game Disordered.

a = While we know the names of most of the major English Commanders, other than Gloucester and Hereford leading the cavalry, there is little indication who was elsewhere, or what they were doing. We have had to assign leaders to commands they may not actually have commanded, a problem exacerbated by the fact that most of the army was not fully formed.


Alternate Deployment

If you wish, you can alter the balance somewhat, in favor of the English, by:

- Deploying the Cavalry as stated.
- Deploying 8 Longbow units within 2 hexes of 4418.
- Deploying 4 Longbow units within 1 hex of 4911.
- Deploying all the Pike infantry, all Crossbows, and 4 Longbows as desired, but “behind” (east) of King Edward II. E.g., a line from 4115 to 5210 would be one such placement.

If you want to give them an ever bigger leg up, the pike do not start Disordered.

WHO GOES FIRST?

There is some disagreement as to who actually “went first”. Most—but not all—sources say the English started proceedings. There is enough disagreement for us to let this be decided by high dieroll.

SHIELD WALL/SCHILTRON

Scots - Schiltron
English - No Shield Wall

TERRAIN

The Burns. These small, but treacherously banked, streams were formidable obstacles to tactical movement. They define the parameters of the battlefield.

Mounted units may not shock or charge across a Burn hex directly into an enemy occupied hex. Moreover, any mounted unit that crosses a burn hexside, other than by using a bridge or ford, must roll for Disorder. Roll one die, add the units’ Defensive Rating:

- If the adjusted DR is a 5 or higher, that unit is Disordered immediately upon crossing.
- If lower than 5, nothing happens.

Bridges and Fords. These may be used only if the moving unit is not going to move directly into a hex adjacent to an enemy unit. Otherwise—and for combat—the burn’s MP must be used.

The Boggy Carse. The eastern portion of the Carse of Balquhiderock was a swampy, watery bog. The watery portion was a series of low pools that covered the area, making life for the encamped British foot miserable. The movement costs are on the Terrain Chart, but note that a unit Shock attacking or Charging from a Bog hex incurs a –1 drm (foot), or a –2 drm (Mounted men-at-arms), regardless where the defender is. Bogs have no effect on Fire.

St. Ninian’s Kirk. This was the focal point for the Scot left flank, it has no effect on battle or movement.

Potholes. To guard against the approaching English, Robert, in the fashion of the day, dug a line of potholes behind which he deployed one of his commands on June 23. There does not appear to have been any effort by the English in this direction, other than tangential—Bruce gets to lop off the head of the rash Henry de Bohun—and there is no further mention of them in reports. Their effect is on the terrain tables.

THE SCOTS SCHILTRON

Although it is often used to delineate a ‘command”, schiltron was a phalanx-like, hollow formation of pike infantry that, as a game rule, contains many of the elements of Shield Wall (14.1). Often, when faced with flank/rear attack, the units in the rear would turn and face in the opposite direction, creating a medieval version of “square”. Moreover, the infantry was trained to use their pikes to form a wall of “points” that few cavalry units could break, or even choose to try.

Scots Pike infantry has the capability of doing this at the start of any activation (for the units in question). Any Scots Pike Infantry that is not disordered or adjacent to an enemy unit may go into “schiltron” simply by announcing it, and placing a “schiltron” marker on top.

Pike in schiltron:

- may not move or attack (but see mechanic for Axe infantry, below)
- If they are adjacent to another pike unit in schiltron their Flank hexsides are treated as Frontal. But they do have a Rear, and are subject to any dieroll modifiers for being attacked through the rear.
- Mounted units may not Charge the Frontal hexside of a unit in Schiltron; they may Shock normally, but do so only upon passing a Charge Reluctance dieroll. Use the section of the Reluctance Chart that refers to Scots Schiltrons.
- A disordered unit cannot form Schiltron. However, units in Schiltron that become Disordered can remain in Schiltron.
- Units in Schiltron ignore all retreat results.

Pike in schiltron may leave that status at the start of any activation in which they are not adjacent to an enemy unit. They may be disordered when they do so, and they regain their printed Movement Allowance.

PLAY NOTE: Entire Scots commands would go into schiltron formation at the same time. You don’t have to do this, but it does make for a nifty defense, especially when one throws in an axe unit or two.

AXE UNITS

In an interesting exception to the Stacking rules, any one Axe Infantry may stack (beneath) any Scots unit in schiltron:

- The Axe unit is not in schiltron and has no effect on any combat strength or adjustments. It will suffer any negative result that the pike above it does.
- The Axe unit may move from its hex at any time that command is activated, which means it may rush out and attack!

Axe units may not pass through pike units.
SCOTS HOBILARS
The Scots have two units of light cavalry—what the game terms hobilars—that acted rather independently during the battle: Keith’s and Douglas’s.

- When dismounted, they are treated as Dismounted Men-at-Arms (and their Shock defense ratings reflect their somewhat lesser capabilities in that status). They are not missile capable.
- There is no Leader for the Hobilars. Both Hobilars are considered to have an Activation Rating of ‘5’, and both are activated together. No Command Range applies. The Scots Hobilars use the King’s Standard when retired.

ENGLISH DISORDER
Virtually all of the foot units in the English Army were in a state of almost total disarray. That situation hobbles the English Player greatly. So, we have two ways to go one this.

Competitive game: The standard Rally rules for disordered units are in effect.

Historical game: Disordered English units may be Rallied only if in Command range of one of the foot Leaders (below).

The English Disorder Historical rule applies to the Pike units that begin the game disordered and only until they Rally once.

ENGLISH COMMANDS
As noted, just who is leading what for the English is rather cloudy. This requires us, as game designers, to apply some rules that probably do not reflect what was going on. However, this IS a game ... not Reality.

The English Mounted Men-at-Arms are commanded by two leaders: Gloucester and Hereford. Both may command any/all of the cavalry (within Range). This means you can activate Gloucester (and all cavalry within range) immediately followed by activating Hereford (and all cavalry within Range). However, activating Gloucester does not allow you to move/use Hereford, and vice versa. Be creative.

There is no specific leader for the English Foot. Three Leaders can command any foot units—pike or archer: King Edward, Clifford and Beaumont. Any of those, when activated, can activate any pike or archers within range. The downside is that means that units outside their range cannot do anything.

However… the English player may chose any Free Activation (an activation where no die roll is necessary) to activate all foot units that, at that instant, are not within a foot leader’s range. Units so activated may only move, and they may not move adjacent to enemy units. They may not Fire, Shock, nor Rally.

Edward II is not replaced is he is killed.

DESIGN NOTE: The ratings we have given the English “foot’ commanders are for play balance purposes. If you wish to get a more historical perspective of Reality, lower the Activation and Range of both Clifford and Beaumont by one.

THE ENGLISH CAMP
There is a box for The English Camp (bottom/south of map). Several units start in there. These are treated as units outside Leader Range, and are activated under that rule. They enter the game through 6008, with each entering unit paying the movement costs incurred by the previous units (in addition to terrain costs).

FLIGHT LEVELS
Balance: When using (our version of) the historical deployment, the Scots are heavily favored. The Alternate (non-historical, let’s ignore Reality) English deployment goes a far way to even things up. We also suggest upping the English Flight level by 10 points for better balance (but less historicity).

No Flight Points are given for standards.
- The English Flight Level is 40.
- The Scots Flight Level is 30.

CRECY
France, 26 August, 1346

Historical Background
Creçy is the first major battle of what we call The Hundred Years War, and the classic example of how infantry and archers, on defensible ground, are extremely difficult to overcome with a mounted force.

The French Army was strung out for miles, and a heavy rain had done little for the equipment of the vanguard, vaunted Genoese crossbowmen. Still, they advanced to attack the English right, only to be outshot, and decidedly so, by the English longbows. As they were retiring to regroup, Alençon’s command arrived and, as was typical of the French men-at-arms, immediately charged, riding down a large number of crossbowmen who got in their way.

In the first of several, similar charges, the French horses stumbled across the potholes, reaching the solid wall of English spears at a walk. The horses refused to charge, the English longbows riddled the mounted force, and then the English knights shot out from behind the line to finish off the French, many of whom had been unhorsed and were useless.
This happened over and over, as the French army, all mounted—their foot and equipment was far to the rear—valued chivalry over common sense and sound tactics. The end result was a smashing English victory, and a stunned French army.

**Playing Time** ran about two hours for the playtesters.

**INITIAL DEPLOYMENTS**

**English Army**

**Leaders:** King Edward III; Edward, Prince of Wales [c]; Earls of Arundel and Northampton; Godfrey de Harcourt [d]

**Standard:** The Standard of King Edward is used for all units. It may be placed anywhere within 3 hexes of where Edward, himself, is initially placed.

**Facing:** All units start facing in whatever direction the player wishes.

**Deployment:**

- Right Wing: 9 Longbows (#s 1–7, 17–18) and 3 Pike Infantry (#s 8–10): 5410, 5309, 5209, 5008, 4908, 4809, 4709, 4610–13; Godfrey de Harcourt [d] anywhere within Command Range of one of these LB.
- Left Wing: 9 Longbows and 3 Pike Infantry (#s 5–7): 4513–17, 4618–22, 4722, 4823; The Earl of Arundel anywhere within Command Range of one of these LB.
- Left Wing Dismounted Men-at-Arms (5, #s 2–6): (4917–21); The Earl of Northampton in any of those hexes.
- Reserve: 3 Longbows, 2 Pike Infantry (#s 8–9) and 3 Dismounted Men-at-Arms (#s 1–3): in a Road hex from 5213 to 5119, inclusive; King Edward III in any of those hexes.
- Bombards [b] (2): 5510 and 4613.
- Hobilars [a] (CB) (2): Any hex adjacent to, but outside, the Wagon Lager. These are from King Edward’s command, and they start mounted.

\[ a = \text{In all likelihood, these Hobilars were Gascons, and thus mounted crossbowmen. They do not appear to have been involved in any of the fighting.} \]

\[ b = \text{See the note, below, on these.} \]
King Philip’s activation rating. King Philip activates. If an odd number under King Philip’s activation rating, this successful Continuation is transferred to any other French leader, regardless of their activation rating. If the die is greater than King Phillip’s activation rating, the Continuation attempt has failed and play passes to the English player. After Phillip enters, he follows the normal Activation rules.

**HISTORICAL NOTE:** The French had a large contingent of local levies and town militia—what the game would consider (rather poor) Pike infantry. However, they were far to the rear, with the French baggage train, and they never got into the battle.

**TERRAIN**

Several features are not self-explanatory.

**Clear.** Normally, this would be the usual 1 MP to enter. However, it had rained quite heavily immediately preceding the battle (and see the rules on Crossbows), and the low-lying valleys, close to the marshy areas of the river, were very muddy and difficult to traverse. Therefore, all Level one clear hexes cost 2 MP to enter, a definite disadvantage for the French.

**DESIGN NOTE:** If you want to give the game a bit more balance, ignore this rule.

**Potholes.** It appears that the English, having played such games with the Scots for years, dug small holes to the front of their entire line. These holes were hard to see by incoming mounted units, causing many mounts to stumble, fall, and unhorse their riders. Therefore, any mounted MA moving into a hex with a pothole must undergo a Stumble Die Roll:

- If the die roll is a 0–2 the riders are unhorsed. Replace the mounted unit with an Unhorsed Men-at-Arms unit (they’re all the same, so it matters little which one), and its movement is finished for that turn. It may not shock that activation, and the unit may not re-mount.

  - If the die roll is 3–9, the unit remains mounted but incurs the use of an additional MP. If it doesn’t have any left, treat it as No Effect.

For those of you who want more historical flavor (and to watch the French get slaughtered to a greater extent), try this rule: If mounted units attempt to Charge (not just move) through a pothole hex, the 0-2 = Unhorsed die roll applies, but if that same die roll produces a 3–9, the Charge is negated and reduced to a normal Shock.

**Elevations.** The right side of the hill that the English deployed on was rather steep, enough so that the French did not consider attacking across that side. The additional movement and attack difficulties are noted on the various charts and tables. A unit Charging up the steep slope would incur a -2 DRM for the two elevation levels, one for each level. The steep slopes have no effect on Fire other than the change in elevation.

**Roads.** The roads appear to have been relatively unaffected by the rain. Units may use Road costs only if they are not using the Road to move adjacent to an enemy unit of any kind.
THE GENOESE CROSSBOWMEN
The only foot that the French had at the battle were their large contingent of Genoese crossbowmen, considered the finest of their type in Europe (even if the Pope had outlawed their use). However, Crécy was not their finest day, and many French historians have labeled them cowards, turncoats and the sole cause of the French defeat. We, along with the majority of historians, think the French missed the point of the whole exercise.

Firstly, understand that the crossbows used at this time were of wooden construction, not the metal crossbows of a century later. As such, they were not as efficient nor as powerful as the latter, or the Longbow—which had greater range and penetrating power than the wooden crossbow (some 375 yards max to maybe 250 yards max). Conversely, the shorter, heavier crossbow quarrel often made up in stoutness what it lost in momentum, in terms of penetration, vis a vis the longbow.

For those players who want as much historical flavor as possible, we recommend using the following rules. Others, not wishing to burden the French any more than they already are, can ignore them.

Rain. Most (but not all) sources say that the rainfall hurt the crossbowmen much more than the longbow archers. The latter, anticipating the humidity, had unstrung their bows, something the Genoese apparently did not do while on the march. To account for this negative effect, subtract two (–2) from all crossbow fire.

DESIGN NOTE: Some sources state that the crossbows were virtually useless. We don’t go quite that far.

Shields: It appears that the Shields used by the Crossbow teams—the crossbowmen operated in teams of firers, rewinders and protector/shield holders—were in the baggage train in the rear, unavailable. This rendered the crossbowmen even more susceptible to enemy archery. When firing on crossbowmen, Longbows add one (+1) to their Fire die roll.

BOMBARDS
It is pretty well established in most sources that the English did have bombards—small, very primitive, cannon—at Crécy. (The arguments for and against are well-presented in Burne’s book.) Apparently, they scared the living daylight out of the Genoese crossbowmen. It is also, it would seem, the first recorded instance of the use of guns in a European field battle.

Each bombard unit may fire only twice in the game and only once per activation. However, a bombard may fire at any time, even in the middle of a French activation. Use a Bombard Fired to indicate it has fired once; remove after the second shot.

Bombards fire like missile units, through their frontal hexes. Roll one die and consult the Bombard Fire Table. Subtract from the DR the number of intervening hexes between the bombard and the target. There is no other DRM for bombards. Thus, an adjacent unit would have no DRM, and a target unit three hexes away, with two intervening hexes, would incur a –2 DRM. Bombards have the same LOS as crossbows.

Bombers may not move. They may stack with any one friendly foot unit. They are not affected by enemy missile fire. However, if alone in a hex and an enemy unit moves adjacent, or the unit it is stacked with leaves that hex for any reason as a result of Shock, the Bombard is destroyed.

CHIVALRY AND AGGRESSION
One of the causes of the French defeat at Crécy, as at several of the battles of the early years of the entire war, was the tendency of French mounted men-at-arms—the “knights”—to combine their sense of chivalrous honor, their natural tendency to attack, and a relative condescension to the capabilities of the English into ill-planned, piece-meal, full frontal charges that, given the excellent defensive capabilities of the English weapons and tactical thinking of the time, usually spelled disaster. At Crécy, various contingents of the French cavalry charged more than a dozen times.

For players wishing as much historicity as we can muster in a minimal number of pages of rules, we suggest they use the following rules. Those of you who want to see what would have happened had the French knights been somewhat cleverer can ignore them.

Any time any of the three French leaders of Men-at-Arms is activated, and that leader is within four hexes of any English combat unit, all Men-at-Arms—regardless of their condition—in his Command must attempt to Charge the enemy. They must do so in a direct a path as possible, even if this means moving through any Genoese CB units in their path (which they can do, as per 8.0). They may not change facing unless it is absolutely necessary to do so to reach the most accessible enemy unit.

If a French Men-at-Arms unit moves through a hex with a CB unit, that CB is immediately Disordered. If it is already Disordered, it is eliminated.

THE ENGLISH WAGON TRAIN
We are, of course, referring, to the hexes at the western edge of the map (near the Forest of Crécy), a lager of wagons which contained Edward’s baggage and all his men-at-arms’ horses.

The wagons are guarded by several hundred hobilars, light cavalry usually used on the flanks of deployed archers as protection. The hobilars are considered under the command of King Edward III, and are activated by him, but they are always treated as In Command for all purposes, regardless of their distance from Edward.

If any French combat unit is inside the lager at the end of any activation, the English incur one (1) Flight Point.

NOTES ON ENGLISH DEPLOYMENT
The deployment of the English army, as described by historians,
varies almost as widely as the number of purveyors of this information. For those of you who do like to read the sources, we suggest using the deployment as described by David Nicolle, with the longbowmen and spearmen intermixed in one line, and the men-at-arms somewhat to the rear. Other sources state the men-at-arms were in the center of the front two lines, with the spears on each side and the archers on the flanks. As noted above, the hobilars may or may not have been assigned to guard duty; it is possible they were dismounted and mixed in with the spear-carrying infantry. We believe otherwise. If you like to experiment in this area, feel free to do so.

**FLIGHT LEVELS**

**Balance:** If you play this battle with all the historical rules, you will find it very hard to win as the French. If not, well, King Edward still has a good position, but you, as the sagacious gamer you are, have far more insight into how to attack it than Philip VI and his commanders.

No Flight Points are given for bombards or standards.

- The English Flight Level is 40.
- The French Flight Level is 50.

---

**POITIERS**

**France, September 19, 1356**

**Historical Background**

Poitiers is one of the most covered battles in medieval history, yet the one with the most differences, not about what happened, but exactly why and how.

Again we have the French chasing a much smaller English army that was on a glorified pillage and loot mission, led by Edward, Prince of Wales, this time all over central France. Edward’s army ran into a problem just south of Poitiers; behind it was the French army, in front of it was a river that, in crossing, would put the English in great danger. So, Edward turned to face the French, picking out, yet again, the best possible position for his archers and foot.

While the English left was guarded by a difficult marshy lowland, his front, atop a small rise, was behind what appears to be a line of low hedges—sources differ greatly on this—to which Edward added some ditches to protect his right flank.
Again, the French approached in waves, as you can see from the game rules below. However, this time, the French weren’t going to change head-on into the English defensive position. (The vanguard, mercenary Germans, were of a different mind and the instant they saw the English they put spur to horse and proved, yet again, that when honor supersedes intelligence, bad things happen.) The French dismounted their men-at-arms (mostly), even removing their foot armor to aid in walking. Unfortunately, they dismounted quite a distance from the English line, and that, plus the lack of adequate footwear, rendered most of the French ‘foot’ rather uncomfortable and not quite as up to the task at hand.

The result was much the same as at Crécy, although Poitiers was a much closer battle in terms of final result, with the outcome dependent, to a great extent, on the initiative of Captal de Buch, who commandeered a group of mounted English knights, swept around the French left whaling away at the hedges, and surprised the men to their rear.

Two important battles in ten years had shown the French the virtual impossibility of breaking a defensive position held by good foot supported by missile fire. 60 years later, at Agincourt, they still hadn’t assimilated those lessons.

INITIAL DEPLOYMENTS

English Army

Leaders: Edward, Prince of Wales; Earls of Warwick and Salisbury; Captal de Buch.

Standard: The Standard of Prince Edward is used for all units. Placed in 3012 [d].

Facing: All units start facing in whatever direction the player wishes.

Deployment:

• Longbows (8): Salisbury’s (#2-5) in 2511, 2512, 2514 and 2611, Warwick’s (#s 13-16) in 2517, 2518, 2519, 2520.
• Dismounted Men-at-Arms (9): 2515, 2516, 2617, 2619 (Warwick #s 2-5) with Warwick (2617) [a]; 2513, 2613, 2615 (Salisbury #s 2-4) with Salisbury (2613) [b]; 2814, 2817 (these two under the command of Edward, #s 3-4)
• Mounted Men-at-Arms (2, #s 1-2) 2815, 2816; Edward, Prince of Wales (2815).
• Hobilars (mounted) [c] (2); 2911, 2918.
• Captal de Buch [b] in 2911.
• Wagons (2): 2811, 2910.

*a = Warwick’s left wing was also commanded by the Earl of Oxford; Salisbury’s right by the Earl of Suffolk. For game purposes, we have merged the two on each wing.

*b = Jean de Greilly, one of the Gascons in the English army. He has no “command”; see rules on him, below.

*c = The Hobilars are part of Prince Edward’s command.

d = This Standard works for all units in the English Army.

HISTORICAL NOTE: There is much disagreement as to exactly how the English foot deployed, centering mostly on whether the archers formed solely as wings to the dismounted men-at-arms in the center, or placed between the heavy infantry, as we have done. All of this appears to depend on one’s definition of a single word found in Froissart: “herce,” used to describe the manner in which English armies deployed their infantry. We have opted, at Poitiers, to the “hedgehog-like” interpretation. We should point out, though, that in the majority of battles, the English tended to place their archers on the wings.

French Deployment


Standards: The French get Standards for each of the four Battles they have: Saarbruken’s, The Dauphin’s, The Duke of Orleans’, and King Jean’s. The French Standards are placed, permanently, when and where the French player wishes, except that no Standard may be within five hexes (four intervening) of any hex in which an English combat unit is initially deployed. The Clermont and Audrehem units use the First Battle’s (Saarbruken’s) standard. Standards are placed when that battle is activated; if no standard has been placed, units incurring a Retire are, instead, eliminated.

Facing: All units start facing in whatever direction the player wishes.

Deployment:

• The Van: The Clermont (2114) and Audrehem (2115) mounted Men-at-Arms [a].
• First Battle: 4 German mounted Men-at-Arms (#s 4-7) in 1713-16 and 5 Genoese Crossbows (#1-5) in 1711-12, 1717-19; Saarbruken in any hex [a].
• Third Battle: 9 Dismounted Men-at-Arms (1012-20), the Duke of Orleans in any hex [c].

*a = It appears that Marshals Clermont and Audrehem commanded the entire first battle. However, both Clermont and Audrehem started off the fray by charging the English line with their French Men-at-arms. The rest of the first battle, consisting of crossbowmen and mounted German knights—sources disagree on exactly what these units were—was under the command of several German counts, of which Saarbruken is our representative.

*b = Some historians state that the French, convinced that the reason they had lost at Crécy was because they fought mounted, decided to dismount, for the most part, for this battle. To make it easier for the heavily weighted knights, they even cut off the points on their boots and shortened their lances. It never occurred to them that dismounting was a defensive tactic, and that, offensively, they would have to walk up to a mile and a half in all that armor to even reach the English.

The reality is that the French had been fighting dismounted for years; they understood the reasons for such and such a tactic was not unknown to them. The only difficulty for them in adapting such a posture was convincing their over-heated aristocracy that it was socially acceptable to walk around like the peasants.

*c = The younger brother of Normandy, and not yet 21. See the special rules for this battle.
WHO GOES FIRST?

Historical: The French start the game, activating the Clermont and Audrehem mounted Men-at-Arms, ordering them to Charge.

Free Choice: French still go first, but may activate whom they wish.

SHIELD WALL/SCHILTRON
English - Shield Wall
French - No Shield Wall

FRENCH REINFORCEMENTS
The fourth, and largest, battle of twelve (12) dismounted Men-at-Arms under the command of King Jean II, was somewhat to the rear, almost out of touch with the first battles. This battle may be brought in at any time the French player wishes to activate Jean—either with or without a dieroll. The units may enter through any hexes between 1008-20, inclusive.

TERRAIN
Several features are not self-explanatory.

Clear. Well, there’s clear and then there’s sort of clear. Much of what the map shows as clear, especially around the Maupertuis area, was broken scrub, vineyards, and assorted other flora that made military movement, if not difficult, at least “slower”.

The Hedge. This feature is one of the factors around which some disagreement swirls. We have to take a stance, so this is our interpretation. This row of thorn bushes, which was difficult to penetrate, proved a formidable barrier in the opening hour of battle, and its effect is mentioned by several “period” sources. Then it is never mentioned again in later hours of the battle, as if the units that finally got through managed to tramp it down, well within the realms of probability. The rule, therefore, is once a unit has crossed the hedge, the hedge is no longer a barrier (or even present). We’ve got some counters to place along the hexsides for that purpose. And yes, there is no hedge between 2414 and 2513 (anything to help the French).

The Trench. Dug by Prince Edward to protect his right flank. It is reinforced by his wagons, just returned from their brief attempt to retreat back across the Moisson River, to the South.

Roads. The Roman Road was, most likely, a cobblestone special, as were all Roman. The others are the usual dirt tracks/roads.

Maupertuis. Today a large farm, it appears that back in the XIVth century it was more of a small village. So we treat it as a village.

THE DUKE OF ORLEANS’ BATTLE
Young and inexperienced, the Duke of Orleans, upon seeing men from the two battles in front of him fleeing to the rear, ordered his men off the field. Players who wish to get as much historical flavor as possible should use the following rule.

Every time the French Player activates Orleans—with or without a dieroll—he checks to see if his battle sticks around. Total the French Flight Points and add the roll of one die. If the total is 25 or higher, Orleans’ battle, and all of its units, are immediately removed from play. If they do flee, they do not count towards Flight level.

CLERMONT AND AUDREHEM
The two mounted men-at-arms, the Clermont and Audrehem units, are considered one (separate) Command. They have a notional leader with an Activation Rating of 4, cannot use Seizure and are always In Command. When first Activated they must charge the nearest English troops. The Chivalry and Aggression rule does not affect these two units.

CAPTAL de BUCH
This Gascon “general” is represented here not because he was a major leader, but because of his position in the history of the battle. It was the Captal who took a small group of men, late in the battle, circled around the hill on the English right, and attacked Jean’s battle’s flank, driving it from the field to end the fray.

To that end, the English Player may consider the Captal de Buch as a leader for any units in his (limited) range for whatever purpose he can come up with.

CHIVALRY AND AGGRESSION
One of the causes of French defeat at several of the battles of the 13th-14th centuries was the tendency of French mounted men-at-arms—the “knights”—to combine their sense of chivalrous honor, their natural tendency to attack, and a relative condescension to the capabilities of the English into ill-planned, piece-meal, full frontal charges that, given the excellent defensive capabilities of the English weapons and tactical thinking of the time, usually spelled disaster.

For players wishing as much historicity as we can muster in a minimal number of pages of rules, we suggest they use the following rules. Those of you who want to see what would have happened had the French knights been somewhat less blindly aggressive can ignore them.

Any time any French command with mounted Men-at-Arms is activated, and that leader is within four hexes of any English combat unit, all mounted Men-at-Arms—regardless of their condition—in his Command must attempt to Charge the enemy. They must do so in a direct a path as possible, even if this means moving through any Genoese CB units in their path (which they can do, as per 8.0). They may not change facing unless it is absolutely necessary to do so to reach the most accessible enemy unit.

If a French mounted Men-at-Arms unit moves through a hex with a CB unit, that CB is immediately Disordered. If it is already Disordered, it is eliminated.

FRENCH MEN-AT-ARMS
The French Mounted Men-at-Arms, except for the Clermont and Audrehem units, may dismount and fight that way, if the player wishes. Counters are provided for both statuses.
CROSSBOWMEN
The Crossbowmen cannot be rallied. Therefore, treat any Retired result as Eliminated.

THE ENGLISH WAGON TRAIN
The wagons are considered part of Prince Edward’s command. However, if he activates a wagon for movement, he may not move any combat units of his command.

If any French combat unit ends its movement adjacent to an English wagon, which is not on the other side of a trench hex-side, and not adjacent to an English combat unit, that Wagon is removed.

FLIGHT LEVELS
Balance: The French fought better at Poitiers than they did at Crécy, but the deployment, terrain, and lack of French coordinated command still makes this a very difficult win for the French player.

Each lost wagon adds two (2) to the English Flight Points. No Flight Points are given for standards.

• The English Flight Level is 30.
• The French Flight Level is 45.

Nájera
Castile (Spain) 3 April, 1367
Historical Background
This battle, the largest in the game, allows us to see what has developed into the standard western European army against a much different, almost Eastern, tactical system heavily dependent on cavalry.

Edward, Prince of Wales, seeks to expand the income of his duchy of Aquitaine by extending its territories over the Pyrenees. He gathers together a large army for the period, some English men-at-arms, lots of longbows, and a hefty assortment of mercenaries from the bands of brigands called the free companies, including the Great Company. Standing against him is the political power of usurper King Henry of Trastâmore, inept and fading ruler of Castile.

Henry furiously attempted to swing his army into position. His foot was, for the most part, poor, and most of them drowned trying to flee across the river.

While Nájera was one of The Prince’s great victories—although of no lasting strategic or political importance—it might have gone the other way, had Henry’s army been in position, and had not The Prince’s individual commanders all not had such a “good” day. But it did show that the heavier combined arms approach—men-at-arms both mounted and dismounted, supported by well-placed longbows—was more than a match for the armies that had been fighting fast, light cavalry battles for centuries.

Playing Time ran about three hours for the playtesters.

INITIAL DEPLOYMENTS
The Army of Henry the Bastard [a] of Trastâmore, King of Castile
DESIGN NOTE: This is the largest army in this game; not, however, the best.

HISTORICAL NOTE: The Castilian Army is set up expecting the English army to march in from Navarette down the road. Henry chose not to use the Najarilla River as his line of defense as it would have forced his cavalry to act on the offensive, something they were not very good at... as you shall see. Instead, he used the smaller Talde River (really a large stream) as a natural defense, which would have been a good position, had Edward arrived via the road. Prince Edward, as you shall see in the English deployment, had other plans.

Leaders: King Henry; Bertrand de Guesclin [c]; Don Tello; Alfonso Count of Denia; Gomez Carillo [d].

Standards: The Standard of the Kingdom of Castile. Place in any hex in Najera.

Facing: All units start facing Northeast (towards the lower RH corner of the map).

Deployment:
• The Van: 3 French Routier Dismounted Men-at-Arms; 1 Castilian Mounted Men-at-Arms: De Guesclin. 2513, 2314, 2115, 1916. 2 Crossbows: 2613, 1817. 2 Slingers: 2217, 2416 [e]. Note: We have supplied mounted versions of the 3 French Routier units if players wish to mount these units.
• Second line, Left Wing: 4 Castilian Mounted Men-at-Arms, 8 Genitors [b], Don Tello: 2809-10, 2708-10, 2609-11, 2509-11, 2410. 2 Crossbows: 2909, 2412.
• Second Line, Right Wing: 4 Castilian Mounted Men-at-Arms, 8 Genitors [b], Alfonso, Count of Denia: 1715, 1614-16, 1514-16, 1415-17, 1315-16. 2 Crossbows: 1815, 1317.
• Rear: 30 Pike infantry, 6 Crossbows; Gomez Carillo: In straight lines, 1312-2407, 1212-2306, 1211-2305.

N = The illegitimate son of Alfonso XI King of Castile and his mistress,
Leonora de Guzman (both key figures in the French grand opera by Donizetti, “La Favorite”). Henry has been contesting the kingdom with his brother, the legitimate heir and depressingly named Pedro the Cruel, whom he has recently deposed.

b = Genitor is the English version of the Spanish/Moorish word for the Spanish Light Cavalry of the era. Fashioned after their Moorish counterparts, whom they had been facing for centuries, the Spanish genitors were better armed, but still fought mostly with Harass & Disperse tactics, using their lance-like javelins for throwing at a full gallop or, for the rare times they chose to close, as lances.

c = The great commander of the French free companies (routiers), he brought with him some excellent French men-at-arms, including some of the nobility that had been at Poitiers (e.g., Audrehem).

d = Actually, Gomez was with the Count of Denia in the second line. However, none of our sources list anyone commanding the mass of Spanish infantry in the rear—probably none of them wanted to be associated with such rabble—and we had to have someone, and his name was available.

e = The Spanish armies still made use of slingers, who had not changed much since their heyday in the Roman era. While they could be effective in terms of providing a hail of rocks and stones, they had no other capabilities and usually melted away at the first sign of close combat. The presence of slingers at Najera is noted; how many is anyone’s guess. They had no impact on the outcome.

The Army of Edward, Prince of Wales
HISTORICAL NOTE: As you see from the units available, this is mostly a “French” Army—more specifically, Gascon with scattered Bretons—than English. Edward gathered a large force,
many of them from the free companies. He actually had to turn away many of the latter because he couldn’t afford to (promise to) pay them. The whole enterprise was going to bankrupt him anyway.

Leaders: Edward, Prince of Wales; John Chandos; The Captal de Buch; Thomas Percy; James, King of Majorca.

Standards: The Prince of Wales. It is placed on the map during the activation in which the First Wave (Second Line) enters. It may be placed in any hex through which English Reinforcements may enter. Any English units forced to Retire before the Standard is placed are, instead, eliminated.

Deployment

No units start on the map.

Reinforcements for the Army of Prince Edward

The English enter in three waves, through hexes stated below.

The English Vanguard:

• 6 English Dismounted Men-at-Arms, 4 Longbows, Sir John Chandos [b]

The Van enters in two lines: the front line contains three DM, flanked on each side by two LB. The second line contains the other 3 DM.

The First Wave

Consists of the second English line, of 3 divisions:

• The Right Wing: 5 Gascon dismounted Men-at-Arms, 4 Longbows, The Captal de Buch
• The Center: 5 dismounted Men-at-Arms [c]; 4 Longbows; Prince Edward
• The Left Wing: 5 dismounted Men-at-Arms [d], 4 Longbows (#s 1-4), Thomas Percy

When the First Wave enters it must enter with each division in relative position to the other (LW – C – RW) as given.

The Second Wave

• This is the Rear of the army: 5 Mounted Men-at-Arms (#s 2-6); 2 Longbows, 2 Crossbows; James, King of Majorca.

All units enter through any hexes along the Northeastern edge of the map, between 3404 and 3413 inclusive. The MP cost for the entry hex is increased by +1 for every unit that has entered it before in that wave.

Historical Activation: An English Wave may enter under any form of activation that the basic rules allow, including continuity seizure. For this purpose, the first wave uses Prince Edward’s rating to bring on all three divisions of the wave.

Balanced Play Activation: Each Wave enters in any English Free (no dieroll needed) Activation. As soon as the units in each wave are on they activate under standard rules.

WHO GOES FIRST?

The English start the game. They activate The Vanguard, and then play passes automatically to the Castilians, at which point the normal activation rules take over.

SHIELD WALL/SCHILTRON

English - Shield Wall
Spanish and French - No Shield Wall

TERRAIN

The battlefield was a treeless, fairly flat plain. The sole major terrain feature is the Najarilla River. This river is not crossable in a military sense (except by the bridge), at least not during a battle, and there is no reason to do so during the game. However, as you will see in the Retire/Retreat rules below, it had a major impact on the destruction of the Castilian army.

ZOCs and Missile unit “Frontal Hexes” do not extend across the Najarilla river.

GENITORS

The Spanish Light cavalry, genitors, were not really suited to Western European combat of the 14th century. Javelin-armed, they have some unusual capabilities and drawbacks.

Fire: Genitors, as noted in 9.0, may fire as part of Movement. In doing so, they may ignore the requirement of stopping in any enemy ZOC. They do pay one extra MP to leave one though. This ability is available only if they fire during movement.

As genitors carried only two javelins (which they used with quite deadly accuracy), they may fire only once (regardless when they do so), after which they are Out of Missiles (place such a marker atop the unit). Any Genitor may be rearmed when activated (again), as long as it is at least three hexes from any enemy unit and does not move that activation.

Shock: Genitors may not Charge. They may Shock, using the standard rules, but they may move adjacent to an enemy unit for Shock purposes only if they pass a Charge Reluctance dieroll. Use the following dieroll right before entering the adjacent hex:

• If the DR is a 0–2, the attacking unit successfully closes and may Shock.
• If the DR is a 3–9, they may not move adjacent to the target enemy unit; they stop in the hex they were in when the die...
was rolled.

Genitors may not Fire and Shock in the same activation, and genitors without missiles may not Shock. Moreover, if Shock attacked in that status, the attacker gets a +2 DRM.

Genitors do not exert a Zone of Control.

MOUNTED OR DISMOUNTED?
The Spanish Men-at-Arms had (literally) not heard about tactical developments in France and England in the previous 50 years. They never, ever dismounted, having even more disdain of doing so—and the social implications therein—than their French counterparts.

However, Edward’s Reserve line, you’ll notice, is mounted, an unusual status for English armies of this era. For one, the English army is not on the defensive here, and two, Edward planned on using them to pursue and destroy fleeing enemy (which they did).

The English Player has a choice. While his reserve must enter the game mounted, he may dismount these units (all at once, not just some) if he so wishes. This takes one full activation, no movement allowed. Simply exchange the dismounted unit for the mounted one. Once dismounted, they may not mount again.

CASTILIAN RETIRE AND RETREAT
You will note that the Castilian Standard, around which they will rally when retired, is in the village of Najera. That means that any unit Retiring must have crossed the Najarilla River to get there.

Any Castilian unit (not including the one in the English army) that incurs a Retire result may retire to the Castilian Standard only if it can trace a line of hexes, of any length, across the bridge that is unoccupied/uninterrupted by any combat unit (of either side) or is not in an enemy ZOC. If it cannot do so, it is Eliminated instead (drowned trying to flee across the river, a fate suffered by many, many Castilians).

The Castilian Standard may not be moved.

ALTERNATE DEPLOYMENTS
For play balance, and change of scenery, players may game the battle using one of two alternate deployments, both of which will help the Castilians.

English Road Entry
This posits that Edward did exactly what Henry thought he would do, march towards his army from Navarette directly down the road. In that case, the following English Deployment is used (the Castilians remain the same). For units in each command, see the standard deployment.

• The English Van: Any hex ending in -21, between 2321 and 3221, inclusive.
• Second Line, LW: Any hex ending in -24, between 2024 and 2424, inclusive, and any hex ending in -25, between 2125-2415.
### SOURCES

Armstrong, Peter, *Stirling Bridge & Falkirk 1297-98*

Armstrong, Peter, *Bannockburn 1314*

Bradbury, Jim, *The Medieval Archer*

Burne, Alfred H., *The Crécy War*

Delbruk, Hans, *History of the Art of War, Vol III*

DeVries, Kelly, *Infantry Warfare in the Early Fourteenth Century*

Gravett, Christopher, *English Medieval Knight 1200-1300*

Gunn, Robert M., “*The Battle of Falkirk (1298)*” (www.scotwebshops.com/history/features/falkirk)

Heath, Ian, *Armies of the Middle Ages, Vol I*

Nicolle, David, *Medieval Warfare Source Book, Vol I*

Nicolle, David, *Crecy 1346*

Norman, A.V.B., and Pottinger, Don, *English Weapons & Warfare, 449-1660*

Oman, Sir Charles, *A History of The Art of War in the Middle Ages, Vol. Two*

Payne-Gallwey, Ralph, *The Book of the Crossbow*

Rogers, Clifford J., *Medieval Warfare*

Rothero, Christopher, *The Armies of Crécy and Poitiers*

Seymour, William, *Battles in Britain, 1066-1746*

Sumption, Jonathan, *The Hundred Years War I*
