

# GREAT MEDIEVAL BATTLES

## STANDARD RULES for the games

KING ARTHUR • ROBERT AT BANNOCKBURN  
THE BLACK PRINCE • TAMBURLAINE THE GREAT

### Read this First:

The rules of this SPI simulation game are organized in a format known as the *Case System*. This system of organization divides the rules into *Major Sections* (each of which deals with an important aspect of play). These Sections are *numbered* sequentially as well as being named. Each of these Major Sections is introduced by a *General Rule*, which briefly describes the subject of the Section. Many times this General Rule is followed by a *Procedure* which describes the basic action the Player will take when using the rules in that Section. Finally, the bulk of each Major Section consists of *Cases*. These are the specific, detailed rules that actually regulate play. Each of these Cases is also numbered. The numbering follows a logical system based upon the number of the Major Section of which the Cases are a part. A Case with the number 6.5, for example, is the fifth *Primary Case* of the sixth Major Section of the rules. Many times these Primary Cases are further subdivided into *Secondary Cases*. A Secondary Case is recognizable by the fact that it has two digits to the right of its decimal point. Each Major Section can have as many as nine Primary Cases and each Primary Case can have as many as nine Secondary Cases. The numbering system is meant as an organizational aid. Using it, Players can always easily tell where a Case is located in the rules. As a further aid, an outline of the Major Sections and Primary Cases is given at the beginning of the rules.

### How the Section and Case Numbers Work:

Major Section Number  
↓  
Primary Case Number  
↓  
Secondary Case Number  
↓  
[6.53]

The preceding example would be the number of the third Secondary Case of the fifth Primary Case of the sixth Major Section of the Rules.

### How to Learn to Play the Game:

Familiarize yourself with all of the components. Read all of the General Rules and Procedures and read the *titles* of the Primary Cases. Set up the game for play (after reading the pertinent Section) and play a trial game against yourself referring to the rules only when you have a question. This procedure may take you a few hours, but it is the fastest and most entertaining way to learn the rules short of having a friend teach them to you. You should not attempt to learn the rules word-for-word. Memorizing all that detail is a task of which few of us are capable. SPI rules are written to be as complete as possible — they're not designed to be memorized. The Case numbering system makes it easy to look up rules when you are in doubt. Absorbing the rules in this manner (as you play) is a much better approach to game mastery than attempting to study them as if cramming for a test.

We hope you enjoy this SPI game. Should you have any difficulty interpreting the rules, please write to SPI, phrasing your questions so that they can be answered by a simple sentence, word, or number. You must enclose a stamped, self-addressed envelope. We cannot guarantee a proper answer should you choose to phone in your question (the right person is not always available — and since SPI has published hundreds of games, no one individual is capable of answering all questions). Write to:

SPI  
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257 Park Avenue South  
New York, N.Y. 10010

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### [1.0] INTRODUCTION

The diversity of doctrines, weapons, training methods and leadership qualities in medieval armies was a function of the geographical and cultural diversity of the settings from which those armies stemmed. Consequently, these systems developed along divergent lines until the widespread use of gunpowder, which dominated Renaissance warfare. The *Great Medieval Battles QuadriGame* reflects this diversity by simulating four battles, each of which represents a clash of distinct weapons and tactics.

Each game uses this common set of Standard Rules, as well as its own Exclusive Rules, a game map, and counters representing the military units and leaders which fought in the battle. In each game, the Players command the actual forces available to the historical army commanders

### [2.0] HOW TO PLAY THE GAME

**The Players set up their units.** After the Players have decided which side each will play, they set up on the map the pieces (*counters*) which represent their units and leaders. The counters are placed as

indicated in Case 15.1 of the Exclusive Rules of each game and the set-up positions printed on the maps. Lance counters are placed on units so designated in the Exclusive Rules. The Player who is to go first in the game is indicated in Case 15.1 of the Exclusive Rules.

The sequence of activities in the game is based on a three-tiered structure. These tiers are the Game-Turn, the Player-Turn, and the Phase. Each game consists of the play of 10 complete Game-Turns. Each *Game-Turn* consists of a first Player's turn and a second Player's turn. Finally, each *Player-Turn* is comprised of a series of six different *Phases* during which certain activities are performed. The following is a description of the play of a Player-Turn. The Player whose turn is currently in progress is referred to as the *Phasing Player*.

**The Players rally routed units.** Units which have previously been attacked and routed may be rallied if the units are stacked with leaders who are not being *disobeyed*. Each Player may rally all of his units which are stacked with such leaders. Moreover, at the end of the Phase, both Players remove all Disobeyed markers that are stacked with their leaders.

**The Players move routed units.** The Phasing Player must move all of his routed units toward his designated *Friendly* mapedge. Then, the non-Phasing Player must move all of his routed units toward his own *Friendly* mapedge. Rout movement is unrelated to normal, voluntary movement of units. Basically, routed units are moved a number of hexes equal to the rout level they have suffered in combat. Each Rout Movement Phase, a routed unit is moved toward the designated mapedge until the unit is either rallied or moved off the map and thereby eliminated from play.

**The Phasing Player moves his units.** The Phasing Player may now move any or all of his leaders and unrouted units. In general, a Player moves his units in order to improve their positions for attacking. During the Movement Phase, the Phasing Player may change the *combat mode* of his units which possess two modes. Since the different modes represent different combat capabilities, the Player must plan his attacks during the Movement Phase. Cavalry units may execute charges, which increase the likelihood of success in the attacks they make in the Melee Combat Phase. Leaders should be moved on to routed units so that those units may be rallied.

**The Players simultaneously conduct fire combat attacks.** Each unrouted unit which is in Fire Combat mode may attack an Enemy unit that is within its range. During this Phase, both Players may make attacks with all of their units which are in Fire Combat mode. The outcome of a fire attack depends upon the weapon type of the attacking unit, the armor type of the defending unit, and the range in hexes from the attacking unit to the defending unit. The Players cross-reference these three factors on the Fire Combat Results Table, roll two dice, and compare the die-roll result with the results on the table. If the defending unit has been hit, the defending unit's morale must be checked. To check a unit's morale, one die is rolled and the result is cross-referenced with the unit's Morale rating on the Morale Effects Table. If the morale check indicates that the unit has been routed, a Rout marker is placed on the unit.

**The Phasing Player conducts melee attacks.** The Phasing Player may conduct melee attacks against Enemy units which are adjacent to his unrouted units in Melee Combat mode. The outcome of a melee attack depends upon the type of the attacking unit and the type of the defending unit. The Player cross-references these two factors on the Melee Combat Results Table, rolls two dice, and

compares the die-roll result with the results on the table. If necessary, the Players check the morale of the defending unit and apply any rout results.

**The non-Phasing Player conducts melee attacks.** The non-Phasing Player now conducts melee attacks as described in the preceding paragraph.

The Players maneuver their units and conduct attacks with the aim of destroying their opponent's army. The Players are awarded *Victory Points* for each Enemy unit they destroy and each Enemy leader they capture. At the completion of the tenth Game-Turn, the Players compare their Victory Point totals and determine the victor by consulting the Levels of Victory Case in the Exclusive Rules.

### [3.0] GAME EQUIPMENT

#### [3.1] THE GAME MAP

Each 22" x 17" mapsheet portrays the battlefield on which the battle was fought. A hexagonal grid pattern is printed on the map to regulate movement and location of the playing pieces and to calculate ranges which affect fire combat. There are several different types of terrain and terrain elevations indicated on each map, all of which are explained in the Terrain Section of the rules and the Terrain Key printed on the map.

#### [3.2] GAME CHARTS AND TABLES

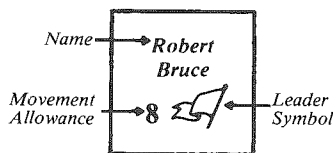
Various charts and tables are provided in the Standard Rules and with each game to simplify and illustrate certain game functions. These include the Terrain Effects Chart and the Morale Effects Table in the Standard Rules, and charts and tables which are specific to each game.

#### [3.3] THE PLAYING PIECES

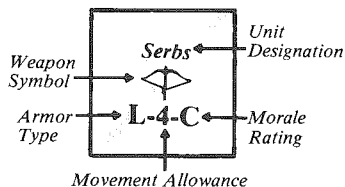
There are 40 single (1/2" x 1/2") and 30 double-sized (1" x 1/2") backprinted playing pieces called *counters* included with each game of the *Medieval Quad*. The actual military units in the game — the infantry, cavalry, and historical commanders — are represented by combat unit counters. In addition, informational counters are included to convey information about the status of a given combat unit.

##### [3.31] Sample Units

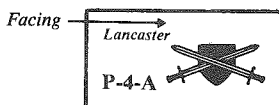
##### LEADER UNIT (Front only)



##### SINGLE-COUNTER COMBAT UNIT (Front)



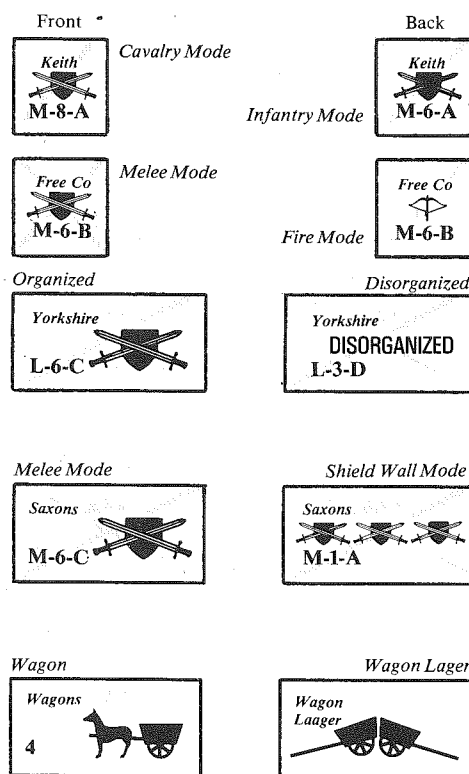
##### DOUBLE-COUNTER COMBAT UNIT (Front)



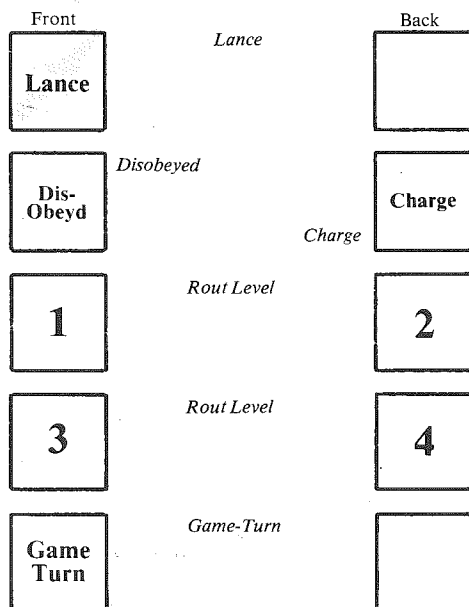
Note that many unit types are represented by both single and double counters.

#### [3.32] Summary of Unit Types and Modes

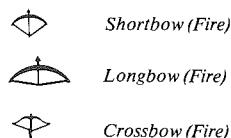
Note that many units are printed on both sides, representing two possible modes.

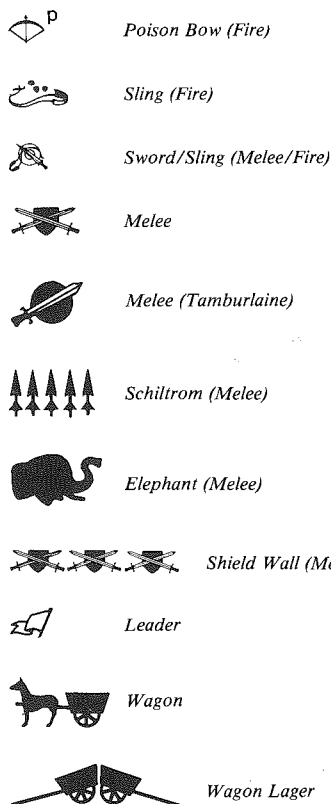


#### MARKERS



#### WEAPON SYMBOLS





### [3.33] Armor Types

Armor types are represented on the counters by the following letter codes: **P**=Plate; **M**=Mail; **L**=Leather; **N**=Non-armored.

### [3.4] INVENTORY OF GAME PARTS

Each game of *Great Medieval Battles* should include:

	Indiv. Game	Quadri- Game
Maps	1	4
Unit counters sections	2	5
Standard rules booklet	1	2
Individual game rules booklet	1	4
Dice	0	2
Historical article	0	1
Game box or softpack	1	1

If any of these parts are missing or damaged, fill out the Complaint Card enclosed in the game and return it to SPI with the appropriate items checked on the card. **Note:** The process used in the manufacturing of the die-cut counters used in SPI games sometimes results in colors from one counter overlapping the color of a neighboring counter, or in the slightly off-center printing of the letters and/or numbers on a counter. SPI cannot replace counters displaying these minor manufacturing inaccuracies. Only counters that are illegible can be replaced by SPI.

## [4.0] SEQUENCE OF PLAY

### GENERAL RULE:

The game is played in a sequence of ten Game-Turns. Each Game-Turn is divided into two Player-Turns. Each Player-Turn consists of a sequence of Phases. There are two types of Phases which occur in a Player-Turn: those in which only the Player whose Player-Turn is in progress is active, and those in which both Players are active. Of the Phases in which both Players are active, there are two Phases during which both Players perform

activities simultaneously: the Rout Removal Phase and the Fire Combat Phase. Both Players are also active during the Rout Removal Phase, although they do not move their units simultaneously. To determine which Player is the first Player, consult Case 15.1 of the Exclusive Rules. Remember, the Player whose Player-Turn is in progress is referred to as the Phasing Player; the other Player is called the non-Phasing Player.

### GAME-TURN SEQUENCE OUTLINE:

#### A. FIRST PLAYER-TURN

##### 1. Simultaneous Rout Removal Phase

Both Players remove all Rout markers from their combat units which are stacked with leaders who are not being disobeyed (see Section 12.0). All Disobeyed markers are removed at the end of the Phase.

##### 2. Rout Movement Phase

The First Player moves his combat units which have Rout markers on them. Then the second Player moves *his* units which have Rout markers on them. This is done according to the rules for rout movement (Section 11.0).

##### 3. Movement Phase

The first Player may move all, some, or none of his unrouted combat units and leaders within the restrictions of movement. Units which have two modes may change mode. Routed units may not be moved during this Phase (see Section 5.0).

##### 4. Simultaneous Fire Combat Phase

Both Players may direct fire combat at each other's units. Only unrouted units in Fire Combat mode may conduct fire combat attacks. Note that though combat is resolved sequentially, all results are applied simultaneously at the end of the Phase (Section 8.0).

##### 5. First Player Melee Phase

The first Player's unrouted units that are in Melee Combat mode may melee attack any Enemy units adjacent to them. *Individual melee results are applied immediately* (see Section 9.0).

##### 6. Second Player Melee Phase

The second Player's unrouted units that are in Melee Combat mode may melee attack any Enemy units adjacent to them. Individual melee attack results are applied immediately.

#### B. SECOND PLAYER-TURN

The second Player now executes his Player-Turn in a sequence identical to that of the first Player's turn, except where otherwise noted.

##### 1. Simultaneous Rout Removal Phase

##### 2. Rout Movement Phase

The second Player moves his combat units which have Rout markers on them. Then the first Player moves *his* units which have Rout markers on them.

##### 3. Movement Phase

##### 4. Simultaneous Fire Combat Phase

##### 5. Second Player Melee Phase

##### 6. First Player Melee Phase

### GAME-TURN INDICATION INTERPHASE

The Game-Turn marker is advanced one space on the Game-Turn Record Track to mark the passage of one Game-Turn.

## [5.0] MOVEMENT

### GENERAL RULE:

During his Movement Phase, the Player may move as many of his leaders and unrouted combat units as he desires according to the movement rules.

Single counter units may be moved in any direction or combination of directions. The movement of double-counter units is restricted by their facing. The distance in hexes that each unit may move is restricted by the unit's Movement Point Allowance. Certain cavalry units may conduct charges which favorably affect the probabilities for success when those units attack in the Melee Combat Phase.

### PROCEDURE:

During the Movement Phase, the Phasing Player may move his units in any order he desires. Combat units may be moved either individually or with leaders (see Section 6.0). During the Movement Phase, the Phasing Player must complete the movement of each unit or stack before moving another unit or stack.

Each unit or stack is moved separately, tracing a path through contiguous hexes on the mapsheet hexgrid. As each unit enters a hex (or hexes for a double-size unit), a portion of its Movement Point Allowance must be expended. The number of Movement Points expended varies according to the type of terrain in the hex. The cost for each type of terrain is listed on the Terrain Effects Chart (7.4).

### CASES:

#### [5.1] HOW TO MOVE UNITS

[5.11] During the Movement Phase, only the Phasing Player's units may be moved. He may choose to move all, some, or none of his eligible units and leaders according to the rules for movement. Units controlled by the opposing Player must remain stationary during the Movement Phase.

[5.12] Movement is calculated in terms of Movement Points. The number of Movement Points expended by a unit during a Movement Phase may not exceed that unit's Movement Point Allowance. Unused portions of a unit's Movement Point Allowance may never be accumulated from one Movement Phase to another or transferred between units.

[5.13] The total distance (in hexes) which a given unit may be moved in a single Movement Phase varies according to the terrain in the hexes the unit enters in tracing its path of movement through the hexgrid. See the Terrain Effects Chart (7.4) for a summary of how terrain affects movement.

[5.14] A combat unit may be moved freely into a hex containing a leader (Enemy or Friendly) at no additional Movement Point cost (see Case 6.15).

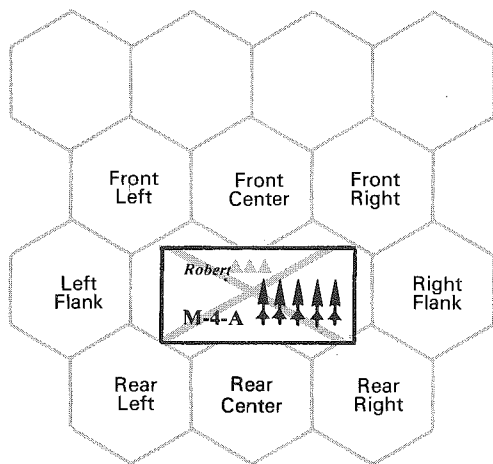
[5.15] A Friendly unit may never be moved into or through a hex containing another combat unit (Enemy or Friendly) during the Movement Phase.

#### [5.2] FACING

To represent the ability of both large cohesive formations and masses of feudal levies to maneuver, we have used double-sized counters.

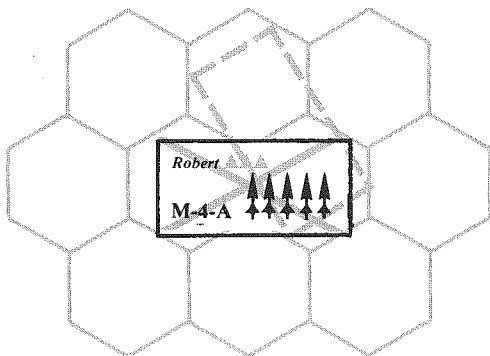
*Facing* represents the orientation of a double-sized counter unit within the hexes it occupies. The direction in which a unit is faced indicates the unit's general direction of march for movement purposes. All double-sized counter units on the map must be oriented in a single, unambiguous direction. Each double-counter unit must be oriented so that the front (the top of the counter when placed right side up) faces toward three front hexes. If the positioning of a Player's double-counter is ambiguous, his opponent may decide its exact position. Single counter units have no facing for any game purpose.

See diagram next page →



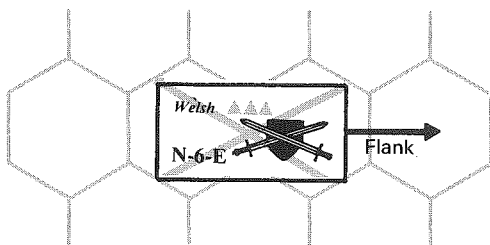
[5.21] During the Movement Phase, a double-counter unit may reverse direction (turn about face) within the two hexes it occupies at a cost of two Movement Points.

[5.22] A double-counter unit may pivot its facing by having one half of the unit enter the hex directly in front of the center of the double-counter unit (never the rear center hex). To do so, the entire unit must pay the cost of the terrain that the one-half unit enters.



[5.23] At all times during play, a double-counter unit must clearly occupy two adjacent hexes.

[5.24] A double-counter unit may be moved sideways into an adjacent flank hex. To do so, the entire unit must pay one Movement Point in addition to the cost of the hex the unit enters.

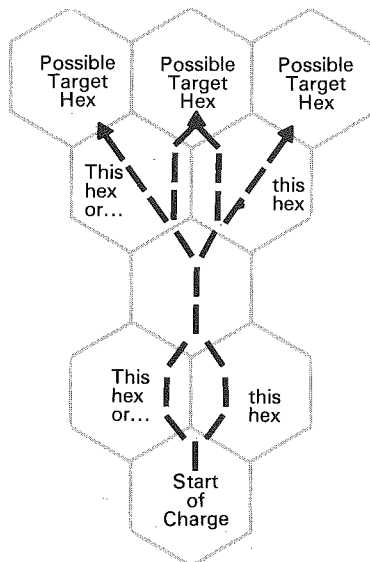


[5.25] Since single-counter combat units and leaders have no facing, they may be moved into any of the six hexes which surround the hex the combat unit or leader occupies.

### [5.3] CAVALRY CHARGES

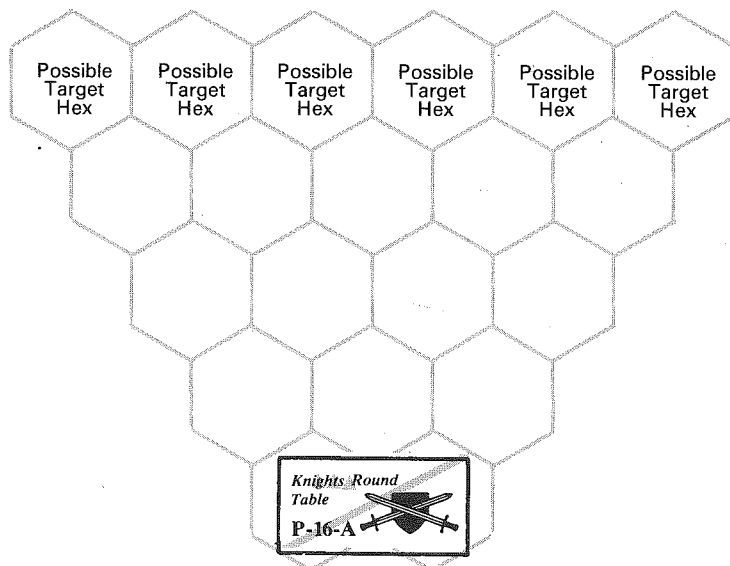
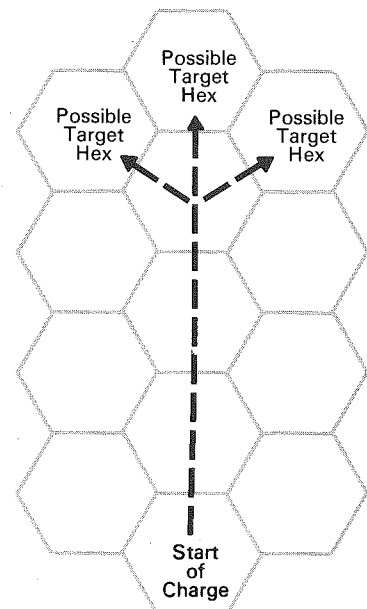
[5.31] To have a plate or mail cavalry unit perform a charge, a Player must move the unit during his Movement Phase through at least three clear terrain hexes in a straight line and end its movement adjacent to an Enemy unit which is the object of the charge (see illustration). If a charge is executed, a Charge marker with the arrow of the marker pointing at the target unit is placed on the charging unit. In the subsequent Melee Phase, the

Phasing Player may perform a melee attack against the target unit using the die-roll modifier listed for charges on the Melee Combat Results Table (9.4). A Charge marker is removed from play immediately after the melee attack is executed.



[5.32] When a charging cavalry unit is the object of a fire combat attack, one is added to the number rolled on the dice when consulting the Fire Combat Results Table.

[5.33] Leather armored and non-armored cavalry may never charge.



### [5.4] CHANGING MODE

Some combat units in the *Medieval Quad* are backprinted with a different status or *mode* (weapon type, etc.); these modes operate differently in each game and their use is explained in the Exclusive Rules for each game. Not all combat units have the capability of changing modes.

### [6.0] STACKING

#### GENERAL RULE:

The placement of more than one counter in a hex is called *stacking*. In the *Medieval Battles QuadriGame*, no more than one combat unit may be in a hex at any given time. One or more leader units may be stacked with a Friendly combat unit.

#### CASES:

##### [6.1] STACKING RESTRICTIONS

[6.11] A combat unit may not be moved through or into a hex containing another combat unit at any time during any Phase.

[6.12] Leaders are not considered combat units and may be stacked freely with Friendly combat units and other leaders. Note that a leader counter which is stacked with a double-counter unit must always be placed clearly in one of the two hexes occupied by that double-counter unit.

[6.13] Any number of informational markers may be freely stacked in hexes occupied by combat units and leaders.

[6.14] Friendly leaders may never be moved into a hex containing an Enemy combat unit or leader.

[6.15] A combat unit may be moved into a hex containing only an Enemy leader. When a combat unit is moved through or into a hex with an Enemy leader, the Enemy leader is immediately captured and removed from play.

## [6.2] HOW STACKING AFFECTS MOVEMENT AND COMBAT

[6.21] There is never any additional Movement Point cost to stack combat units with leaders and informational markers within a given hex.

[6.22] Only a combat unit under attack in a specific hex is affected by melee and fire combat. Leaders stacked with a combat unit that suffers an adverse combat result (i.e., an increase in that unit's rout level) are disobeyed (see Case 12.3). If a combat unit which is stacked with a leader is eliminated, the leader is disobeyed and remains in the hex.

## [7.0] TERRAIN EFFECTS ON MOVEMENT AND COMBAT

### GENERAL RULE:

The terrain features printed on the map represent the physical characteristics of the given battlefield. These terrain features have various effects upon the movement and combat capabilities of combat units and leaders.

### CASES:

#### [7.1] TERRAIN FEATURES

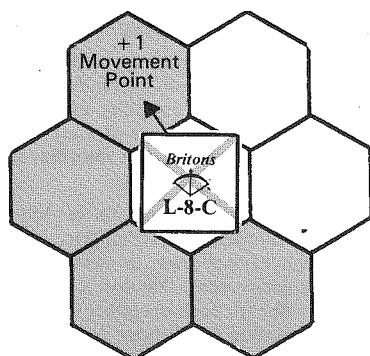
[7.11] All of the terrain features depicted on the map are identified on the Terrain Key (see map).

[7.12] To clarify the ground contour, terrain is divided into distinct levels of elevation, each distinguished by a different shade of color. The edges which divide different levels of elevation are called *contours*. Each contour indicates a three-yard difference in ground elevation. **Note:** A hex is considered to consist entirely of the highest elevation represented in that hex.

#### [7.2] HOW TERRAIN AFFECTS MOVEMENT

[7.21] There is a cost of one Movement Point to move a unit into a clear terrain hex.

[7.22] One additional Movement Point must be expended to cross a contour hexside if, and only if, the unit is moving from a lower level of elevation to a higher level. If, for example, an entire (or one half) double-counter unit was moved across a contour hexside from a lower to a higher elevation level, then one additional Movement Point from that double-counter's Movement Point Allowance would have to be expended. There is no additional Movement Point cost to move a unit (or half of a double-counter unit) across a contour level to a lower level, or along a contour line.



[7.23] Roads have no effect on movement.

[7.24] Cavalry units may not charge through a contour hexside from a higher to a lower elevation. Once a cavalry unit begins to charge, it may be moved across a contour hexside into a higher elevation for the duration but it cannot be moved into a lower elevation (see Case 5.3, Cavalry Charge).

[7.25] Certain terrain features are indicated to be prohibited for movement on the Terrain Effects Chart. No unit may ever move into or through hexes containing prohibited terrain. Moreover, prohibited terrain blocks rout movement (see Case 11.2).

#### [7.3] MOVING UNITS OFF THE MAP

Units may never voluntarily leave the map. Units which leave the map as a result of rout movement are considered eliminated for Victory Point purposes. Units which leave the map may never return to play.

#### [7.4] TERRAIN EFFECTS CHART (see charts and tables)

## [8.0] FIRE COMBAT

### GENERAL RULE:

Fire combat takes place during the Fire Combat Phase of each Player-Turn. Only units in Fire Combat mode may fire (see Case 3.31). In general, a fire unit may fire attack any unit within range to which an unblocked line of sight may be traced. Fire combat is always voluntary and all results are applied simultaneously, after all fire combat has been resolved. Each unrouted unit in Fire Combat mode may make one attack per Fire Combat Phase. However, an Enemy unit may be attacked by each Friendly unit in Fire Combat mode capable of attacking it.

### PROCEDURE:

The owning Player announces at which Enemy unit a unit is firing and consults the Fire Combat Results Table (8.3). The Player cross-references the target unit's armor type with the firing unit's weapon type and range. This will yield the basic chance of affecting the target unit. Two dice are rolled, and if the number rolled is within the range indicated on the Fire Combat Results Table, the target unit must check morale on the Morale Table (10.2). **Note:** Fire combat results are not applied until all fire combat has been resolved. Players will have to remember which units must check morale. In practice, the Players will find it convenient to alternate their fire combat attacks (and if successful the target unit checks morale). If a target unit suffers an adverse result during a preceding fire combat attack during that Fire Combat Phase and that unit is also a fire unit which was eligible to fire, that unit may fire since fire combat is considered to be simultaneous.

### CASES:

#### [8.1] LINE OF SIGHT AND OTHER RESTRICTIONS ON FIRE COMBAT

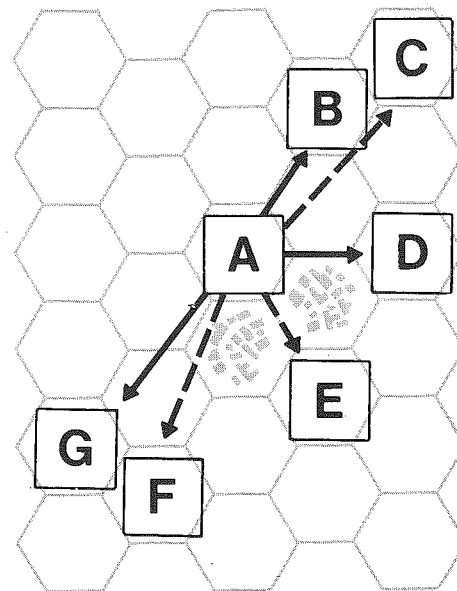
In order for a unit to be able to fire, the firing Player must trace a line of sight from the firing unit to the unit at which the fire is directed. Terrain and combat units may prevent fire combat by blocking the line of sight between a firing unit and its target.

[8.11] A fire unit may never fire at a target unit it is unable to observe. To observe a target, a unit must be able to trace a line of sight free of blocking units and terrain. The line of sight is traced from the central point of the hex occupied by the firing

unit to the central point of the hex occupied by the target unit. For double-counter units, the line of sight may be judged from the central point of either of the two hexes the unit occupies. If the line of sight passes through any part of a hex occupied by a combat unit or by blocking terrain (see Case 8.16), the line of sight is considered blocked and the attack impossible.

[8.12] If a line of sight passes along a hexside between two hexes, only one of which contains blocking units or terrain, the line of sight is not blocked.

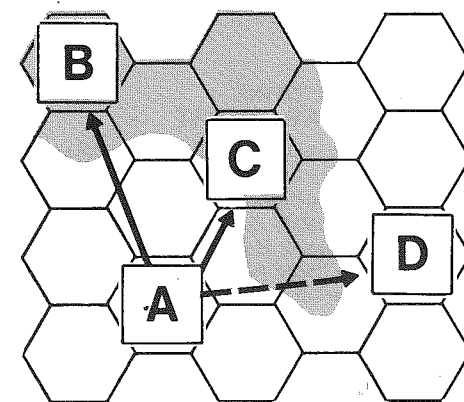
[8.13] A line of sight is always blocked by combat units, villages and groves, regardless of the elevations of the target and firing unit. Leader units alone do not block line of sight.



Unit A has a clear line of sight to units B, D, and G, and thus may fire attack any one of them. The line of sight to Unit C, however, is blocked by Unit B. The lines of sight to both Unit E and Unit F are blocked by the village. Consequently, Unit A may not fire attack Units C, E, and F.

[8.14] If the firing and target unit occupy hexes which are at the same level of elevation, and the line of sight traverses any hex which is on a higher elevation than either of the two units, the line of sight is blocked.

[8.15] If the two units occupy hexes on different levels of elevation, the line of sight is blocked if it traverses any hex which is on a higher elevation level than *both* of the units.



Unit A has a clear line of sight to both Unit B and Unit C, and may therefore attack either one. The line of sight from Unit A to Unit D is blocked, however, by the intervening high ground. Consequently, Unit A cannot fire attack Unit D in this position.

[8.16] A line of sight may never be traced through a grove hex. Similarly, a line of sight may never be traced through a village hex or into a village hex. However, a unit located in a village hex may fire from that hex. All other terrain types have no effect on lines of sight.

[8.17] Facing has no effect on fire combat.

[8.18] A fire unit can only fire at one unit per Phase. A unit may be attacked by more than one unit in a single Phase, in which case each attack is resolved separately.

## [8.2] FIRE COMBAT RESULTS

If a target unit suffers a fire combat result, that unit must check for morale (using the Morale Effects Table, 10.2) at the end of the Fire Combat Phase (see Section 10.0).

[8.21] A unit must check morale on the Morale Effects Table for each result it has suffered.

[8.22] If a unit suffers a rout result, any subsequent check on the Morale Effects Table, even in that same Phase, uses the die-roll modifier for the new rout level.

## [8.3] FIRE COMBAT RESULTS TABLE

(see charts and tables)

## [9.0] MELEE COMBAT

### GENERAL RULE:

Melee combat may occur only between opposing combat units which occupy adjacent hexes during a Melee Phase. A unit may never attack more than one Enemy combat unit during a Melee Phase. However, a unit may be attacked by each unrouted Enemy unit in Melee Combat mode that is adjacent to it. Melee combats may be initiated in any sequence the owning Player desires. Melee combat is always voluntary and all the results are applied immediately, unlike fire combat.

### PROCEDURE:

First the owning Player announces which unit is to execute a melee attack. The Melee Combat Results Table (9.4) is then consulted. The Player cross-references the target unit's type with the attacking unit's type. This will yield the basic chance of affecting the defending unit. Two dice are rolled, and if the number rolled is within the range indicated on the Melee Combat Results Table, the defending unit must check morale on the Morale Effects Table (10.2). **Note:** Melee combat results are applied immediately (melee combat is not considered to be simultaneous).

### CASES:

#### [9.1] RESTRICTIONS ON MELEE COMBAT

[9.11] A melee unit can only melee once per Phase. A unit may be melee attacked by more than one unit in a single Phase, in which case each melee is resolved separately. If the unit suffers a rout result from an attack, any subsequent check on the Morale Effects Table during that Phase uses the die-roll modifier for the new rout level.

[9.12] A double-counter unit may not melee with an Enemy unit which is in one of its rear three hexes. If the Enemy unit is in the front center hex (the hex into which the double-counter could normally pivot), that double-counter unit attacks normally on the Melee Combat Results Table. If the Enemy unit is in the front left, front right, or a flank hex, that double-counter unit melee attacks with a +2 on the die-roll (indicated on the Melee Combat Results Table).

## [9.2] MELEE COMBAT RESULTS

If a defending unit suffers a melee combat result, that unit's morale must immediately be checked (using the Morale Effects Table, 10.2).

## [9.3] LANCES

Some cavalry units may be equipped with lances. These units are indicated in the Exclusive Rules for each game. During the set-up for play, Lance markers are placed on top of these cavalry units. Note that Lance markers are not used in *King Arthur*.

[9.31] Lance markers affect the resolution of melee attacks conducted by charging cavalry units in the following manner: When a cavalry unit with a Lance marker charges an Enemy unit, two is subtracted from the die-roll on the Melee Combat Results Table. Note that this is in addition to the modification for making a charge. If the attack results in the defender consulting the Morale Effects Table, two is subtracted from the defender's morale die-roll.

[9.32] A Lance marker may be used only once; as soon as a lance is used in an attack, it is removed from play. If a unit has a lance and charges and melee attacks an Enemy unit, its lance must be used. If a unit charges and does not melee attack the Enemy unit (it might be routed during fire combat), or if the unit melee attacks without charging, the lance is not used.

## [9.4] MELEE COMBAT RESULTS TABLE

(see charts and tables)

## [10.0] UNIT MORALE

### GENERAL RULE:

If a unit suffers a result due to fire combat or melee combat, that unit must check for morale using the Morale Effects Table.

### PROCEDURE:

When checking for morale on the Morale Effects Table, find the column corresponding to the Morale Rating of the affected unit. Roll one die adding or subtracting any applicable modifiers as listed on the Morale Effects Chart, and cross-reference the modified die-roll result with the Morale Rating column.

### CASES:

#### [10.1] MORALE EFFECTS TABLE

All results on the Morale Effects Table are expressed in terms of rout levels. A Rout Level marker is placed on the affected unit to note its Rout Level. Routed units may not engage in fire combat, melee combat, or normal movement. Routed units are moved during subsequent Rout Movement Phases according to the rules for rout movement (see Section 11.0). Rout Levels are cumulative; that is, if a unit with a Rout Level of 1 has an additional rout result of Rout-2, the Rout-1 marker would be replaced with a Rout-3 level marker. If a unit is routed above a Rout Level of 4, it is eliminated and immediately removed from play.

#### [10.2] MORALE EFFECTS TABLE

(see charts and tables)

#### [10.3] MORALE DIE-ROLL MODIFICATIONS

Under certain circumstances, modifications are made to the die-roll results for the Morale Effects Table. In addition to the standard die-roll modifiers described in the following Cases, there are modifiers exclusive to each game. All such

modifiers are listed with the Morale Effects Table. All die-roll modifications are cumulative.

[10.31] The current Rout Level of a unit whose morale is being checked is subtracted from the die-roll on the Morale Effects Table. For example, if a unit with a Rout Level of 2 were attacked and forced to check morale, two would be subtracted from the die-roll.

[10.32] When fatigue is in effect (Game-Turns 9 and 10), two is subtracted from all die-rolls on the Morale Effects Table.

[10.33] If a double-counter unit is attacked through fire or melee combat, and there is an Enemy unit occupying the *rear center hex* of that double-counter unit, one is subtracted from the die-roll on the Morale Effects Table. The Enemy unit in the rear center hex need not be the unit attacking the double-counter unit in order for this modification to be in effect.

## [11.0] ROUT MOVEMENT

### GENERAL RULE:

During the Rout Movement Phase both Players in turn must move all units with Rout markers on them. The Phasing Player moves all of his routed units first. When the Phasing Player has finished his rout movement, the non-Phasing Player moves all of his routed units. Each Player's routed units must move toward the designated mapedge by moving in either of the two directions described in Section 15.0 of the relevant Exclusive Rules. Routed units move a number of hexes dictated by their Rout Levels and Movement Point Allowances, regardless of Movement Point costs for terrain. Rout movement is blocked by prohibited terrain and combat units. If a unit's rout movement is blocked, the unit may not be able to move at all or may be forced to deviate from its designated rout directions.

### CASES:

#### [11.1] MOVEMENT OF ROUTED UNITS

[11.11] Routed units with a Movement Point Allowance of 6 or less must be moved one hex (regardless of terrain) toward the owning Player's mapedge for each Rout Level.

[11.12] Routed units with a Movement Point Allowance greater than 6 must be moved two hexes (regardless of terrain) toward the owning Player's mapedge for each Rout Level.

[11.13] Leaders which are stacked with routed units may be moved with those units during rout movement. Such movement in no way affects a leader's movement during the Movement Phase.

[11.14] A routed unit must be moved each Rout Movement Phase, until it is either rallied or eliminated. Moreover, a routed unit must always be moved the full number of hexes dictated by the rules for rout movement or suffer the appropriate rout level increase (see Case 11.22).

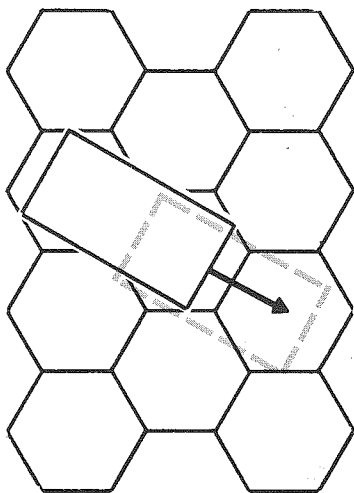
#### [11.2] BLOCKED ROUT MOVEMENT

[11.21] A unit's rout movement can be blocked by prohibited terrain and other combat units. If a unit is prevented from fulfilling its rout movement, or if the unit must deviate from its designated directions of rout movement, that unit's Rout Level is increased.

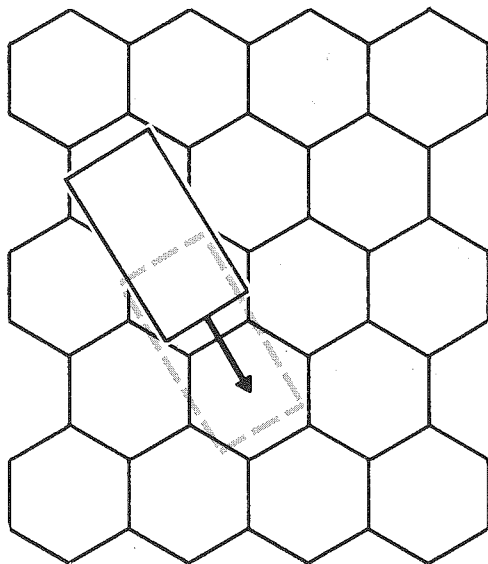
[11.22] If a routed unit with a Movement Allowance of 6 or less cannot fulfill its rout movement or must deviate from its designated directions of rout movement, that unit's Rout Level is increased by one for each hex either not moved, or moved in deviation from those designated directions.

[11.23] If a routed unit's Movement Allowance is greater than 6, its Rout Level is increased by one if it cannot be retreated the full two hexes for each Rout Level. It does not matter whether the unit is not able to retreat at all or is only able to retreat one hex — the unit's Rout Level is increased by one in either case.

[11.24] During rout movement, a double-counter unit must be moved so that both halves of the counter are moved into hexes which are both closer to the designated mapedge. **Note:** This movement may be into a flank hex. A double-counter unit may be pivoted. However, its Rout Level would be increased by one (and one point of rout movement would be satisfied).



FRIENDLY MAP EDGE



FRIENDLY MAP EDGE

[11.25] Facing has no effect on rout movement; i.e., a double-counter may be moved backwards or lengthwise during rout movement.

[11.26] A routed unit must always be moved in the way which causes the least increase to its Rout Level. If there is more than one way to fulfill all the rout movement requirements, the owning Player may choose the path of the unit's rout movement. That is, if a routed unit can be moved in such a way as to satisfy any or all of its rout movement requirement, it must be so moved. If there is no way for a routed unit to be moved without increasing its rout level, the unit may remain stationary, or it may be moved.

## [12.0] LEADERS

### CASES:

#### [12.1] MOVEMENT OF LEADERS

Leaders are treated as combat units for all purposes of movement. However, leaders may be moved through and stacked on top of Friendly combat units (see Case 6.12).

#### [12.2] EFFECT OF LEADERS ON Routed UNITS

If a leader who is not disobeyed is stacked with a routed unit at the beginning of the Rout Removal Phase, the Rout marker on that unit is removed, and the unit is not considered routed for any purpose, regardless of what the unit's Rout Level was.

#### [12.3] DISOBEDIENCE OF LEADERS AND ITS EFFECTS

If a leader is stacked with a combat unit which suffers an increase in its Rout Level due to combat, then that leader is considered *disobeyed* and a Disobeyed marker is placed on the leader counter to note that leader's status. A disobeyed leader may not remove the Rout marker from a unit with which it is stacked. During each Simultaneous Rout Removal Phase, all Disobeyed markers are removed from the map.

## [13.0] FATIGUE

### GENERAL RULE:

During Game-Turns 9 and 10 of each game, the effects of fatigue on movement and morale come into effect. All leaders and combat units are considered to be fatigued during those Game-Turns.

### CASES:

#### [13.1] EFFECTS OF FATIGUE ON MOVEMENT

The Movement Point Allowance of each fatigued unit and leader is halved unless the unit or leader is moved toward its Friendly mapedge, as defined in Section 15.0 of the Exclusive Rules. If a fatigued unit or leader is moved parallel to or away from its Friendly mapedge at any point in its movement, then its Movement Point Allowance is automatically halved for that Movement Phase. Thus, a fatigued unit or leader cannot be moved away from its Friendly mapedge, if such movement would cause it to expend more than half its Movement Point Allowance. If a unit or leader is moved *toward* its Friendly mapedge, its Movement Point Allowance is normal. Fatigue has no effect upon rout movement.

#### [13.2] EFFECTS OF FATIGUE ON MORALE

If the morale of a fatigued unit must be checked, two is subtracted from the die-roll on the Morale Effects Table (10.2).

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## [7.4] TERRAIN EFFECTS CHART

Terrain Feature	Movement Point Cost	Effect On Combat
Clear	1	None
Contour Line (downhill)	1	see 7.24
Contour Line (uphill)	+1	None
River		
( <i>Bannockburn</i> , <i>Tamburlaine</i> only)	Prohibited	None
River ( <i>Black Prince</i> only)	(see 18.0)	None
Burn ( <i>Bannockburn</i> only)	Prohibited	None
Marsh ( <i>Bannockburn</i> only)	+1	see 15.6
Pools ( <i>Bannockburn</i> only)	Prohibited	None
Dry River Bed ( <i>Tamburlaine</i> only)	+1	None
Camp ( <i>Tamburlaine</i> only)	+1	None
Road		
( <i>Tamburlaine</i> , <i>Black Prince</i> only)	1	None
Bridge	1	None
( <i>Black Prince</i> only)	(see 18.0)	
Village ( <i>Black Prince</i> only)	1	see 8.16
Grove ( <i>Black Prince</i> only)	Prohibited	see 8.16
Barrow ( <i>King Arthur</i> only)	+1	see 15.4
Megalith ( <i>King Arthur</i> only)	1	see 15.4
Altar ( <i>King Arthur</i> only)	1	see 15.4
Ditch ( <i>King Arthur</i> only)	1	see 15.4
Ridge Hexside ( <i>King Arthur</i> only)	+1 to cross	see 15.4

## [10.2] MORALE EFFECTS TABLE

Morale Rating ►	Rout Level Increase				
	A	B	C	D	E
DIE					
-1	r2	r3	r3	r3	r3
0	r2	r2	r3	r3	r3
1	r1	r2	r2	r2	r3
2	r1	r1	r2	r2	r2
3	-	r1	r1	r2	r2
4	-	-	r1	r1	r2
5	-	-	-	r1	r1
6	-	-	-	-	r1
7	-	-	-	-	-

- = No effect. r# = Rout level incurred. Die-roll results of less than -1 or greater than 7 are treated as -1 and 7 respectively. Units that incur a Rout Level greater than 4 are eliminated.

## MORALE EFFECTS DIE-ROLL MODIFIERS

### *Robert at Bannockburn*

- The current rout level of the unit is subtracted from the die-roll.
- If Fatigue is in effect, two is subtracted from the die-roll.
- If the unit is a double-counter unit with an Enemy unit in the rear center hex, one is subtracted from the die-roll.
- If the unit has been attacked by a Lance-armed, charging cavalry unit, two is subtracted from the die-roll.
- If the unit is a *schiltrom* in close formation which has just been attacked by *fire combat* by an English *longbow* unit, two is subtracted from the die-roll.

### *Black Prince*

- The current rout level of the unit is subtracted from the die-roll.
- If Fatigue is in effect, two is subtracted from the die-roll.
- If the unit is a double-counter unit with an Enemy unit in the rear center hex, one is subtracted from the die-roll.
- If the unit has been attacked by a Lance-armed, charging cavalry unit, two is subtracted from the die-roll.
- If the unit is a French unit stacked with the leader DuGuesclin, one is added to the die-roll.

### *King Arthur*

- The current rout level of the unit is subtracted from the die-roll.
- If Fatigue is in effect, two is subtracted from the die-roll.
- If the unit is a double-counter unit with an Enemy unit in the rear center hex, one is subtracted from the die-roll.

### *Tamburlaine*

- The current rout level of the unit is subtracted from the die-roll.
- If Fatigue is in effect, two is subtracted from the die-roll.
- If the unit is a double-counter unit with an Enemy unit in the rear center hex, one is subtracted from the die-roll.
- If the unit has been attacked by a Lance-armed, charging cavalry unit, two is subtracted from the die-roll.
- If the unit is Ottoman or Serbian and is stacked with Sultan Bayazid, two is added to the die-roll.
- If the unit is Tartar, Mongol or Indian and is stacked with Tamburlaine, one is added to the die-roll.
- If the unit has been attacked by a rampant elephant, three is subtracted from the die-roll.

- If the unit is stacked with a hiding leader, one is subtracted from the die-roll.
- If the unit is Christian and in a barrow, megalith or altar hex, one is subtracted from the die-roll.
- If the unit is pagan and in a barrow, megalith or altar hex, one is added to the die-roll.

# GREAT MEDIEVAL BATTLES

## 1001-1500 A.D.

by Ralph Vickers



In the military history of Europe's medieval epoch, the central figure is the knight. These lordly warriors, armored and mounted, were the backbone and fist of the West's feudal armies. For centuries cavalry had dominated the battlefields. The knights also dominated the politics of the era because they were the rulers, and their ceaseless quests for power created the foundations of the modern states. But between the years 1001 and 1500 a challenger arose — the often despised infantry soldier. Infantry and knights were natural antagonists on several levels and their epic contest for supremacy spanned hundreds of years. It was more than a clash of military ideologies. It was on the battlefield that the common man realized he, too, possessed powers, and thus began his long struggle from serfdom and bondage to a status of freedom and dignity.

The dawn of the second millennium was a moment of relative peace and stability. The Viking bands that had plundered the seacoasts of western Europe for 200 years were finally settling down. The English were buying security from the Danes with tributes of danegeld. In France, shielded from the marauding longboats by Norman forts, the anarchy and violence of the feudal barons was held in check by a rickety Peace of God proclaimed a decade earlier by the Synods of Aquitaine and Burgundy — anathema on oppressors of the weak and poor and ravagers of the Church.

There were some tensions, of course. In Spain, Sancho the Great was organizing Castile, Navarre, and Leon into a Christian kingdom to challenge the Moors. In Rome the German Roman Emperor Otto III and the pope he had placed on the papal throne, Sylvester II — one of the most learned men of the day (mathematics, science, Arabic) — dreamed and plotted together to rid the Church of simony and establish a benevolent joint hegemony over their world. Italy was beginning to prosper under the rule of the Lombards, Constantinople, and independent city states. Boleslav the Brave of Poland had just concluded the reconquest of Silesia, Moravia, and Cracow, so his domains were temporarily quiescent. Russia was benignly governed by Vladimir the Saint.

The Byzantine Empire had reached a peak of military, cultural and economic glory. Emperor Basil II had recently confiscated many large estates and distributed them among the peasants to prevent the landed classes from accumulating too much power; he had also just reconquered Greece from the Bulgarians, and now there was a lull while he planned the liberation of Macedonia. Although one Church synod had proclaimed the 10th century would be the last, there was no recorded end-of-the-world panic. One of the few discordant notes was Saint Stephen's relentless campaigns to convert the tribal chiefs of Hungary, but they were only pagans. The Moslem world was enjoying a period of brilliance, dominated by the able Fatimid Dynasty of Egypt whose influence stretched from the Middle East to Spain. It was a moment of stability, but the tumultuous affairs of men were soon to renew the endless march in quest of lasting equilibrium.

In 1001 A.D. Europe was unaware that it was emerging from the so-called Dark Ages. The next 500 years would be a pageant of social reorganization, economic growth, discovery, development of law, resurrection of faith; renaissance of culture, reason, knowledge, and complete upheaval of military structure and tactics.

In the realm of war the first significant event of the period was the Battle of Hastings in 1066, the Norman invasion of Britain.

The Normans were soon to dominate much of western Europe as far south as Sicily — and even a few areas of North Africa. Their ancestors were domesticated Vikings. In 911 King Charles III of France ceded lands at the mouth of the Seine to the Northmen who had seized them. Charles had reasoned astutely that he was not strong enough to expel them, and the best defense against enemy Vikings was friendly Vikings. For this concession the leader of the Scandinavians, Rollo, did him homage; and within a century the settlers, while retaining some customs and traits of character, became indistinguishable from the French in law and language.

The battle that decided the fate of England was typical of the times in most respects. The principle motive was highly typical — a struggle for personal power. Both William and Harold had good claims to the English throne.

Moreover, the armies involved were small — both sides fielded about 9,000 men. William waded ashore at the head of perhaps 6,000 archers, swordsmen and spearmen, and between 2,000 and 3,000 armored and mounted knights. (Transporting horses safely by boat was an extremely complicated undertaking. The Normans learned this art in southern Italy from the Byzantines, who often used specially constructed vessels.) Harold's army was composed of some 2,000 "housecarls" — his personal professional army which was perhaps the best infantry in Europe — and anywhere up to 8,000 "fyrd" militia. The fyrd was recruited from the fiefdoms on the basis of one man per every 600 acres and was required to serve the king for 60 days a year. (This is a generalization — fyrd service was complex and varied.) They were poorly equipped and badly trained. The English wore little armor beyond helmets. Their weapons included the lance, javelin and double-edged sword.

By this time the use of mercenaries was well established in England and Normandy. More than half of William's army were mercenaries, not feudal levies. Later in the century the Normans even employed large numbers of *Moslem* mercenaries to conquer Sicily — much to the horror of Christian Europe.

### Waging War in the Eleventh Century

Typically, both leaders had difficulty organizing the war and maintaining discipline. Harold

positioned his men atop a steep ridge astride the road to London in a solid line 600 meters long and 10—12 files deep. He told them that if they stood fast behind their solid wall of shields they would be in no danger. It was sound military advice, but twice during the battle each fyrd flank broke ranks to charge. It was reckless for infantry to pursue cavalry. The second time they paid heavily in dead when they were lured to folly by a feigned retreat of the Norman knights. (So the Normans claim, but we should be skeptical. A feigned retreat is one of the most difficult military maneuvers and can easily get out of control. It requires a high level of discipline and command response, neither of which was a feature of feudal armies.) These acts fatally fractured the cohesion of the English line.

Another problem was Harold's navy. He had assembled the largest fleet England had ever seen to oppose the Norman invasion, but while the English boats waited and waited for the Normans to come, the sailors grumbled — never in memory had they been required to serve so long. When Harold marched to Stamford Bridge to defeat his brother and invading Norwegians before he rushed back south to Hastings, there was no one left with authority, so the navy remained in port or dispersed. Thus William sailed into Pevensey Bay unopposed.

Harold's best strategy would have been to reorganize his fleet and attack the Norman's 450 boats and 1,000 smaller craft which were anchored in the bay like sitting ducks. A successful attack would have demoralized the enemy and Harold could then have bided his time while William's fractious army disintegrated. This was a worry to William, but he knew Harold and was a shrewd judge of character. He ravaged the coast of Sussex, Harold's own lands, judging that the impetuous and reckless English king would not stand by with arms crossed in sight of such outrage. He was right — Harold rushed to Hastings with a third of his potential army.

William's own problems of organization and discipline first required him to besiege and bring to heel a number of unruly barons in Normandy in order to maintain his supremacy over the dukedom during his absence. Then during the six weeks his army waited at the Dives River for favorable weather to cross the Channel, it took all his considerable skills to maintain order and prevent his impatient army from going home. When pestilence broke out among the men he only saved the situation by digging up the bones of Saint Valery and parading them through the camp in an appeal to heaven for a favorable wind, which in due course was granted. William's basic problem was that his levies were required to serve him only 40 days. Some were willing, but it took much coaxing, argument, and promises of lands and wealth before other barons agreed to extend their service.

During the nine-hour battle, William's archers and infantry had no effect on the English line. Even the Norman knights made little impression for hours, and by then all respected the English axemen. William had to constantly rally his men and urge them to continue the fight.

In those days it was not normal practice for cavalry to charge en masse. Groups of horsemen — sometimes even individuals — rode up to the enemy line and hurled their lances, then engaged in an exchange of hacks with sword, axe or mace. (Knights did not begin to "couch" their lances until the late 1100's.) William himself took part in many of these skirmishes and had several horses killed under him, but he himself never suffered a scratch.

In these times knighthood was not too dangerous a game. Their rugged chain mail armor made the knights walking, talking forts; even unhorsed they were a formidable fighting

machine. Casualties at Hastings are unknown, but in the Battle of Bremlé (1119), according to Ordericus Vitalis, only three knights were killed of 900 who fought. At Tinchebrai (1106) Henry I captured 400 Norman knights (60 others were killed) but not one of his own knights (some accounts say two) was slain. It was not always that safe, however. At Bouvines (1214), one of the bloodiest battles of the period, of 6,000 imperial knights who fought, 170 died; losses of the victorious French are unknown, but were reputedly few.

The surest way to kill a knight was to catch him sprawled on the ground just after he had been thrown off his horse, and hack his throat. But this was not considered chivalrous conduct, and it was not good business. A captured knight was worth a heavy purse of ransom. Often a knight was freed on his pledge to return on a certain date with the amount agreed (prices were usually reasonable) and it was an exception when a knight failed to settle his debt of honor. The alternative was to bear the expense of maintaining him in captivity as an honored guest.

Typically, too, personal leadership was a vital factor. At least three times William had to remove his helmet and ride the length of the French line to assure his wavering army that the rumors of his death were untrue. The English line might have held, even though its flanks were truncated, if Harold had not been wounded. At dusk William ordered a last assault. This time his archers were ordered to shoot into the sky so that their arrows would fall on the English like hail, thus negating the shield wall. One of these arrows wounded Harold in the eye and he fell blinded, to the consternation of his troops. At this moment of confusion the Norman knights charged. The English left flank buckled; many of the fyrd began to flee. The housecarls began to retreat in good order, but eventually the knights broke and pursued them.

In the darkness after the pursuit, William returned to the scene of the battle where monks had found a body that might possibly be Harold's. It was so badly mutilated that it was virtually unrecognizable. The body was nearly naked, the head and one leg had been hacked off, and the entrails had been spread over the field. It is said that Harold's mistress had to be brought to the scene to give positive identification.

A typical aspect of the battle was that it confirmed a fact everyone had known since 378 A.D. when heavy cavalry of the Goths destroyed the, until then, invincible Roman infantry legions at Adrianople; cavalry ruled the battlefield. But that was destined to change.

One aspect not typical was that the battle was fought at all. Pitched battles on this scale were rare in these times. Between the years 1000 and 1300, military architecture far outstripped the science of siege, which had regressed considerably from Roman times. It was wiser for armies to sit in their castles than to risk defeat in the field. Most battles were sieges. But that, too, would eventually change.

The hundreds of castles the Normans built in England in the years immediately after Hastings were motte-and-baileys, defenses of earthenworks and timber palisades. Stone castles did not begin to appear in significant numbers until the mid-1100's. Even so, it was rare for a castle to be taken by assault. They fell when the garrison was either starved out, demoralized by the devastation of the neighboring countryside, or intimidated by dire threats.

### Feudalism and the Art of War

Essentially feudalism was an economic system with its own built-in military apparatus. Originally it filled a desperate need. Prior to the 8th century, a period when central governments virtually ceased to exist, it was a time of brigandage

and universal insecurity. The battered and impoverished towns of Europe were unsafe and there was a mass migration of gentry to their country estates. Isolated rural communities required military protection and economic organization. The landowners provided these administrative services to the peasants — the serfs — in exchange for their economic subjection and military allegiance. This economy was 90% agricultural; each community also manufactured its simple necessities — cloth, tools, weapons, leathers — that the towns could no longer provide. Clustered for safety around the baronial manor-house (later the castle), in their small but adequate thatched huts, the serfs ate well (although between 970 and 1100 famines swept France 60 times), paid their lord perhaps two-thirds of their produce in rents and taxes, and were protected to varying extents from arbitrary injustice by laws and customs (although in some times and places a baron could even kill a serf with impunity). Perhaps the serfs' greatest complaint was that they were chained to the land. The fiefdoms began to prosper and jut above the desolation of Europe like pyramids of prosperity. And gradually the landowners evolved into little do-it-yourself kings.

There were good and honorable lords, but in the main they were men — soldiers who readily resorted to wars to protect what they held and seize what they coveted. They were jealous of their freedoms and powers, yet they needed protection themselves, so they elected kings to whom they swore a nominal loyalty. Then began the struggle of kings to impose laws and order on their unruly barons. Church bishops were also lords and usually sided with their fellows, but the popes generally allied with the kings and supported their efforts to rise above the status of elected referees to become hereditary rulers. These were the central tensions that stirred the perpetually simmering medieval social stew.

The feudal system reached its height in France between 1000 and 1100 A.D. The archetypical figure was the knight. These warriors were segregated into seven "classes." The three pinnacle positions were occupied respectively by kings, bishops, and princes. The lowliest knight was typically a farmer peasant who had "made the grade" (there was a fair amount of upward social mobility during this age) and could now afford to squire himself with a horse and armor (a very expensive undertaking), and enjoyed enough leisure time to learn the extremely difficult art of fighting on horseback.

In the 900's, knights adopted the Teutonic concepts of association, devotion, truthfulness, honor and personal service — the code of ethics called chivalry. It was a lofty ideal that in some senses flourished in the midst of a rude, base society. Modern manners are a dilution of it. But despite their noble strivings, or their pretensions, knights were practical men. A knight who ostensibly, or sincerely, kept his pledge as a matter of honor also realized it was sound business practice. He was courteous to his captives so that he would receive courtesy from his captors. But chivalry was battered by the brutalities of the Hundred Years War, lamed by the merciless hates of the War of the Roses, and finally expired in the theological furies of the religious campaigns of the 1500's.

The roots of feudalism can be traced to northern France, and it was there and in England that it prevailed. It never reigned over the mountains and towns, nor in southern France, northern Italy and Christian Spain, nor throughout the vast extent of the Roman Empire of the East. Nor was it the way of life of the shepherds and freemen of the Balkans and western Italy, of Germany (except the

Rhinelands) and the farmers of Norway and Sweden, nor of the Teutonic settlers beyond the Elbe.

The beginning of the end of military feudalism came when manufacturing and trade revived in the towns between 1100 and 1300. A new era stirred as town dwellers once again began to prosper as carpenters, leatherworkers, weavers, brewers, bakers, and blacksmiths. They worked at home; tools were simple, productivity low, and there was no harried sense of competition. Within limits, a man could set his own price and, if he chose, take the time to raise his craftsman's skills to the level of art. This may have been the Golden Age of labor.

By the end of the 1100's, private baronial wars were waning in France (although seigniorial wars were still common in Germany as late as the 15th century). The rickety Peace of God had evolved into a stouter Truce of God that forbade war during certain seasons and feast days. The Second Lateran Council (1139) prohibited the use of "military engines" (including the crossbow) as un-Christian weapons — a stricture largely ignored. Other factors were the growing powers of monarchs, the rise of the towns and commerce, and the channeling of martial energies into the Crusades which began in 1096. In 1190 Gerhoh of Reichersberg even proposed that the pope should forbid all wars between Christians, that all disputes should be submitted to papal arbitration. But the kings felt that this idea was too advanced. As mini-wars declined they were replaced by wars between states. In the 1200's even some of the popes readily resorted to war as an instrument of their policies.

### Chivalry vs. Reality: Knights vs. Infantry

One of the greatest dramas of the age was the long struggle for supremacy on the battlefield between the often despised infantry and the lordly knights. As late as 1250, no military leader in western Europe saw the potential of infantry, even though the evidence was already written large in history. In 1176, when the Holy Roman Emperor Frederick I (Barbarossa) led his fifth expedition into northern Italy to unite Germany and Italy, his all-cavalry army was defeated at Legnano by the citizens' infantry militia of Milan. This was the first blow against the long reign of heavy cavalry. (It could also be said the victory produced the first crack in the rigid fetters of social caste and initiated the slow evolution of a new relationship between common men, the bourgeoisie, and their noble rulers.) But the military lesson was obscured at the time because the final mopping up of Frederick's army was performed by Lombard cavalry.

During the 1200's, cavalry continued to evolve. The knight began to wear over armor a gambeson, a coat of leather or quilted cloth. Chain mail became finer and more flexible, and small steel plates began to appear, especially at the knees, elbows, and shin. A new experiment was tried at the Battle of Benevento (1266), the cuirass. This two-piece armor plating was worn on the chests and backs of 1,200 German knights and it made their charges irresistible — until the French rediscovered the old Roman technique of stabbing the knights in their armpits.

Armed horsemen were divided into two grades: knights and their followers, called sergeants, whose horses and armor were lighter and who were of humble social origin. Sometimes the lesser knights wore only the gambeson. In the next century, however, armor became fairly standardized and the distinction between knights and sergeants became purely social. Tactics were improving — some leaders were experimenting with

synchronization and charges en masse. One of the great innovative commanders of the time was Simon de Montfort.

But the feudal system of recruitment — never a real success — was breaking down. More and more, armies were depending on a hard core of professionals. Levied knights were more insistent on a maximum service of 40 days, and would obey only their immediate superiors. The English were among the first to realize that a small professional army was more efficient than a larger mass of semi-trained, part-time warriors. They gladly began to accept "scutage" — payment of a tax in lieu of service. This money would be used to hire professionals.

Europe began to team with knights-for-rent (soldritter). There was plenty of employment. Aside from the Crusades and private baronial feuds there was the reconquest of Normandy by France (1204), civil wars in Germany, the expeditions of France and the emperor vs. the papal coalition in Italy, then the pope and France vs. the emperor, the campaigns of religious conversions of the Teutonic knights in Prussia, the dynastic struggles in Christian Spain and the wars with the Moors, battles against the Mongols in Poland and Hungary, Swiss wars of independence, the first conflict between Venice and Genoa, the aggressions of Charles of Anjou in southern Italy, etc., etc.

In between there was always a local tournament. These spectacles, which began as early as the 900's, were pageants of fluttering pennants, colorful tents, finery of dress, gaiety, poetry, music, and often blood. Frequently they ran for days and consisted of two main events: jousts and tournaments. The joust, or tilt, was combat between two knights who charged at each other in deadly earnest with steel lances. When one man was unhorsed the other was required to dismount and the struggle continued on foot until the judges called a halt, or one of the fighters surrendered, was too gravely wounded to continue, or died. A tourney was combat between two groups of knights. Although these events were usually fought with blunted weapons, they resembled war in every other way. The vanquished were made captive, forfeited their horses and armor, and often even paid a ransom. In the famous tourney of Neuss (1240) some 60 knights were killed. The Church frowned on these goings-on, but for many knights it was their livelihood. To the victor went prizes, poetic paens, and the admiring smiles of the ladies.

Possibly history's most discreet secret is what really went on between the chivalrous knights and the noble women (*never* their wives) who gave them their scarves to wear in battle, who sometimes lead them into the arena bound in silver chains, and whom the knights worshipped and served. But legend insists that these relationships were beyond reproach.

The use of the longbow was further refined at Duplin Moor (1332) and the next year at Halidon Hill, but the conclusive test of the English archer was still to come — against the powerful ranks of French chivalry.

Meanwhile another theory of infantry combat was being developed on the continent. At Courtrai (Kortrijk) in 1302, an army of some 12,000 Flemish rebels, mainly armed with pikes, under the joint command of Guy of Namur and William of Juliers, found itself in a difficult position. Although they had deployed the army behind a stream with muddy banks on either side, at their backs was the French-held town of Courtrai and its garrison which the French had come to relieve. Confronting the Flemings across the stream was an army of some 15,000 men commanded by the Count of Artois.

The battle began with the usual exchange of crossbow fire. Then the count, calling out the old medieval cliché that "a hundred cavalry was worth a thousand men" ordered one of his three divisions to attack. The French infantry advanced followed by knights. But the lines of horsemen were thrown into disorder by the footmen who paused when they reached the brook, and the mud flats caused even more trouble. Before the French could reform orderly ranks the Flemish phalanxes with pikes levelled advanced and thrust them back.

The second French division attacked and managed to cross the stream, but was stopped by the pikes. It was a fierce battle in which 63 French nobles and 700 knights fell — incredible casualties against mere infantry. Flemish losses are uncertain but were slight.

Witnessing this unprecedented carnage of the flower of chivalry, in which the Count of Artois himself perished, the third French division refused to join the fray and the battle ended.

Courtrai was the first major victory of infantry over cavalry in nearly 1,000 years. But in the postmortems the French decided their defeat had been caused by the mud. A repeat performance came in 1315 at Mortgarten when Swiss pikemen defeated the Austrians in similar fashion. But this battle was fought in rough mountainous terrain which put cavalry at a clear disadvantage. Moreover the Austrian commanders had been mediocre, critics said.

The Battle of Laupen (1346) was a conflict the sturdy Swiss pikemen should have lost if cavalry had really still been queen of the battlefield. The Swiss leader, Rudolph of Erlach, saw he was greatly outnumbered and decided on a defensive strategy, positioning his army on a smooth hill. On his right, where the grade was steepest, he placed his few cavalry. On the left, where he expected the main attack, he deployed his pikemen. He planned to allow the Austrian knights to come up so far, then charge his infantry down on them.

The first attack fell on the Swiss cavalry, which defended itself well. But when the pikemen charged down the hill, the Austrian cavalry held firm. Gradually the knights completely encircled the Swiss infantry until they were pressed shoulder to shoulder. They fought stubbornly. The knights were unable to finish them off, and finally the Swiss cavalry arrived, attacked the Austrians in the rear and routed them.

At Laupen the Swiss still used a heavy pike only eight feet long that ended with a point and a blade. Soon after they adopted a steel-tipped pike of a length of some 18 feet. They held this weapon at shoulder height and thrust slightly downward. In this manner the first four ranks of their phalanxes presented a bristling facade of four depths. (The Germans later developed a technique of holding the pike low and thrusting upward.) Armies did not lack valiant knights willing to hurl themselves against these glinting porcupines, but their horses often felt otherwise.

It was not just the pike that won the Swiss their superiority. Light armor allowed them easy mobility and they perfected maneuvers in formation. Their discipline was superb. The standard method of attack was to advance in echelon of three parallel columns, each one slightly behind the other. This formation gave the attacking column (the foremost column) both a rearguard and a reserve. Their methods were so simple and efficient that they did not vary for 200 years.

These elite men — the first modern soldiers to march in step to music — were never a significant political factor in Europe because of the rivalries of the Swiss Cantons, but they quickly became the continent's foremost mercenaries.

Even after Laupen there were skeptics who could not believe there had been a momentous

change on the battlefield. They continued to conduct their wars in traditional ways, until the carnage of Crecy in 1346. Then the truth gradually began to dawn that cavalry had been dethroned. (But it took about 150 more years to convince *everybody*.)

Still there were commanders who did not understand the "why" of the Swiss successes. At Sempach (1386) the Austrian commander reasoned that the way to defeat Swiss peasants was to pit them against noble infantry. He dismounted his knights, but they were so overburdened by their armor that some of them were exhausted even before they joined the battle — another significant victory for Swiss pikes.

Before Crecy another dark cloud loomed in the knights' blue sky — the black belch and thunder of the first cannon fired in anger in Europe, probably at Metz in 1324. (There are vague reports that the Berbers used cannon at Sidgilmessa in 1247, and the Mongols in Turkestan in 1218.)

The first known cannon in England was built by Walter of Milemete in 1326. A picture of it in a manuscript of the same year shows a jar-shaped object lying on its side and mounted on a wooden base with legs like a table. It had a thick base tapering down to a narrow neck, which at the end opened out like a funnel. It was fired by inserting a red-hot poker in a hole at the base, and shot a steel arrow with metal fins. The same year similar cannon were cast in Florence.

Possibly Edward III used a few cannon against the Scots at Berwick in 1327. It is known that the French used about 20 guns — captured earlier from the English — at Sluys in 1340, and six years later Edward used artillery at the siege of Calais. By 1350 cannon were becoming common, but it would be more than a century before warfare felt their full impact.

A similar weapon was the ribauldequin, a sort of battery made of a number of metal tubes transported on a cart. They could all be fired simultaneously. In 1345 Edward ordered a hundred of these, but apparently they were an experiment that failed.

The advent of artillery was the medieval equivalent of the atomic age. The technology was difficult, the expense hideous; only the greatest lords could afford them. Gradually they contorted all the familiar political configurations. No longer was a recalcitrant baron immune behind his castle's high, thin walls. Gradually the blasting cannon became the forge of the modern states.

### The 100 Years' War

By 1300, England's population had grown to 3,000,000 (from 2,500,000 in 1066); France's was more than double that. The two main sources of England's wealth were the mining of coal and metals and the production of raw wool. Sheep farming grew rapidly in this century as landowners enclosed more and more land for their flocks, often lands hitherto used freely by the peasants and serfs, causing much social tension. But the merchants were uneasy about their commerce because the wool went to the busy looms of Flanders, which was dominated by France.

Serious trouble was brewing between France and England. It was welcomed by Norman-descended English nobles who dreamed of one day reconquering their motherland. There were tensions over fishing rights in the North Sea, the Channel and the Bay of Biscay. There was general ill-feeling because it was estimated that more wealth flowed out of England into the coffers of the French-dominated pope in Avignon (the popes had fled to France from the anarchy of Rome in 1305) than was collected by the English king and state. Criticism of England's wealthy and ostentatious

clergy was lead by such men as Wyclif. Also, Scotland was still a thorn in England's side and the French were hated because they connived with the Scots. The people themselves welcomed the prospects of conflict because they really only admired warlike rulers who were victorious.

In 1331 Edward III lured some Flemish weavers to England to establish the basis of a national textile industry. This highly-organized activity of fulling, carding, weaving, dyeing and finishing was already bringing to an end the "golden age" of labor in Flanders and Florence. The once powerful craft guilds, despite protests and strikes, were unable to fight it. For some years in England it remained on a small scale. However, by the end of the century it would be the dominant source of the nation's economic power.

Tensions mounted until 1336, when on the suggestion of King Philip VI of France as a precaution against possible plots, the Count of Flanders ordered all Englishmen in his domain to be jailed. Edward retaliated by arresting all Flemings, and halted exports of wool. Within weeks, the looms of Flanders became idle and workers filled the streets demanding jobs.

The next year artisans and manufacturers met in Ghent, denounced the Count of Flanders, formed their own city government, and appealed to England to renew the wool trade. Edward agreed, and the Count fled to Paris. All Flanders now rose in rebellion and proclaimed itself an ally of England. In the same year Edward formally renewed his claim to the French throne, which was rejected. In November Edward sent Philip a message in accordance to chivalrous custom: within three days England and France would be at war.

The Hundred Years War began with a series of sea raids on both sides of the Channel. The first important engagement took place at Sluys in 1340, a naval battle that won England domination of the Channel for a generation.

Now came the definitive defeat of cavalry. In July, 1346, Edward landed in France near Cherbourg with an army of some 10,000 men. What he planned to do is unclear, but soon he lost control of the situation. His sailors mutinied, sailed their ships home, and Edward was stranded on the enemy's shore. He decided to march across northern France to join his allies in Flanders. With skill, and some minor fighting, he led his army across two major obstacles, the Seine and Somme Rivers, with the French in hot pursuit — once only two hours behind his rearguard. Finally at Crecy on August 26th, he turned to fight. Perhaps he chose this ground because it belonged to his grandmother.

### Crecy

That morning Edward deployed his men defensively along a rise of ground that stretched 3,000 yards (some accounts say 2,000 meters) from the villages of Crecy to Wadicourt. Whatever the length, it made a thin line of his small army. The right flank was a high, strong position protected from outflanking maneuvers by the Maye River. Here Edward placed one division down low on the hill under the nominal command of the 16-year-old Black Prince. The left flank, on lower ground, was more vulnerable. The division here took a position near the hill's crest. The natural strength of the English line was augmented near the center by three cultivated terraces some 300 yards in length, like huge steps, that were virtually impossible for horses to scale. Here Edward was able to economize with his men. Edward kept a reserve division, mainly of cavalry, under his personal command.

Near the center at the top of the hill was a windmill which Edward occupied as his command post. From there he had a fine view of the whole scene.

The army's deployment resembled a wide W with a flat base. The four angled lines were formed by 5,500 longbow archers, the two flat lines at the base were a mixture of 1,000 Welsh pikemen and 2,500 dismounted men-at-arms.

During the morning while the English waited, they dug hundreds of potholes before their line that were to cause many charging enemy horses to stumble.

Meanwhile the French, nine miles away at Abbeville, had lost contact with Edward and set out in search of him in the wrong direction. It was a powerful army that some estimates number at 100,000 — the truth probably lay between 30,000 and 40,000. There were some 10,000 men-at-arms, large numbers of feudal militia, and a vanguard of 6,000 stout Genoese crossbow men. Accompanying King Philip was a galaxy of prominent barons and knights, some of whom were sporting the new-style suits of plate armor.

Notable was the doughty old John of Luxembourg, King of Bohemia. He had fought and won battles in nearly every realm of Europe, and become so famed as a warrior that just his name struck awe in his enemies. When Verona, besieging Brescia, heard that he had merely promised to come to the aid of the town, the Veronese abandoned the siege. Brescia, Bergamo, Cremona, Parma, Modena, even Milan, all voluntarily acknowledged him their feudal sovereign in exchange for his protection. It was a common saying that "nothing can be done without the help of God and the King of Bohemia." He had come galloping to aid Philip with 500 knights, though stricken by disease 10 years earlier while crusading in Lithuania, he was now blind.

Probably caused by their early fruitless search and later change of direction, the French army arrived at Crecy about 6 p.m. in great disorder. When Philip saw the English deployed and the sun, now lowering in the sky, shining directly into his eyes, he wisely decided to postpone the battle until the next day.

In the confusion, some accounts say, the Genoese vanguard obeyed Philip's order to halt, but the rest of the army, coming up behind pushed them on to the field; or the Genoese ignored Philip and began to deploy, and the army followed their example.

Shouting cries of war, the French marched on to the field. The English stood silent. The Genoese crossbowmen approached the English line for the customary preliminary exchange of fire. But before they reached firing range the air around them was suddenly filled with the hiss of longbow arrows, the thud of hits and cries of alarm and pain. The Genoese soon broke and ran back.

Cursing them as cowards, a company of French cavalry surged forward. The two groups collided in near-melee; some of the crossbowmen were actually ridden down and trampled. In this packed mass of milling men and horses few English arrows failed to hit a mark. About this time some small English cannon fired their first volley and the thunderous roar terrorized some horses, though it was soon found that the difficulty of loading and aiming the guns was more trouble than they were worth. The attack fizzled out.

Soon a second company of knights unleashed an attack in earnest. As they rumbled across the field towards the English men-at-arms, they were engulfed in a swarm of hundreds of arrows. Casualties were terrible, but they passed on. Now the longbows raked their flanks. The few survivors who reached the English line found themselves outnumbered and many were easily slaughtered. Wave after wave of French attacks met the same fate. They were courageous charges, but sporadic and ill-organized. At times a retiring group would meet a fresh wave and break its momentum. Valor was no longer enough.

Every attack was aimed at the English men-at-arms, perhaps because it was only seemly that gentlemen should fight gentlemen, or because the French still believed the center of English power was the dismounted knights, or perhaps — as some historians suggest — they feared to charge directly into the withering hail of the longbow archers. Before nightfall the French charged 15 times, without the least effect.

When the King of Bohemia heard how badly the battle was going he commanded two knights to tie their horses on either side of his and guide him into the field. They survived the longbow fire and managed to reach the English line of shields. The King hacked blindly at the enemy. Fifty Bohemian knights were slain around him, and he fell wounded. He was carried to Edward's tent where soon he died. Edward later sent the corpse to Philip with a courtly message: "This day has fallen the crown of chivalry." Probably French losses were 1,500 knights and 10,000 men. English losses, all ranks: about 100.

In 1347 Calais rebelled against its English overlords and Edward promptly laid siege to the town. Although cannon were used in this enterprise, it was not the guns so much as starvation that persuaded the inhabitants to capitulate after resisting a year. Edward stipulated that the surviving populace could leave in peace if six prominent citizens would surrender to him with ropes around their necks. When six volunteers presented themselves Edward ordered them beheaded, but the Queen of England, Philippa, knelt at his feet and begged him to be merciful. Edward finally yielded to his wife's pleas. These times were studied with such glittering incidents as women struggled to civilize their men. Calais was to remain England's gateway to the continent for its troops and trade for 210 years.

Only a small minority of men lived beyond 40, but in 1329 even Europe's young and hardy were struck down by an outbreak of bubonic plague — the Black Death. Plague was nothing new. In the 14th century it swept Europe 32 times, in the 15th century 41 times, and 30 times in the 16th. But this was the worst of all time — perhaps one third of the population died. Even war languished while it raged for more than two years. It scourged worst the towns stinking of tanneries, pigsties and latrines, but it also denuded the countryside. It ravaged families, officials, churches, industry; caused such social disorder that the economy, morals, law and order, completely broke down. The appalling tragedy caused outbreaks of communal madness such as the Flagellants and the inhabitants of scores of towns who massacred Jews. Religion fell into disrepute and superstition and sorcery fed like maggots on the social putrescence.

So many serfs died or fled their tenancies that labor found it had increased bargaining power and wages soured. Governments struggled to contain the situation by imposing wage and price controls, ordering that serfs who left their farms could be returned forcibly and branded on the brow, and by effecting a few moderate improvements in public sanitation.

## Poitiers

In 1356 the new French king, John II, marched to Poitiers to renew the war. There he cornered the Black Prince with a small army of 6,000 men, a third of them archers, who had been pillaging the countryside. The French outnumbered the English at better than 2 to 1. The significant fact about this battle was that the French were careful not to repeat the mistake of Crecy — the knights fought dismounted.

The Black Prince deployed his army defensively behind two sunken lanes and a hedge of vine stakes, dismounted men-at-arms in the

center, archers on the flanks. The French were divided into four divisions. The first division to attack was composed of French archers, javelin throwers, and two parties of mounted knights. The remaining three divisions were composed exclusively of dismounted cavalry.

The first division fought well but was routed when Salisbury advanced his archers to pepper their flank. The Dauphin's division now hit hard and the English line began to buckle until the Black Prince committed most of his reserve of 200 mounted knights. The Dauphin's fleeing men panicked the third French division and half the army fled the field.

There was a lull as King John, a mile away, now marched his division of 8,000 men towards the English. The Black Prince's soldiers were exhausted and morale had slumped. The Prince made a calculated decision — he ordered a general advance! The armies clashed on the plain. For the English it was a desperate fight until Captal de Buch organized a party of 200 mounted knights and charged the French left flank and rear. The French broke, fled, and King John was captured.

This time the French army had performed better, but still without evidencing any understanding that the essence of infantry combat was a combination of arms. Nevertheless, in the main from that day (the chief exception was Agincourt), cavalry fought dismounted for the next 100 years, and the lance was discarded.

France was now on its knees. Its king was a captive, its armies humiliated, the economy in ruins, and it was wracked by a power struggle between the parliament and the nobles, and by a savage peasant rebellion. To add to its woes the English pillaged the countryside mercilessly. The Dauphin had no alternative than to plead for peace. A treaty was signed in 1360 whereby Edward renounced his claim to the French throne but was ceded rule over a third of France. There followed nine years of fuming truce. During this interlude the French king died in English captivity, his ransom unpaid, and the Dauphin was crowned Charles V. In 1369 Charles resumed the war. The Black Prince and John of Gaunt responded with new forays into French territory. But now the French armies had a new commander, Bernard du Guesclin. He avoided pitched battles, instead captured English foragers and stragglers, cut supply lines, harassed and starved the English beyond endurance. Gradually the English retreated. In a few years England's vast holdings in France were reduced to four enclaves, Bordeaux, Brest, Cherbourg and Calais. In 1380 both Charles and Du Guesclin died, but once again France stood proud.

These reverses ignited violent reactions in England. Both Edward and the Black Prince were dead by 1377. Enriched by French booty, England was awash with ostentatious luxury and official corruption and mismanagement, and below smouldered peasant discontent.

In the spring of 1380 discontent suddenly burst into flames in southern England. Thousands of officials, nobles and prosperous burghers were massacred. The rebels demanded freedom, equality, and a new government. The climax came in June when a ragtag army of 20,000 arrived at the Thames opposite London. King Richard II rode out to parley attended by 200 retainers whose peaceful cloaks concealed their armor and swords. During the talks with the rebel leader, Wat Tyler, believed to be a former soldier, tempers flared and Tyler was stabbed. He stumbled back to his followers, collapsed and died. As the rebels angrily began to raise their swords and cudgels and nock their bows, Richard rode towards them alone. "Sirsi!" he called out. "Would you shoot your kind?" The revolt began to defuse. Not bad for a boy of 14.

Richard favored freeing the serfs and ending

manorialism, but parliament was composed mainly of landowners and they shelved that idea. The sullen peasants returned to their plows and looms, but their aspirations had now been proclaimed and would remain as a new social tension. The ostensible cause of the revolt had been the Poll Tax imposed to finance the war, but without doubt a major contributing factor was the new status the common man had won on the battlefield.

The war continued with little enthusiasm until 1396 when a 20-year truce was signed. (Some French knights took this opportunity to ride off to a crusade in Hungary against the rising power of the Ottoman Turks.) Conflicts also continued elsewhere unabated during this period. There was another war between Venice and Genoa. The Church was divided by the Great Schism between the popes of Avignon and Rome. In 1389 the Great Serb Empire had been destroyed at the Battle of Kosovo. In 1400 the Holy Roman Emperor, Wenceslas, was deposed for drunkenness. The Swiss began their campaigns of expansion, Russia still struggled against the Mongols and Spain against the Moors. In 1410 the Poles and Lithuanians defeated the Teutonic Knights at the Battle of Tannenberg.

The year 1415 was a milestone in military history. The transition to plate armor had been completed and the overburdened knights, no longer an efficient fighting machine on foot, remounted their steeds, confident that they were now immune to longbow arrows — a fatal mistake as they learned that year at Agincourt (see *S&T* Nr. 68). However, the success at Agincourt of sharpened stakes and longbow volleys encouraged the English to continue these tactics, which were to have disastrous consequences in the next years as infantry itself was to be imperiled by a new battlefield champion — the cannon.

In August of that year, King Henry V of England sailed to France with 1,300 boats and ships and 11,000 men to renew the war. He landed at Harfleur at the mouth of the Seine and laid siege to the town. The inhabitants fought stoutly, but Henry had 10 cannon, three of which could fire a stone ball weighing 200 pounds. In 27 days these guns pounded a hole through the wall, and the town surrendered. On that day the long era of traditional fortifications ended. (Military architecture would make no response to the new conditions until the 1500's.)

Henry then marched for Calais and was intercepted by the French at Agincourt. He returned to France two years later and besieged Rouen (50,000 Frenchmen starved to death), then marched on Paris itself in 1419. The French king surrendered, gave his daughter to Henry as wife and disowned his son to clear Henry's title to the succession. Henry was proclaimed Regent of France in 1420. English rule was to last 17 years. (Henry himself died of dysentery in 1422.)

Cannon had evolved from jar-shaped to a cylindrical barrel. They were still cumbersome objects to move, but in 1420 they were given mobility by a brilliant Bohemian leader, John Ziska. This Hussite general scored a number of victories over the crusaders of the pope with a score of cannon mounted on 12 farm carts. At times his carefully trained gunners formed their carts into a defensive circle. With such revolutionary tactics, Ziska soon gained control of most of Bohemia. In a similar fashion, the French were soon to recover their lost lands.

### The End of the 100 Years War

The first serious English reverse occurred at Orleans in 1429 when the English siege was broken by Joan of Arc. The siege was really a number of English forts dotted around the city. Joan had no great difficulty passing between the forts to enter Orleans. There she inspired a number of suc-

cessful attacks against the besiegers. This 17-year-old girl restored to France what it most needed — faith and morale.

France began to rearm. In 1436 the people of Paris themselves drove the English king out. Three years later the French king, Charles VII, laid the foundations of western Europe's first full-time army. The same year the greatest artilleryman of the era, Jean Bureau, directed the French siege of Meaux. In 1444 a truce was signed, but five years later — to the shock and surprise of the English — Charles renewed the war. In the first year Bureau and his brother are said to have directed 70 successful sieges in Normandy. The English fought back bravely but their longbows were helpless against the French artillery tactic of enfilade fire. Swiftly their possessions in France were reduced to Calais. By 1453 the French army counted 250 cannon. That same year the weary combatants signed another truce — and this time the Hundred Years War was really over. (Also in 1453 the Ottoman Turks demonstrated the power of artillery by battering down the mighty walls of Constantinople.)

With hardly a pause, England began the War of the Roses (1455-85), a period of dreary civil war between the houses of Lancaster and York which the general populace ignored as much as possible. The veterans of France joined either side indiscriminately. From the point of view of military historical development, the main item of interest of this was that Edward's victory at Stamford in 1470 was partly due to artillery.

Meanwhile the pikemen of the Swiss Confederation maintained their reputation with decisive victories in the Burgundian War of 1473-77. At Grandson, a swift attack by the echelons caught the Burgundian and Italian forces unprepared for battle. Later at Murten (Morat), the Swiss demonstrated tactical flexibility by attacking in line instead of echelon to facilitate encirclement. This maneuver succeeded despite fairly stiff artillery fire. This was the period when "military entrepreneurship" — mercenary professionals organized into companies for hire — reached its maturity, especially among the Swiss and Germans.

And the age of artillery was arriving. When Charles VIII of France invaded Italy in 1494 the Italians were astonished to see entirely new cannon constructed by Jacques de Grenouillac. They were cast of bronze, could be shot at rapid intervals, and were light enough that they could be drawn by horses keeping pace with a marching army. Chief innovations were the introduction of the gun carriage and a pivot which enabled easy elevation of the barrel. Instead of stones these new guns shot metal balls.

In one of Charles' battles, at Seminara in southern Italy, the French defeated a Spaniard named Gonzalo de Cordoba. His army of archers, men-at-arms and light cavalry armed with javelins, had really been designed for fighting the Moors in southern Spain. (The reconquest of Spain ended in 1492.) His defeat made Gonzalo think, and he became the first commander to recognize the potential of the arquebus. A few of these firearms had been used as early as the Hundred Years War, but they were difficult to handle (some models required two men) and were sporadic in performance. But by now they had been considerably lightened, to around 17 pounds, and shortened. Most important, they could now be fired by a flintlock instead of a fuse. Gonzalo rapidly reorganized his army into arquebusiers supported by pikemen. This was the beginning of Spanish infantry supremacy of the next century. (The longbow was abolished by Elizabeth I in England in 1595.)

In 500 years men had made great advances in the art of war, but as to their greatest challenge — keeping the peace — they were not the least wiser. ■■

## FEUDAL ARMIES An Assessment

How effective were the feudal armies? This is a question that even today has not been answered to everyone's satisfaction. Charles Oman in his definitive *The Art of War in the Middle Ages* writes:

"Infantry was in the twelfth and thirteenth centuries absolutely insignificant...there was ...no really important part for them to play...If great bodies of foot occasionally appeared upon the field, they came because it was the duty of every able-bodied man to join the *arriere-ban* when summoned, not because the addition of 20,000 or 100,000 half-armed peasants or burghers was calculated to increase the real strength of the levy."

In another passage he writes: "An engagement like Bremule or Bouvines or Benevento was nothing more than a huge scuffle and scramble of horses and men over a convenient heath or hillside. The most ordinary precautions, such as directing a reserve on a critical point, or detaching a corps to take the

## THE BATTLE OF NAVARETTE 3 April 1367

King Alfonso's death in 1350 during the Black Plague left two factions struggling for the crown of Castile. Alfonso's legitimate heir, Pedro III, was opposed by the king's mistress, Lenor de Guzman, and her five sons by Alfonso, the eldest being Enrique Trastamara. Lenor was murdered by Pedro, which unleashed a prompt rebellion by Enrique. After several years of civil war, Pedro, by means of murder and treachery, won over the Iberian Holy Orders, thus obtaining control of the only "regular" well-trained troops in Spain. To buttress his gains Pedro allied himself with King Edward of England.

In 1365 Enrique returned from his exile in France to inflame the smoldering resentment of the Castilian nobility against Pedro. He brought an army of veteran French free-companies, well-mounted, and armored for the most part in plate, together with some veteran mercenary crossbow men. Commanding the French contingent which numbered some 1,500 to 2,000 men was Bertrand de Guesclin, France's great military leader of the Hundred Years War.

The French intervention proved decisive over the lighter-armed Spaniards. The wavering nobility, tempted by promises of large land tracts, flocked to Enrique's side. The Holy Orders, too, split in loyalty and joined him. Now bereft of his power base, Pedro fled to Bordeaux in 1366. En route he lived up to his reputation by murdering the Archbishop of Santiago.

The following year proved decisive in the ongoing civil war, for Pedro returned with his free-companies of English and Gascons led by an indomitable warrior — the Black Prince. The prince's reasons for this Spanish venture

enemy in flank, or selecting a good position in which to receive battle, were considered instances of surpassing military skill."

Part of the difficulty in making an accurate assessment is the fact that the barons were too busy to learn to read and write. Thus they left the chronicling of their exploits to monks, who generally tended to be vague about the mechanics of battle. As a result some modern historians are now giving the feudal armies higher marks than Oman.

For instance, it is now known that the fyrd was not entirely a motley herd of poorly armed and barely trained country bumpkins. There was also a "select fyrd," each man well trained and armed, and provided with a horse — not for fighting mounted but for rapid transportation.

Some infantry was certainly a force to be reckoned with — the housecarls at Hastings, for instance. And why, some historians ask, if infantry was generally so useless did commanders burden themselves with the logistical and organizational problems of summoning so much of it? No one has yet offered a conclusive answer. Perhaps the early infantry was "good enough" for its time. For instance, the English infantry at Hastings held off the sporadic, piecemeal attacks of the Norman knights —

the best in Europe — for nine hours. But how long would the English have withstood the massed French knights of Agincourt?

Here is an example of the paucity of hard facts: Some accounts say Harold placed his elite housecarls in the first rank along the entire English line, others say he placed them in the center. Which is right? Perhaps he did both. There were 2,000 housecarls and the English line was some 600 meters long. The men were closely packed, each occupying the space of a shield width — 60 centimeters. Therefore 1,000 housecarls could have filled the first rank, leaving another 1,000 to be massed as a body in the center.

Some modern historians believe the feudal armies were far better organized, disciplined and led than Oman says, but it is still an open question.

If "correct" tactics for an army could be defined as a flexible combination of missile fire power, defensive staying power and mobile shock capability, then European armies can be given high marks for fire power and defensive staying power, particularly the infantry formations. (Mounted knights were weak on defense, but strong if they dismounted). However, as a mobile shock formation the knights

moved turgidly. By the end of the 14th century the armor of a horse and man weighed about 150 pounds. Add the knight to this and the horse was required to carry a burden of over 300 pounds. With a load like this even the specially-bred, large destrier mounts could only manage a short trip. Heavy armor reduced overall battle casualties but sacrificed mobility — the essential characteristic of cavalry.

Certainly the Europeans made a poor showing against the highly mobile Mongols. (And it would be hard to imagine Mongols losing contact with an enemy army nine miles away as the French at Abbeville did with the English at Crecy.)

On the other hand, at least one Saracen military chronicler, Ibn Hudail, was impressed by Christian tactics during the Third Crusade. He describes formations of Christian infantry deployed into a shield wall reinforced by lancers and crossbowmen, advancing like a moving city. At an appropriate moment these formations would open to allow cavalry to charge out as though from a citadel; then close behind them when they returned to give them protection while they regrouped.

Maybe those monks just never gave us the facts. ■■

can be simplified to three main points: money, the alliance between England and Pedro, and the character of the prince himself. Edward was a man of tremendous energy who chafed under inaction.

Setting out in early spring, the English army with various Gascon, Armagnac, Mallorcan, Navarrese and Castilian supporters of Pedro, advanced by forced marches in three columns to ease foraging. Their objective was Burgos, Enrique's capital beyond the Ebro.

De Guesclin cautioned Enrique not to accept a field battle. He advocated holding on to fortified cities while launching hit-and-run attacks with their abundant Spanish light troops. This strategy, coupled with the poor forage of the Spanish countryside, would probably have succeeded in obliging the English to return across the Pyrenees. But as Pedro and the Black Prince advanced deeper into Spain, Enrique's supporters became apprehensive, and the guerrilla tactics of Du Guesclin rankled the pride of the Castilian nobility. Enrique therefore prepared for battle.

Tactically he chose a poor site. It was just across a swift-flowing river, the Najerilla. This barrier behind him could only be crossed by a single bridge leading into the town of Najera, a serious bottleneck in case of retreat. Worse, the small plain gave the English the advantage of approaching from uphill. But if Enrique had kept his forces on the other side of the river there would have been no battle at all. His army was melting away so he had to fight before it entirely disappeared.

Dawn of April 3 saw both sides deployed for battle. Enrique's van was led by Du Guesclin's free-company, accompanied by the cream of the Spanish nobility. These knights and retainers fought dismounted as was now the custom for heavy cavalry since the disaster at Crecy. They were screened by skirmishers

armed with javelins, slings and short bows. The second line was divided into two wings, the right under Alfonso de Villena, Count of Denia, and the left under Enrique's brother, Don Tello. Each wing consisted of some 2,000 lightly-armed knights who remained mounted. Supporting these were genitors, Moorish men and Aragonese light cavalry adept at skirmishing, but of dubious morale. The third battle, under Enrique's personal command, was 2,000 to 3,000 knights, and large numbers of poorly-armed civil militia. Some of these had already begun to trickle back toward the bridge at Najera.

The van of the Black Prince's army was 3,000 men commanded by the prince's brother, the Duke of Lancaster, and by Sir John Chandos. The second line was divided into two wings, under the Gascon, Captal de Buch, and the Marshals Percy and Closson. Each wing was 2,000-men strong. The main battle was commanded by the Black Prince himself and was augmented by Spanish contingents. Pedro also took his position here. As at Crecy and Poitiers, the English army was to fight on foot.

The battle soon established a pattern of hasty Spanish attacks which quickly melted away due to poor morale and general unreliability. In fact, at the beginning of the battle several of these wavering contingents, including some Andalusian light horse, crossed over to Pedro's side.

The first decisive action of the day was the attack of the French van. After the English longbow men had driven away his screen of Spanish missile troops, Du Guesclin's free-company charged into the van of Lancaster and Chandos. The initial impact sent the English reeling, but they soon steadied and began to resist in earnest. This action was to last the duration of the battle. An attempt by

Andalusian light horse to reinforce Du Guesclin was driven off by English longbow fire. Finally surrounded, the free-company surrendered. The Castilian wings attacked their respective opposites, but as Du Guesclin had warned, they collapsed under the superior fire range of the longbow, their javelins requiring close range to be effective.

At this point the Black Prince intervened leading the reserve to strike the left of the Castilian army. These men, lacking the heavy armor and discipline of the English, soon disintegrated. Enrique, by virtue of his personal magnetism, did rally several small contingents of nobility. They counterattacked three times, but the bulk of the army was streaming to its doom toward the body-choked bridge of Najera. Here thousands drowned. Several thousand more were captured in hiding in the town. With the Castilian army in rout and pursued by the Black Prince, the forces of the Captal de Buch and the marshals wheeled on the French. That was the end. The battle had been another stunning victory for the Black Prince.

However, like the larger conflict in France, one battle did not win the war. Edward ransomed the nobles he had captured, and forced Pedro to pardon the rest, thus keeping in existence the seeds of further rebellion. Enrique escaped, eventually to regain the throne and defeat Pedro after the English departed. De Guesclin was also ransomed, and eventually returned to lead a new free-company in Enrique's service (this time with complete success, in 1369).

Edward, learning that Pedro could not pay the expenses of the expedition, left in disgust. Thus Navarrete had been a hollow victory. And the excessive taxes levied on Edward's French subjects to pay for the venture would, in resentment, turn them away from English sovereignty, back to a united France. ■■

## THE CRUSADES

Around the year 1000, pilgrimages to the Holy Land were a widely practiced custom. Jerusalem was governed by the tolerant Fatimids of Egypt. But about 1070 the Seljuk Turks (the Saracens) captured the city, and almost immediately tales began to reach Europe about Moslem taxation and brutality to Christian pilgrims. For some 20 years these horror stories were circulated and exaggerated until western indignation became inflamed. Finally in 1095, Pope Urban II called for a crusade to drive the Moslems from Palestine. The response was immediate and overwhelming — for the first time in history, all of fractious Europe was united by a common cause.

There were other reasons than religious for the popularity of this holy venture. The Saracens had already spread their conquests to the shores of the Bosphorus and Europe's bulwark against eastern invaders, the Byzantine Empire, was in decline. To the war-loving Norman barons who had driven the Saracens from Sicily in 1091, and to Spain which had begun its long march of reconquest in 1085, it seemed logical to carry the war to the enemy's homeland. Venice and Genoa desired to reopen their trade routes to the East.

Also, there were population pressures. Many feudal fiefdoms had been divided among sons to minimum limits. Agricultural production was unable to supply the growing demand — in 1094 famine and pestilence had swept much of Europe.

There were also papal indulgences for all who volunteered: exemptions from taxes, moratorium on debt interest, serfs were freed from the land (only for the duration), prisoners were released from jails and death sentences commuted to lifelong service in the Holy Land. To vagrants, thieves, adventurers, merchants and younger noble sons with no prospects of inheritance, the mysterious Levant of fabulous wealth and dusky-eyed women was a new frontier of hope. Even the Church saw side benefits: an opportunity to weaken the Greek Church hierarchy; and it was suddenly riding a crest of unprecedented popularity — even in Rome, the most irreverent of all cities, the pope was cheered. But while there was much self-interest, the principle motive was religious — what miracles might transpire if all the world could be united under one God.

The crusades are of some interest because for the first time knights encountered an entirely new kind of foe (not counting Sicily and Spain). The Saracen armies were mainly composed of mounted archers. Their horses were smaller, fleetier and more manageable than the heavy steeds of the knights. The Saracen wore very little armor, and besides his short, light bow he carried a small round shield, a short lance, a curved sword, and often a cudgel.

The first crusaders, perhaps 30,000 strong and composed mainly of Normans, crossed the Bosphorus in the spring of 1097. They captured Nicaea by promising the garrison safe conduct, then set out on a 500-mile trek across Asia Minor for Antioch.

Enroute, near Doryanaeum, they were in-

tercepted by a Turkish army commanded by Qilij Arslan. The Turks soon discovered that their arrows could not pierce Christian armor, and that in close combat they were terribly vulnerable to the heavy blows of swords and axes. By then it was too late — thousands were slaughtered. The crusaders continued their march, their only enemies now being heat, thirst and hunger. They besieged and captured many cities and set up their own private kingdoms. Two years later, on 7 June 1099, reduced to 12,000 fighting men, they stood before the walls of Jerusalem. (Ironically, the year before the city had been recaptured from the Seljuks and once again was governed by the tolerant Fatimids.) After a siege of 40 days the crusaders gained the walls, slaughtered perhaps 70,000 Moslems, and finally gave thanks at the Church of the Holy Sepulchre. Jerusalem had been liberated.



*Taking of Nicaea by the Crusaders, in 1097; from a Window ordered by the Abbe Suger for the Church of the Abbey of St. Denis, and now destroyed.*

But the Saracens reorganized, and in 1147 the Second Crusade left Constantinople to follow the same route as the first. Once again the Christians encountered a Turkish army at Doryaem. When this battle ended only one crusader in 10 had survived — the Turks had changed their tactics.

By both sides had developed solid doctrines of warfare against each other, although these were to be further refined during the Third Crusade (1188) by Richard the Lionhearted and Saladin.

In their long marches across the parched countryside the Christians formed their main columns of the mounted knights and the baggage. These were protected on all sides by screens of crossbow archers, mainly mercenaries from northern Italy. The Saracens harassed these columns with sudden charges of horsemen shooting showers of arrows. In battle the crusaders would form a line and wait for an opportune moment to attack. They were rarely given this opportunity. Instead the Saracens would gallop up and down the line of stolid Christians shooting arrows and shouting

jeers and insults to goad the knights to charge. The Saracens were careful to maintain a distance and loose formation so as not to present a solid mass for the Christians to attack. As the European tempers frayed, small groups of knights would often sally from the lines. The Saracens would then attempt to shoot their horses from under them, surround the enemy and finish them off. These tactics worked well and Christian leaders were obliged to impose severe punishments on knights who succumbed to this psychological warfare.

The Saracens were masters of the feigned retreat and ambush, a difficult military feat. Sometimes they would withdraw for days to lure the Christians into desolate countryside where thirst and hunger would weaken them.

For their part the crusaders adopted mainly defensive tactics. They would not charge unless the Saracens presented a mass. In the main they avoided pitched battles as usually they were outnumbered. They built many fortresses, close enough together that signals could be passed from one to the other.

In defiance of these proven principles, Guy de Lusignan in 1187 organized a major expedition to Hittin in the arid hills of Galilee. He took with him almost all the soldiers of the Kingdom of Jerusalem — 1,200 knights, 2,000 renegade "Turcoples" Moslem horsemen and 10,000 infantry.

When Saladin heard this army was coming he sent out mounted skirmishers. Their hit-and-run attacks began in the heat of the day and gradually disrupted the cohesion of the Christian column until the vanguard and much of the center became separated from the rest. This main body, composed of Templars, Hospitallers, the renegade Turks and a large number of infantry, mainly crossbow men, by evening were exhausted by heat and thirst. They camped on the side of a mountain. All night the Saracens continued their showers of arrows into the camp, jeering and challenging. Saladin had provided 70 camels loaded with arrows. To further increase the Christian miseries, brushfires were lighted on the lower slopes which enveloped the camp in choking smoke.

The next morning Saladin still avoided open battle and continued to harass the Christians. In desperation Guy finally launched a charge of his cavalry. At first it succeeded. Many Saracens were killed or scattered, but the knights' horses were steadily being killed and wounded. Eventually the horseless warriors were surrounded and very few escaped. This victory left Jerusalem defenseless and Saladin recaptured it the same year.

In all there were eight crusades, but after the first had degenerated into naked greed and brutality, Europe lost its enthusiasm. The crusades failed in their primary purpose, but they did stave off the fall of Constantinople until 1453. The crusaders found a civilization more refined, comfortable and educated than theirs. They learned that men of other religions could be as humane and honorable as Christians. They brought back to Europe improved methods of surgery and other invaluable knowledge. But, although in many respects Saracen armies were superior, the crusades had little influence on western military doctrines. ■ ■

## CHRONOLOGY OF MEDIEVAL BATTLES

Date/Name of Battle Type of Battle	Winner Loser	Men	Losses	Army Type
1016 Ashingdon N	Danes English	U	U	Mi, Sb, Lc Mi, Sb
1066 Stamford Bridge R, L	English Danes	7,000 U	U Heavy	Pi, Mi Lc, Mi, Sb
1066 Hastings L, D	Normans English	9,000 10,000	U Heavy	Ac, Cb, Pi Pi, Mi
1071 Manzikert L, I, N	Seljuk Turks Byzantines	70,000 40,000	U All	Ha, Lc Ac, Sb
1081 Durazzo L, D	Normans Greeks	18,000 75,000	800 6,000	Ac, Cb, Pi Mi, Sb, Ac
1097 Dorylaeum I R, L, W, I	Crusaders Saracens	70,000 250,000	4,000 30,000	Ac, Cb Ha, Lc
1106 Tinchebrai R, T, L, D	Anglo-Normans Normans	7,400 5,700	60 700	Ac, Pi, Cb, Mi Ac, Pi, Mi
1189 Acre I S, A	Crusaders Saracens	30,000 U	12,000 U	Ac, Cb, Pi Ha, Mi
1214 Bouvines R, I	French Germans	22,000 24,000	Few 1,300	Ac, Pi, Mi, Cb Ac, Pi, Mi, Pk
1218 Karaku L	Khwarizmians Mongols	100,000 120,000	U 30,000	Ha, Lc, Mi Ha, Lc
1221 Indus River L, N	Mongols Khwarizmians	200,000 30,000	20,000 19,000	Ha, Lc Lc, Ha, Mi
1221 Biruan R, D, L	Khwarizmians Mongols	60,000 80,000	U U	Ha, Lc, Mi, Sb Ha, Lc
1223 Kalka River R, D, W	Mongols Russians	30,000 80,000	Few Heavy	Ha, Lc Mi, Lc
1241 Liegnitz I R, D, L, I	Mongols Silesians	30,000 40,000	Light Heavy	Ha, Lc Ac, Mi, Cb
1241 Mohi D, L, R	Mongols Hungarians	60,000 100,000	U 70,000	Ha, Lc Ha, Lc
1264 Lewes L, R	Barons Royalists	5,000 7,000	Light Light	Ac, Mi Ac, Mi
1265 Evesham L, T, R	Royalists Barons	8,000 5,350	2,020 2,300	Ac, Pi, Mi Ac, Pi
1289 Campaldino L, D, W, N	Florentines Ghibellines	11,600 8,800	U 3,700	Ac, Pk, Cb, Pi Pi, Mi, Ac, Cb
1291 Acre II S, A	Saracens Crusaders	160,000 16,000	U All	Ha, Lc, Mi, Sb Ac, Cb, Mi
1297 Stirling Bridge T	Scots English	5,180 5,400	U Light	Ac, Lc, Sb, Mi Ac, Cb, Mi
1297 Delhi II N	Indians Mongols	300,000 200,000	U U	El, Lc, HA, Sb, Mi Ha, Lc
1298 Falkirk I W, D, L	English Scots	18,500 10,200	200 5,040	Ac, Lb Mi, Sb, Ac, Pk
1302 Courtrai T, D, W, I, L	Flemings French	12,000 15,000	Light 760	Pk Ac, Cb
1314 Bannockburn L, D, W, M, T, R, I	Scots English	14,500 23,000	500 1,100	Pk, Sb, Lc, Mi Ac, Lb
1315 Mortgarten T, R	Swiss Austrians	2,400 9,000	U 1,500	Pk Ac, Mi, Cb
1339 Laupen D, W	Swiss Austrians	5,000 15,000	Light Heavy	Pk, Cb Ac, Pi, Cb
1346 Crecy L, D, W, R	English French	9,000 30,000	100 11,200	Lb, Pi, Pk, Ac Ac, Cb, Mi
1356 Poitiers II L, T, I, R	English French	6,000 20,500	150 4,500	Lb, Ac Ac, Cb
1367 Navarette W, R	English French-Spanish	24,000 60,000	Light Heavy	Ac, Lb Ac, Lc, Mi, Cb
1385 Aljubarotta R, I, M	Portuguese Castillians	6,880 30,000	Few Heavy	Ac, Mi, Cb Ac, Pi, Cb, Ar

**Battle Types.** A: Attrition; D: Doctrinal superiority; I: Loser ineptly led; L: Leadership; M: Morale; N: Numerical superiority; R: Rout; S: Siege; T: Tactical advantage; W: Weapons superiority. **Army Types.** Ac: Armored cavalry; Ar: Artillery; Cb: Crossbow; El: Elephants; Ha: Horse ar-

Date/Name of Battle Type of Battle	Winner Loser	Men	Losses	Army Type
1386 Sempach T, M, R	Swiss Austrians	1,600 4,000	200 700	Pk, Mi, Pi Ac, Pi, Cb
1388 Naefels M, T, R	Swiss Austrians	600 6,000	Few 2,280	Pk, Mi Ac, Pi, Cb
1391 Lake Kerguel R, L, D	Tartars Russians	300,000 50,000	Light Heavy	Ha, Lc Ha, Lc
1391 Kandurcha R, L	Tartars Golden Horde	50,000 50,000	Heavy Heavy	Ha, Lc Ha, Lc
1396 Nicopolis III L, N, I	Ottomans Hung-French	120,000 60,000	1,500 10,000	Lc, Pi, Mi Ac, Mi, Cb
1402 Angora L, M, T, R	Tartars Ottomans	200,000 200,000	U Heavy	Ha, Lc, El Ac, Ha, Lc, Pi, Mi
1415 Agincourt L, D, I, R	English French	5,700 25,000	400 10,000	Lb, Ac Ac, Cb
1416 Rakersberg R, M	Austrians Ottomans	12,000 20,000	Light 12,000	Ac, Mi, Pi Ha, Lc, Pi
1422 Kutna Hora L, W, D	Hussites Crusaders	25,000 60,000	Few Heavy	Ar, Mi Ac, Pi, Mi
1422 Nemecky Brod L, W, D	Hussites Crusaders	10,000 23,000	Light 13,000	Ar, Mi Ac, Cb, Mi
1422 Arbedo L	Milanese Swiss	6,000 4,000	Light Heavy	Ac Pk
1429 Orleans S, L, M, N	French English	11,000 5,500	Few All	Mi, Ac, Ar Pb, Pi, Ac, Ar, Ha
1442 Vasaq L, M	Hungarians Ottomans	15,000 80,000	Light 25,000	Ac, Mi Lc, Pi, Mi, Ar
1444 St. Jakob N, M	French Swiss	28,000 1,500	2,000 All	Ac, Cb, Pi Pk
1448 Kossova II N	Hungarians Ottomans	80,000 150,000	17,000 40,000	Ac, Mi Lc, Pi, Mi, Ar
1453 Constantinople S, W, D, N, A, M	Ottomans Byzantines	80,000 4,000	U 3,350	Ar, Pi, Sb, Lc Pi, Mi, Sb
1460 Northampton II L	Yorkists Lancastrians	7,000 5,000	Few 300	Ac, Lb Ac, Lb
1460 Wakefield R, I, T	Lancastrians Yorkists	10,000 8,000	Few Heavy	Ac, Lb Ac, Lb
1461 St. Albans II I, T	Lancastrians Yorkists	12,000 9,000	1,000 1,900	Ac, Lb, Ar Ac, Lb
1461 Towton L	Yorkists Lancastrians	16,000 18,000	Light Light	Ac, Lb Ac, Lb
1471 Tewkesbury N	Yorkists Lancastrians	9,000 7,000	Few Light	Ac, Mi, Lb Ac, Mi, Lb
1471 Barnet L	Yorkists Lancastrians	10,000 15,000	400 600	Ac, Lb Ac, Lb, Pi
1475 Krakovicz T, M	Moldavians Ottomans	47,000 100,000	U 90,000	Mi, Pi, Ac Lc, Pi, Ar, Mi
1476 Morat D, T, R, I	Swiss Burgundians	25,000 23,200	410 12,000	Pk, Pi, Ar, Ac, Mi Ac, Ar, Pi
1480 Rhodes S	Knts. St. John Ottomans	4,000 70,000	U 39,000	Ac, Mi, Ar Pi, Lc, Ar
1485 Bosworth R, I	Lancastrians Yorkists	10,000 12,000	100 900	Ac, Pi, Cb, Lb Ac, Lb, Pk
1491 Granada I S, A	Spaniards Moors	50,000 50,000	Heavy U	Ac, Lc, Cb Mi, Sb, Lc, Ha, Ar
1495 Fornova L, D	French Venetians	8,000 34,000	100 3,500	Ac, Pi Ac, Cb, Pi, Ar
1499 Calven T, I, W, D, R	Swiss Swabians	6,300 15,000	Light Light	Pk Ac, Mi
1499 Dornach D	Swiss Imperialist	13,000 10,000	Light Light	Pk, Ac, Mi Ac, Pi, Cb, Mi, Ar

chers; Lb: Longbow; Lc: Light cavalry; Mi: Militia infantry; Pi: Professional infantry; Pk: Pikemen; Sb: Shortbow. **Men/Losses.** U: Unknown; no reliable estimate available.

## THE BATTLE OF ANGORA, 1402

Early in 1402, the triple walls of Constantinople, the capital of the once great Byzantine Empire, were under siege by an army of Ottoman Turks. The besiegers were commanded by Sultan Bayazid, who had proven his military skills a number of times, including at the Battle of Nicopolis some five years earlier when he defeated a large Christian army commanded by King Sigismund of Hungary. Bayazid was master of nearly all of Asia Minor and the Balkans, and his army was the most powerful in southeast Europe. He was feared by all Christians.

However, one day a strange embassy appeared at the Ottoman camp. They were Tartars, kin of the Mongols, and they ordered the sultan to end the siege and restore to the Byzantine emperor all the lands he had seized. They spoke in the name of Tamburlaine, a doughty old conqueror himself. Tamburlaine had forged an empire stretching from southern Russia to northern India. He and Bayazid were neighboring titans and there had been frictions between them for years. This time the sultan, who tended to arrogance and overconfidence, lost his patience. He replied to the embassy with scorn and insults. Then he raised the siege and marched his army into Asia Minor to destroy the upstart who had dared to send him orders.

When Bayazid reached Angora (Ankara) his army had been swollen by massive levies from all his empire, including more than a dozen contingents of vassal Tartars from his eastern marches. The sultan camped outside the heavily fortified city of Angora to rest his troops and plan his next move.

Ottoman scouts reported that Tamburlaine was camped at Sivas to the east and planned to advance on Angora through the valleys and defiles around Tuqat. Bayazid now had two alternatives: to push east across arid countryside to Tuqat to intercept the enemy, or wait for them at Angora where water, food and fodder were plentiful. Bayazid decided to march east because the crops around Angora were ready for harvesting and he wanted to protect these riches from being seized by the enemy.

When Tamburlaine heard of this decision he saw two advantages. His army was mainly cavalry while Bayazid's was burdened by large contingents of infantry. The Tartar therefore decamped from Sivas and swiftly marched southwest. He bypassed the Ottoman army to his north, then swung north to arrive at Angora behind the enemy, and immediately laid siege to the city. Tamburlaine knew that the sultan could not afford to lose this strategic center.

Bayazid promptly turned back. His army suffered terribly in the searing July heat as it recrossed the arid countryside by forced marches. When he arrived at Angora he found that his enemy was now comfortably camped on the site the Turks had recently vacated. The crafty Tamburlaine had also diverted the only stream in the area so that now it was beyond the reach of Bayazid's troops. And the only spring had been fouled. Many Turks were already literally dying of thirst.

Bayazid now had two choices: He could retire to the nearby mountains to rest and re-

fresh his weakened troops. Tamburlaine could not dare advance beyond Angora until that city was secured, so this strategy would have left the Tartar either to continue the siege in the broiling sun, or follow Bayazid and engage him in battle on ground of the sultan's choosing. The sultan's other alternative was to attack Tamburlaine immediately.

It is interesting to compare this situation with Nicopolis. At that battle some 5,000 French knights, confident of their strength and prowess, had precipitously attacked the Turks before their Hungarian allies were prepared. It had been history's last charge of chivalry against a Moslem army. The knights had effortlessly swept aside the rabble forming the Turkish advance guard, then crashed into a formation of elite Janissaries and scattered them, and even put to flight the next line, composed of elite Sipahis cavalry. But when they then surmounted a crest, believing they had single-handedly defeated the enemy, they found themselves directly confronting Bayazid and his main army. The French knights had been quickly surrounded and wiped out. That incident had sealed the fate of the Christian crusade. The cause of the defeat had been arrogance and overconfidence.

For the same reasons, Bayazid now elected to give battle.

Despite their differences in organization, the opposing armies were well matched. Both sides had numerous veterans of their leaders' various campaigns, and these men were equally courageous, disciplined, skilled and loyal. The horse archers of both armies were in most respects identical. They were armed with bow, lance and sword, wore very little or no armor except for helmets, and were superbly skilled riders mounted on fast horses. But the Ottomans had long recognized that the days of cavalry supremacy were waning and therefore they laid more emphasis on infantry. The foot soldier had two main advantages over his mounted foe: He could employ a longer and heavier bow than the horse archer and thus gain a considerably longer range of fire. (However, some of the Tartars adopted the custom of their Mongol kin of carrying two bows.) Also, the mounted archer, accustomed to fighting on horseback, was generally no match when dismounted against a trained infantryman. Thus the Ottoman army was at its best when on the defensive, a fact Bayazid should have remembered.

The most significant difference between the two sides was the character of the leaders. Bayazid had inherited his power. He was fond of pomp, and tended to overconfidence and a haughty contempt for his enemies. Tamburlaine had fought his way to power from obscure origins as the son of a minor tribal emir. Bayazid had never suffered serious adversity; Tamburlaine's character had been honed and hardened by it. Nor could the Ottoman match his adversary's long experience of warfare. Tamburlaine won his victories by meticulous planning, plotting his campaigns and battles sitting at a chessboard late into the night. Bayazid was often called "The Arrow" because of his impetuosity and quickness to strike, but Tamburlaine's name was much more terrible — "The Prince of Destruction."

The armies deployed on the plain of

Chibukabad, a valley northeast of Angora. Tamburlaine's position was prepared with meticulous care. His right flank was protected by the Chibukabad River, his left was shielded by ditches and palisades and his battleline bristled with pointed stakes.

Tamburlaine commanded an army of Asian troops from Persia, Shirvan and Sistan, Armenia, Badakhshan, Gilan, Khorasan and Hindustan. It was an army of horse archers. There were some units of infantry but these played only a minor role. The pride of the army was a newly-arrived contingent of reinforcements from Samarkand commanded by Mohammad-Sultan. Each company marched under banners of a distinctive color. The uniforms, saddlecloths, shields and quivers matched the banners — crimson, yellow, white, purple and other bright hues. Some of these companies were outfitted with chain mail, others with breastplates.

Tamburlaine's right wing was commanded by Prince Miranshah and Emir Shaykh al-din. The advance guard was under Abu-Bakr and Emir Jahan Shah. The left wing was commanded by Shahrukh and Khalil-Sultan, seconded by Emir Sulayman-Shah. Tamburlaine's favorite son and heir, Prince Mohammad-Sultan, commanded the numerous hordes of the center. Before the prince stood an imperial baton — a chestnut horsetail standard surmounted by a golden Crescent. The reserve was formed of 40 companies of cavalry commanded personally by Tamburlaine attended by princes of the blood Pir-Mohammad, Omar-Shaykh and Iskandar, plus numerous emirs.

The right wing of Bayazid's army was formed of 20,000 Serbian cavalry clad in armor from head to foot. These were led by Bayazid's brother-in-law and faithful friend, Stephen Lazarevitch, Despot of Serbia. His command also included some Anatolian cavalry and infantry and a number of catapults for hurling Greek Fire. The left wing under one of the sultan's sons, Sulayman Chelebi, comprised Macedonian troops backed up by horsemen from Asia Minor, also Anatolian infantry and irregular Turkish and Tartar infantry and archers. Bayazid himself commanded the center with his three sons Musa, Isa and Mustafa. It was formed of 5,000 Janissaries supported by strong formations of elite Sipahis cavalry. Command of the reserve cavalry was entrusted to Bayazid's second favorite son, Mohammad Chelebi. As an advance guard across the entire front Bayazid positioned his contingents of Tartars. These levies possible numbered somewhat more than 25 percent of the army. Their deployment in the front was in accordance with standard Ottoman military doctrine. The idea was to oblige the enemy to exhaust his strength on troops of least value before reaching the Ottoman's main line. Bayazid had used the same deployment at Nicopolis.

Estimates of the numbers involved range hopelessly. Many accounts say Tamburlaine's army was between 600,000 and 800,000 men. One eyewitness, Poor Schiltberger, estimated 1,400,000. Modern historians have learned to be skeptical of even eye-witness reports. Without going into details the consensus today seems to be that the Ottomans numbered somewhat less than 200,000 and the Tartars somewhat more. Even these reduced numbers

still leaves Angora one of the great battles of the pre-modern era. Some reports also say that both sides deployed war elephants in their front ranks. Certainly Tamburlaine's army had elephants, but apparently they took no significant part in the action.

The evening preceding the battle was devoted to prayer. About 10 o'clock the next morning there was a chorus of trumpets, drums and cymbals signalling the battle's commencement.

Bayazid immediately took the offensive. Shouting their war cries, the Serbian cavalry surged forward to attack Tamburlaine's left flank. Their advance was screened by horse archers firing arrows at the enemy. These archers were bombarded by arching balls of Greek Fire shot from catapults. The armored Serbs swiftly hacked a swath through Sultan-Husayn's advance guard and rolled on like a tidal wave to swarm over the enemy's main line.

The fanfare of trumpets had also been a signal for betrayal. Bayazid's Tartar levies deserted their frontal position and galloped around the Ottoman flanks to attack Mohammad Chelebi's reserve cavalry and the rear of the left wing. These Tartars were disgruntled with the sultan because of the high taxes he imposed on them and because their pay was in arrears. Also, Tamburlaine's agents had been active among them long before the battle, rousing their sentiments of kinship for their fellow Tartars, and reminding them that Tamburlaine was far more generous in the distribution of booty than Bayazid.

The gallant Serbs were winning Tamburlaine's unreserved admiration by remorselessly pushing back his left wing. Some Tartar units there fled the field, hotly pursued by some of the Serbs. But Bayazid called them back, fearful they might be ambushed. The situation on the Tartar left became so serious that Mohammad-Sultan ordered some units of his brightly-garbed cavalry reserve into the fray.

Meanwhile, however, Tamburlaine had launched an attack on the Ottoman left flank. (Probably here the elephant corps was used.) Here Sulayman Chelebi, under terrific pressure from both Tamburlaine's frontal attack and the traitor Tartars in his rear, judged the battle was lost and signalled a general retreat.

Seeing Sulayman's troops streaming from the field, the Serbs lost heart and they, too, began to withdraw. The Ottoman retreat became an avalanche of flight. Soon only Bayazid and his loyal Janissaries, and Mohammad Chelebi and his cavalry reserve, remained on the field. (Mohammad also eventually fled.)

While the main body of Tamburlaine's army pursued the fleeing Turks, other elements surrounded the hill where Bayazid stood. Despite the overwhelming numbers of the enemy the Janissaries held out for hours. Bayazid fought like a lion beside his men, wielding an axe to repulse each assault. By nightfall only 300 men survived with him. He decided to escape. He managed to gallop through the Tartar lines, but in the pursuit his horse was shot from under him. He was captured, bound and brought to Tamburlaine's tent where the old warrior was relaxing over a game of chess with one of his sons. The titans had locked in combat, and The Prince of Destruction had been the victor. ■■

## THE BATTLE OF BANNOCKBURN, June 23-24, 1314

By 1314, after 18 years of intermittent warfare, Scotland had been almost won back from the English. Only five English castles still held out. The chief of these was Stirling Castle which had withstood a three-month siege the year before, a siege which ended with a gentlemen's agreement: If Stirling Castle was not relieved by Midsummer Day (June 24th) of 1314, it would be surrendered to the Scottish king, Robert the Bruce. This castle thus became the key to victory for both sides.

To meet this deadline, Edward II raised the largest army England had ever seen and marched north. There were 3,000 knights mounted on heavy, armored destriers and some 18,000 javelin, sword and axe infantry, longbow archers, and small numbers of mercenary crossbow men from the French provinces and some anti-Bruce Scots. Bruce could only muster 7,000 infantry and 500 light cavalry who were armored in mail but mounted only small but swift unprotected horses.

Bruce knew he would be outnumbered but never dreamed the odds would be as high as 3 to 1. He realized his only hope was (a) to make his army thoroughly-trained, and (b) negate the enemy's superior numbers by obliging him to attack on a confined front. In March Robert gathered the nucleus of his force, the men who by law were obliged to provide themselves with either a padded leather jerkin or breast plate, a steel helmet and gloves of plate. Robert organized them into four "schiltrons," armed them with 14-foot pikes, and drilled them rigorously in formation battle techniques and maneuvers. The rest of his infantry was formed of local levies; poorer, undisciplined but fierce men who were only required to provide themselves with "a good spear or a good bow with a sheaf of 24 arrows." For the site of the battle he chose the very approaches to Stirling Castle, Bannockburn.

It was a fine sunny day when Edward, leading the huge English column along an old Roman road, arrived at the scene on the morning of June 23rd. He found himself facing a rampart of wooded hills, a few miles beyond which, but out of view, stood Stirling Castle. Meandering across his path was an insignificant stream some 10 feet wide and barely knee deep called the Bannock Burn.

However, because of its steep banks the burn could only be crossed at the Roman ford. On Edward's left there was a thick forest rising to a peak called Gillies Hill 450 feet above him. On his right the burn flowed through an S-shaped gorge more than half a mile long whose steep, in most places almost vertical banks, were as high as a six-storey building. Further to the right, beyond and below the gorge, lay the Carse, a flat peat bog of spongy, soggy ground pitted with peat-hags concealed by moss — as treacherous as quicksand — which stretched to the sea. The only logical approach was along the Roman road which arrowed straight to Stirling Castle.

This was the route of advance that Robert expected. He was waiting with one of his schiltrons, and a number of archers, half a mile beyond the ford astride the road at the Borestone, a small peak of ground on the rim of the forest. Below Robert and to his left as he faced the English, was a plateau of softly undulating ground that was rimmed by the gorge and the peat bog. This ground was the weakness of his defense. It was ideal ground for heavy cavalry maneuvers. At its widest it stretched for a mile before it abruptly sloped down 50 feet to the bog. Once across the ford Edward could either follow the road or veer to his right across the plateau, thus outflanking Robert's position. To prevent this, to funnel the English through a narrow gap directly toward their line, Robert's men had dug hundreds of holes, knee-deep and a foot in diameter, and concealed by turf supported by sticks. It was a crafty trap, but it was never used because the unexpected happened.

Robert had positioned his other three schiltrons at intervals along the road behind him. The forest tracks were blocked, and in a shallow valley in this woods Robert had concentrated his irregulars.

Before Edward reached the ford he was met by Sir Phillip Moubay, commander of the Stirling Castle garrison, whose small party had slipped past the Scots by circling far around Gillies Hill. Moubay informed Edward of the Scottish deployment, and advised him it was unnecessary to proceed further. Technically, according to the terms of the gentlemen's agreement, Stirling Castle had been relieved because the relief army was now within three leagues of it and Moubay was in contact with it. But Edward had not marched all this way with the greatest army England had ever mustered to win a technical victory.

Perhaps Edward could have retraced Moubay's path around Gillies Hill, but someone pointed out a far more direct avenue of approach than apparently even Robert was unaware of. This information was that if Edward turned right off the road along the burn to the village of Bannockburn, he would find a bridge path used by the villagers that followed the lower slopes of the plateau, along the border of the bog, that led practically to Stirling Castle's door. Edward sent a detachment of picked cavalry, commanded by Sir Robert Clifford and Sir Henry Beaumont, to explore this route.

Beaumont had proceeded only a short distance along this bridge path when he stared up in astonishment. There before him, not two miles away, Stirling Castle stood on a peak shimmering in the sunlight like a knight's quest object — and there was not a Scot in sight.

In fact, the Scots were completely unaware of this maneuver. The Scottish rear-guard, a schiltron commanded by Randolph, Earl of Moray, was positioned on the road roughly half way between Robert and the castle, at a small village called St. Ninians. Randolph, too, was unaware of the English knights, even as they were passing his left flank a half mile away below the plateau. The whole enterprise could have ended in a disaster for the Scots if one of Robert's sentries atop the Borestone had not caught a glimpse of the

English. The column of knights was all but past Randolph when a messenger from Robert arrived to warn him. Randolph immediately took several hundred men and rushed back to intercept the scouting party.

They formed into a circle schiltrons. The English knights had no fear of mere infantry and a detachment of them, led by Gray and D'Eyncourt, charged forward to clear the way. Smashing into the bristling circle of pikes, D'Eyncourt was instantly slain. Gray's horse was killed; he fell, and was captured. Then Beaumont and Clifford charged a different sector. They were driven off. Again they attacked, then again, without effect. Now the incredulous knights began to attack in earnest. In the noon sun this was hot, exhausting work. The trampling, wheeling horses raised a choking dust. Again and again the English charged, from every side, but to their astonishment they were unable to break the stubborn ring of infantry. Their casualties piled up. The knights became so exasperated they began to hurl their maces, even their swords, at the Scots. But nothing could break the ring.

At this point a second Scots formation, commanded by Douglas, cousin of Walter Steward, arrived. The knights now hesitated and Randolph seized the opportunity and ordered his men to charge. It was madness for infantry to attack knights, but they smashed through the center of the cavalry line. The flower of English chivalry fled, some toward the castle, the rest turning back. It was a stunning victory that raised Scottish morale to the heights, and plunged the English army into gloom. But there was still more bad news to come.

About the same time another detachment of knights, commanded by Hereford, the Constable of England, and Gloucester, King Edward's young nephew, was advancing across the ford to explore the other side. They turned slightly off the road onto the plateau and soon caught sight, to their left and above them on the edge of the forest, a few hundred yards away, Scottish soldiers emerging from the woods and deploying for action. Greatly outnumbered, the explorers were deciding to turn back to the ford when a single rider emerged from the woods and approached them. He was in full armor but mounted only on a small grey mare. Instead of a crest on his helmet, there was a crown — it was King Robert himself, observing them.

The leading knight of the English party was Henry de Bohun, who saw an opportunity to win the war single-handed, and earn for himself eternal fame. He couched his lance and charged the solitary horseman.

Robert's only weapon was a light axe. He waited until De Bohun's lance point was almost at his chest, then swung his horse to the left. As the knight thundered past, Robert raised himself in the saddle and swung his axe at the knight's helmet. He cleaved it like a melon, and to his great regret broke his axe handle. Some of Robert's infantry now charged the knights and drove them off toward the ford. It was another great boost for Scottish morale.

A disgusted Edward decided this was not a propitious day to continue the battle and

gave orders to make camp. Under normal circumstances he would have camped by the ford. But he needed water. The short accessible stretch of the burn at the ford was not sufficient to water more than 20,000 men and 3,000 horses, not to mention some 1,000 oxen, so he turned his army off the road to the right, following the slope down through the woods, past Bannockburn, to the peat bog. There the English spent a miserable, damp night, fearful of a Scottish night attack and plagued by the midges and other bog insects. Their one consolation was that they would not have to retrace their steps in the morning. They had discovered that from their camp they could cross the burn and climb the slope directly up to the plateau, a convenience that was to be their undoing.

Robert was not as elated as his army. The enemy was far more numerous and formidable than he had expected. He gave careful consideration to the merits of a retreat, but when he consulted his men he found them primed for battle. So he laid his plans. One point he emphasized to his men — under no circumstance must their schiltrons be broken.

At dawn Robert sent three of his schiltrons, commanded by Randolph, Douglas and his own brother, Edward, across the plateau to a position at the top of the slope where the English planned to ascend. Here the Scots paused to pray. The English were taken by surprise. They had not expected the Scots to advance beyond their prepared positions along the road. Signal trumpets blared the alarm and knights hastily mounted their horses and began to scramble up the slope to meet the foe. There was great initial confusion. Some longbow archers, hastily deployed on the English left along the gorge, opened fire just as some knights charged. Some of the English knights were shot in the back.

One of Robert's greatest worries was these archers. His schiltrons had no adequate protection against longbow arrows. Given time, the archers could cut his line to ribbons. Robert had prepared for this. He now ordered his cavalry, commanded by Sir Robert Keith, to attack the archers.

Under normal circumstances the archers would have commanded a large field of fire and could have repulsed Keith's advancing horsemen. But the undulating, sloping terrain screened Keith from sight until he was almost upon the longbow men. The Scottish cavalry charged into the archers' left flank and sent them running down the slope into the oncoming English ranks, causing more confusion.

The bristling schiltrons began to advance down the slope. The English front ranks halted, but were pressed from behind by those advancing up from below, most of whom could not see what was going on ahead.

The situation required a concentrated cavalry attack to clear the way. But Hereford and Gloucester began to argue over who should have the honor of leading this charge. Finally, in a rage, the young Gloucester charged the Scots himself, alone, and was promptly killed. Hereford then led the charge against the Scottish right flank.

At the same time another attack developed on the Scottish left. Both were repulsed.

The schiltrons continued to advance, heightening the English disorder and confusion for now the English front was being pressed back against its own advancing ranks behind. The gorge enclosed the English left flank and their right flank was sealed by their own disordered front ranks being sandwiched between the Scottish schiltrons and the bog. And now from the heights above and behind their schiltrons, Scottish archers began to pour down a deadly, close-range fire of arrows on the massed ranks of milling English below.

This was the moment when Robert led his own schiltrons into the fray, a formation that until now the English had not seen. This increased the pressure still more. Some knights panicked and fled across the field to the only opening — the gorge. The front men pulled up when they saw the high steep banks yawning before them, but those behind pressed them on and forced them over the edge. Screaming men and neighing horses slithered, plunged, cartwheeled down the precipice into the Bannock Burn.

The panic spread. Then adding to the growing English fear, Scottish campfollowers, who at a distance resembled reinforcements, broke cover from the woods. Banners flying, they streamed toward the battle shouting their war cries.

It was now clearly a hopeless situation and Edward bolted. With his attendants he galloped from the field on the bridal path. The sight of the royal standard in flight completed the demoralization of the English army. It became a frenzied mob seeking escape. They fled in all directions, down the gorge, along the bridal path, and back down the slope through their own rear ranks, scattering these as well into pell mell retreat. Many plunged to their deaths into the gorge, many were cut down by the pursuing Scottish light cavalry, others wallowed and drowned in the fetid waters of the beat-hags of the Carse.

On the bridal path Edward was fighting desperately. A hundred Scots barred his way and despite all the frantic hacking his guards and staff could do, the Scots reached Edward and clutched at his legs, clung to his horse. It was a nightmare and it seemed only by a miracle did Edward manage to fight himself free. He galloped for the castle.

But Moubay had arrived just ahead of him and informed the king that he was not obliged to surrender the castle to Robert. Edward and his party continued on, circling around Gillies Hill. They were hotly pursued by Douglas who had gathered up all the Scots cavalry he could. It was a harried flight before Edward reached safety behind the walls of Dunbar, from whence he sailed home.

English losses in the battle were 22 barons, 68 knights and perhaps 1,000 men; Scottish losses, two knights and 500 men.

Scotland was now free. The remaining English castles surrendered. The war did drag on another 14 years, but no English troops remained on Scottish soil, and no Scot doubted the ultimate outcome.

In gratitude for his miraculous escape, Edward founded Oriel College. It was the only benefit England ever received from the Scottish wars. ■ ■

# GREAT MEDIEVAL BATTLES

## ROBERT AT BANNOCKBURN

### The Battle of Bannockburn, 1314

# EXCLUSIVE RULES

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### [14.0] INTRODUCTION

*Robert at Bannockburn* is a simulation of the battle between the Scottish and English armies on 24 June 1314, in the lowlands of Scotland during that nation's war of independence. The battle of Bannockburn was of great historical importance, for the resulting Scottish victory there brought an end to English military domination of the lowlands and secured King Robert Bruce's claim to the throne of Scotland. In purely military terms, however, the importance of the battle lay in the tactical lessons learned there by the English, both from the virtues of the Scots' system and from the faults of their own. Once those lessons were digested and put to use in the field, the English army became the best in Europe, capable of achieving such victories as Crecy, Poitiers, Navarrete, and Agincourt.

As part of the *Great Medieval Battles QuadriGame*, *Robert at Bannockburn* employs

the basic system described in the Standard Rules of the quad with additions and modifications as described in these Exclusive Rules. The game-scale is approximately 70 yards from hexside to hexside and 15 minutes per Game-Turn. Each single counter represents 100 to 300 men. Each double counter represents 500 to 800 men.

### [15.0] CHANGES AND ADDITIONS TO THE STANDARD RULES

#### CASES:

#### [15.1] SET-UP FOR PLAY

After the Players have decided who will play which side, they are to place the unit counters on the map in strict accordance with the set-up hexes printed on the map. The Scottish Player moves first.

[15.11] Any unit that has two combat modes may begin the game in either mode, as the owning Player sees fit (see also Section 16.0).

[15.12] Scottish *schiltrims* must begin the game in open formation, though they may change formation during the Friendly Movement Phase of Game-Turn 1 (see Case 18.1).

[15.13] All of the English Player's double-sized infantry units, except the Gascon crossbow unit, begin the game in a *disorganized* state, and are thus placed on the map with the side of the counter marked *disorganized* face up (see Section 19.0).

[15.14] All English cavalry units begin the game stacked with Lance markers. Moreover, if the Scottish cavalry units are set up in Cavalry mode, they too receive Lance markers (see Case 16.2).

#### [15.2] FRIENDLY MAPEDGES FOR ROUTED UNITS

##### [15.21] English Units

When an English unit engages in rout movement, it must be moved towards the hexes of the **east** mapedge lying south of the River Forth and north of the Bannock Burn (hexes 2902 to 2922) if possible, or suffer the penalties outlined in Cases 11.22 and 11.23. Thus, routed units should be moved into hexes which are either northeast or southeast of the units' current position during rout movement.

#### [15.22] Scottish Units

When a Scottish unit engages in rout movement, it must be moved towards hexes 0119 to 0134 of the **west** mapedge or toward hexes 0134 to 1433 of the **south** mapedge if possible, or suffer the penalties outlined in Cases 11.22 and 11.23. In addition, a routed unit must be moved into hexes which are south or southwest of the unit's current position during rout movement, regardless of the unit's position relative to the mapedges, or suffer the penalties outlined in Cases 11.22 and 11.23.

#### [15.3] BOW FACING FOR DOUBLE-COUNTER UNITS

For the purposes of fire combat only, double-counter fire combat units are not affected by the facing rules. Thus, double-counter units in Fire Combat Mode may fire in any direction. The line of sight for such a unit is judged from the central point of either hex the unit occupies to the target. All other facing rules (e.g., for movement) are still in effect for double-counter fire combat units.

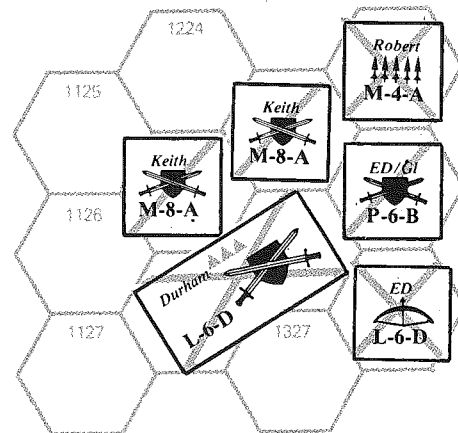
#### [15.4] SPECIAL ENGLISH LONGBOW ATTACKS

If an English longbow unit is two hexes away from a Scottish unit, and the intervening hex is occupied by an English cavalry unit, that longbow unit *may* fire at the Scottish unit, despite being unable to observe the Scottish unit. This rule is, of course, an exception to Case 8.1.

[15.41] Only English longbow units may make such an attack. Moreover, a longbow unit may fire over only an English cavalry unit that is neither routed nor conducting a charge.

[15.42] If the cavalry unit over which the longbow unit fires is not of the same division, *two* is added to the die-roll on the Fire Combat Results Table (see Case 17.2).

[15.43] The range used for a longbow unit when it fires over a cavalry unit is *three* (despite the fact that the actual distance is only two hexes).



The English longbow unit in hex 1426 may fire over the English cavalry unit in hex 1425, at the Scottish unit in hex 1424, or the Scottish unit in hex 1325. The longbow may not fire over the English infantry unit in hexes 1226 and 1326 and therefore may not attack the Scottish unit in hex 1225.

#### [15.5] EFFECTS OF MARSH TERRAIN

##### [15.51] Effect on Cavalry Charge

A cavalry unit may not conduct a charge into or through marsh hexes. Therefore, a cavalry unit that attacks a unit in a marsh hex or is itself in a marsh hex may never gain the beneficial die-roll modification for charging.

##### [15.52] Effect on Movement

A unit entering a marsh hex must expend one Movement Point in addition to any other Movement Point cost for the maneuver being made.

Thus, single-counter units always pay two Movement Points when entering marsh hexes. A double-counter unit that moves forward into or pivots into a Marsh hex, as described in Cases 5.22 and 5.23, expends two Movement Points. A double-counter unit that turns about face, as described in Case 5.21 while partially or wholly occupying marsh hexes, expends three Movement Points. Similarly, a double-counter unit which moves sideways into a marsh hex or marsh hexes, as described in Case 5.24, expends three Movement Points.

#### [15.53] Effect on Schiltrom Movement

There is no additional Movement Point cost for a *schiltrom* when entering a marsh hex. Thus, in either open or close formation, *schiltroms* treat marsh hexes as clear hexes for purposes of movement.

## [16.0] MODE CHANGES

### COMMENTARY:

Certain units which fought at the battle of Bannockburn were equipped with two weapons of different types (fire combat weapons and melee combat weapons) or were capable of employing distinctly different deployments. In the game, such units are said to possess different "modes".

### GENERAL RULE:

Only units which are backprinted with a second mode may change mode. Note that the double-counter English infantry units, except the Gascon crossbow unit, have only one mode and are backprinted with the disorganized state. A change of mode is by definition a change of a given unit's combat capabilities, both offensively and defensively.

A unit which is in Fire Combat Mode may conduct only fire attacks. A unit which is in Melee Combat Mode may conduct only melee attacks. A unit's mode may be changed only during the owning Player's Movement Phase.

### CASES:

#### [16.1] CHANGING MODES

[16.11] The change of a unit's mode is performed at the end of the owning Player's Movement Phase. A change of mode is represented by simply flipping the unit counter over.

[16.12] A Player may only change the mode of a unit during the Friendly Movement Phase. At no other time in the Game-Turn may a unit's mode be changed.

[16.13] To change mode, there is no cost in Movement Points for any units other than the Scottish cavalry (see Case 16.2) and the English Player's Gascon crossbow unit (see Case 16.3).

[16.14] A unit which is currently routed may not undergo a change of mode.

#### [16.2] SCOTTISH CAVALRY DISMOUNTED MODE

[16.21] Scottish cavalry units may change mode once during the game. That is, they may dismount but never remount. English cavalry units have only one mode and may never be dismounted.

[16.22] The cost in Movement Points for a Scottish cavalry unit to change mode is *eight*. Thus, such a unit cannot move and change mode in the same Movement Phase.

[16.23] When a Scottish cavalry unit is changed to dismounted mode, it is then treated as a melee infantry unit for all purposes for the remainder of the game.

fantry unit for all purposes for the remainder of the game.

[16.24] If a Scottish cavalry unit is changed to the dismounted mode while still stacked with its lance marker, the lance marker is removed from play. Lance markers may only be used when in cavalry mode.

#### [16.3] THE GASCON CROSSBOW UNIT

The Movement Point Cost for the Gascon crossbow unit to change mode is *six*. Thus, this unit cannot move and change mode in the same Movement Phase. Unlike the Scottish cavalry, however, the Gascon crossbow unit may change mode more than once in the course of the game.

## [17.0] LEADERS AND COMMAND CONTROL

### CASES:

#### [17.1] WHICH UNITS LEADERS MAY RALLY

Any Scottish leader can rally any routed Scottish unit. Similarly, any English leader can rally any routed English unit.

#### [17.2] COMMAND CONTROL FOR ENGLISH LONGBOW UNITS

The English cavalry units and longbow units are divided into three divisions: Hereford's Division, Clifford's Division and King Edward's Division. The division to which each English cavalry and longbow unit belongs is indicated on the unit's counter. In order to fire with full effectiveness, an English longbow unit must be in Command Control. In order to be in Command Control, an English longbow unit must fulfill at least one of the following conditions:

1. The longbow unit is adjacent to an unrouted cavalry unit of the same division.
2. The longbow unit is two hexes away from an unrouted cavalry unit of the same division, and the intervening hex is either unoccupied or occupied by another unrouted cavalry or longbow unit of the same division.
3. The longbow unit is stacked with the leader of the division to which it belongs.

If an English longbow unit is not in Command Control when it executes a fire combat attack, *two* is added to the die-roll on the Fire Combat Table.

## [18.0] SCOTTISH SCHILTROMS

### COMMENTARY:

The *schiltrom* (or *schiltrom*) was a highly efficient formation of pikemen which the Scots used to great effect at the Battle of Bannockburn. The offensive strength of the *schiltroms* could be considerably increased by closing the ranks of the unit, thus forming a solid wall of pikes and shields. Moreover, in close order, *schiltroms* were especially formidable when defending against cavalry and melee infantry. In close order, however, they were also easy targets for archers. To simulate the importance of the *schiltrom's* formations, the following rules are employed.

### GENERAL RULE:

Two counters have been supplied for each of the Scottish *schiltrom* units: one a double-counter and the other a single counter. The double-counters represent *schiltroms* in open formation. The single

counters represent *schiltroms* in close formation. During the Friendly Movement Phase, the Scottish Player may change the formation of the *schiltroms*.

### CASES:

#### [18.1] CHANGING FORMATION

[18.11] A change of a *schiltrom's* formation follows the procedure for the change of weapon modes. At a cost of two Movement Points, the *schiltrom* can close or open ranks. The *schiltrom* can change formations at any time during its movement. However, *schiltroms* may never change formation at any point in the Game-Turn other than the Scottish Movement Phase.

[18.12] When a *schiltrom* changes formation, the counter on the map is simply replaced with the corresponding counter of the unit in the formation to which it is changing.

[18.13] When changing from open to closed formation, the single counter must be placed on either of the hexes formerly occupied by the double-counter. When changing from closed to open formation, the double-counter may be placed in any position so long as the hex formerly occupied by the single counter remains occupied after the change.

[18.14] A routed *schiltrom* may not change formation.

#### [18.2] EFFECTS OF FORMATION ON COMBAT

[18.21] *Schiltroms* are listed separately on the Melee Combat Table from other types of infantry. On the Melee Combat Table, results for *schiltroms* are given for units in open formation. Modifications are made only when a *schiltrom* is in close formation.

[18.22] *Two* is added to the die roll on the Melee Combat Table for a melee attack against a *schiltrom* in close formation. *Two* is *subtracted* from the die roll on the Melee Combat Table when a *schiltrom* is conducting a melee attack.

[18.23] When a *schiltrom* in close formation is attacked through fire combat, *two* is subtracted from the die-roll on the Fire Combat Table. Furthermore, if such an attack by an English *longbow* unit succeeds and the morale of the *schiltrom* unit must be checked, *two* is subtracted from the die-roll on the Morale Effects Table.

#### [18.3] TERRAIN EFFECTS ON SCHILTROMS

*Schiltroms* in both open and close formation pay no additional Movement Points when moving through marsh hexes. That is, the Movement Point cost for a *schiltrom* to enter a marsh hex is *one*. Movement for *schiltroms* through all other terrain types is normal.

## [19.0] DISORGANIZED ENGLISH INFANTRY

### GENERAL RULE:

To simulate the disorganized state of the English infantry on the morning of 24 June, most of the English infantry units begin the game unable to move or attack normally. While disorganized, English infantry units have Movement Allowances of two and especially poor morale. Such units may not attack Enemy units.

### PROCEDURE:

All English double-counter units (except the Gascon crossbow unit) begin the game with the counter side marked *Disorganized* face up. The

English Player may attempt to organize these units in the following manner: during the Friendly Movement Phase of each Game-Turn, starting with Game-Turn One, the English Player may roll a die for each disorganized unit that he has not moved during that Phase. On a die-roll of one or two, the unit is considered to have been organized, and is then flipped over to show its normal strength. The die-roll to organize a unit is considered to be that unit's movement for that Movement Phase. That is, a unit may not be moved and attempt to organize during the same Movement Phase. Once a unit has been organized, it cannot again become disorganized. Disorganized units have a Movement Allowance of two if moved from their Friendly mapedge when Fatigue is in effect (see Case 13.1).

## [20.0] VICTORY CONDITIONS

### GENERAL RULE:

At the end of Game-Turn Ten, the Players determine who has won the game. Victory is determined by Victory Points, which are awarded to Players for the elimination of Enemy units and the capture of Enemy leaders. The English Player's Victory Point total is subtracted from the Scottish Player's Victory Point total in order to obtain the level of victory.

### CASES:

#### [20.1] VICTORY POINT SCHEDULE

Note that the number of points indicated below are awarded for the capture or elimination of each

individual unit. Points awarded for a given unit are awarded according to the unit's type. There is no bonus for destroying double-counter units.

[20.11] The English Player receives Victory Points according to the following schedule for eliminated Scots units or captured Scots leaders (**Unit or leader eliminated or captured:** Victory Point award).

**King Robert Bruce:** 30

**Other Scots leader:** 6

**Schiltrom infantry:** 10

**Cavalry:** 10

**Infantry:** 4

[20.12] The Scots Player receives Victory Points according to the following schedule for eliminated English units or captured English leaders (**Unit or leader eliminated or captured:** Victory Point award).

**King Edward:** 10

**Other English leaders:** 2

**Cavalry:** 5

**Infantry:** 2

[20.13] Units that have been moved off the map due to rout are considered eliminated for purposes of victory conditions.

#### [20.2] LEVELS OF VICTORY

The Victory Point Level (Level of Victory) is obtained by subtracting the English Player's Victory Point Level from the Scottish Player's Victory Point Level.

Victory Point Level	Level of Victory
50 or more	Decisive Scottish Victory
30-49	Substantive Scottish Victory
20-29	Marginal Scottish Victory
10-19	Marginal English Victory
0-9	Substantive English Victory
Less than 0	Decisive English Victory

## [21.0] UNIT AND LEADER DESIGNATIONS

### English Leader Designations

ED: King Edward II; HE: Hereford; CL: Clifford; Gl: Gloucester; Seg: Segrave; Lanc: Lancaster; War: Warwick; Linc: Lincoln; Arg: Argentine.

### English Unit Designations

Warw./Leics.: Warwickshire and Leicestershire; Ches./Staffs.: Cheshire and Staffordshire.

## DESIGN CREDITS

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Rules Editing: **Eric Goldberg**

Production:

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**Manfred F. Milkuhn, Bob Ryer**

## [8.3] FIRE COMBAT RESULTS TABLE

### Firing Weapon Type and Range

Target Unit Type	Firing Weapon Type and Range					
Range ►	Longbow			Crossbow	Shortbow	
	1	2	3	1-4	1	2
Plate	2...6	2...5	2...4	2...3	2...4	2...3
Mail	2...7	2...6	2...5	2...4	2...5	2...4
Leather	2...8	2...7	2...6	2...5	2...6	2...5
Non-Armored	2...9	2...8	2...7	2...6	2...7	2...6

#...# = Die roll necessary to affect target unit (see Morale Effects Table).

### Fire Combat Dice-Roll Modifiers:

Attacker is longbow out of command control	+2
Defender is charging cavalry	+2
Defender is <i>schiltrom</i> in close formation	-2

## [9.4] MELEE COMBAT RESULTS TABLE

### Attacking unit type

Defending unit type	P Cav	M Cav	M/L Inf	N Inf	Schiltrom
Plate Cav	NA	2...5	2...6	NA	2...9
Mail Cav	2...6	NA	2...7	2...4	NA
Mail Inf	2...7	2...6	2...6	2...4	2...6
Leather Inf	2...9	2...8	2...7	2...5	2...7
Non-Armrd Inf	NA	2...9	2...8	NA	2...8
Schiltrom	2...5	NA	2...6	2...4	NA

NA = Not Applicable; #...# = Dice roll necessary to affect defending unit (see Morale Effects Table).

### Melee Combat Die-Roll Modifiers:

Attacker is double-counter unit attacking through front left, front right, or flank hex	+2
Attacker is charging without lance	-2
Attacker is charging with lance	-4
Attacker is <i>schiltrom</i> in close formation	-2
Defender is <i>schiltrom</i> in close formation	+2
Defender is longbow in Fire Mode	-2

## [7.4] TERRAIN EFFECTS CHART

Terrain Feature	Movement Point Cost	Effect On Combat
Clear	1	None
Contour Line (downhill)	1	see 7.24
Contour Line (uphill)	+1	None
River ( <i>Bannockburn</i> , <i>Tamburlaine</i> only)	Prohibited	None
River ( <i>Black Prince</i> only)	(see 18.0)	None
Burn ( <i>Bannockburn</i> only)	Prohibited	None
Marsh ( <i>Bannockburn</i> only)	+1	see 15.6
Pools ( <i>Bannockburn</i> only)	Prohibited	None
Dry River Bed ( <i>Tamburlaine</i> only)	+1	None
Camp ( <i>Tamburlaine</i> only)	+1	None
Road ( <i>Tamburlaine</i> , <i>Black Prince</i> only)	1	None
Bridge ( <i>Black Prince</i> only)	1 (see 18.0)	None
Village ( <i>Black Prince</i> only)	1	see 8.16
Grove ( <i>Black Prince</i> only)	Prohibited	see 8.16
Barrow ( <i>King Arthur</i> only)	+1	see 15.4
Megalith ( <i>King Arthur</i> only)	1	see 15.4
Altar ( <i>King Arthur</i> only)	1	see 15.4
Ditch ( <i>King Arthur</i> only)	1	see 15.4
Ridge Hexside ( <i>King Arthur</i> only)	+1 to cross	see 15.4

## [10.2] MORALE EFFECTS TABLE

Morale Rating ►	Rout Level Increase				
	A	B	C	D	E
DIE					
-1	r2	r3	r3	r3	r3
0	r2	r2	r3	r3	r3
1	r1	r2	r2	r2	r3
2	r1	r1	r2	r2	r2
3	-	r1	r1	r2	r2
4	-	-	r1	r1	r2
5	-	-	-	r1	r1
6	-	-	-	-	r1
7	-	-	-	-	-

- = No effect. *r#* = Rout level incurred. Die-roll results of less than -1 or greater than 7 are treated as -1 and 7 respectively. Units that incur a Rout Level greater than 4 are eliminated.

## MORALE EFFECTS DIE-ROLL MODIFIERS

### *Robert at Bannockburn*

- The current rout level of the unit is subtracted from the die-roll.
- If Fatigue is in effect, two is subtracted from the die-roll.
- If the unit is a double-counter unit with an Enemy unit in the rear center hex, one is subtracted from the die-roll.
- If the unit has been attacked by a Lance-armed, charging cavalry unit, two is subtracted from the die-roll.
- If the unit is a *schiltrom* in close formation which has just been attacked by *fire combat* by an English *longbow* unit, two is subtracted from the die-roll.

# GREAT MEDIEVAL BATTLES

## THE BLACK PRINCE

### The Battle of Navarrette, 1367

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##### 17.3 Nationalities

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##### 19.1 Victory Point Values of English Units and Leaders

##### 19.2 Victory Point Values of Castillian and French Units and Leaders

#### [14.0] INTRODUCTION

*Black Prince: The Battle of Navarrette* is a simulation of the conflict between English and Castillian forces and their French allies near the Spanish village of Najera on April 3, 1347, during the Hundred Years War. The battle marked the culmination of the Black Prince's campaign to overthrow the usurper Henry the Bastard and regain the throne of Castille for the rightful king, Pedro the Cruel.

The game-scale is 50 yards per hex, 500 men per single counter, 1500 per double counter, and 20 minutes per Game-Turn.

#### [15.0] CHANGES AND ADDITIONS TO THE STANDARD RULES

##### CASES:

##### [15.1] SET-UP FOR PLAY

After the Players decide who will play the English and who will play the Castillians, they place their

units on the deployment hexes printed on the map. If a unit has more than one mode (that is, if the unit is printed on both sides), the owning Player may set up that unit with either side facing up. Lance markers are placed on all plate armored cavalry units only. The Castillian Player moves first.

#### [15.2] FRIENDLY MAPEDGES FOR ROUTED UNITS

##### [15.21] English Units

When an English unit engages in rout movement, it must be moved toward the **north-northeast** mapedge (01xx hexrow) if possible, or suffer the penalties outlined in Cases 11.22 and 11.23. Thus, routed English units should be moved into hexes which are either north or northeast of the units' current position during the Rout Movement Phase.

##### [15.22] Castillian Units

When a Castillian unit engages in rout movement, it must be moved toward the **south-southwest** mapedge (39xx hexrow) if possible, or suffer the penalties outlined in Cases 11.22 and 11.23. Thus, routed Castillian units should be moved into hexes which are either south or southwest of the units' current position during the Rout Movement Phase.

#### [16.0] UNIT MODES

##### CASES:

##### [16.1] PLATE ARMORED UNITS

All plate armored units have two modes, infantry and cavalry, represented by the two sides of their counters. At the beginning of play each Player secretly notes on a piece of paper in which mode each of his plate units will start the game. The choices are then revealed and play begins. Plate armored units may never change mode once play begins. Plate armored units that begin the game in infantry mode do not receive Lance markers.

##### [16.2] ENGLISH LONGBOWMEN

All English longbowmen have two modes, fire and melee, represented by the two sides of their counters.

[16.21] The English Player may freely change the mode of his longbow units during the Friendly Movement Phase only. Longbowman units in Fire mode may not initiate melee and suffer an adverse die-roll modification when attacked in melee by Enemy units. Longbowman units in Melee mode may not fire.

[16.22] English longbowman units depend on English plate armored units to be able to fire. Any English longbowman unit which is not within two hexes of an English plate armor unit with a designation identical to that of the longbowman unit may not fire, regardless of mode.

#### [16.3] CROSSBOWMAN UNITS

All crossbowman units have two modes, fire and melee, represented by the two sides of their counters. The owning Player may change the mode of his crossbowman units during the Friendly Movement Phase by expending that unit's entire Movement Point Allowance for that Phase. Crossbow units in Fire mode may not initiate melee. Crossbow units in Melee mode may not fire. English crossbow units which are not within two hexes of the Captal plate armor unit may not fire.

#### [16.4] *BIDETS* AND *GENITOURS*

Castillian *bidet* and *genitour* units were light units used as skirmishers. Therefore, *genitour* and *bidet* units are both fire and melee units — such units may execute a fire attack *and* initiate melee during the same Player-Turn.

#### [17.0] LEADERS AND NATIONALITIES

##### CASES:

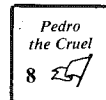
##### [17.1] DU GUESCLIN

If the Castillian Player is required to roll on the Morale Effects Table for a French unit stacked with the leader Du Guesclin, *one* is added to the result.



##### [17.2] PEDRO THE CRUEL

The Pedro the Cruel leader counter may not rally any English units except the unit designated "Pedro."



##### [17.3] NATIONALITIES

All French units are considered to be Castillian for all game purposes except that of Case 17.1.

#### [18.0] THE NAJARILLA RIVER

##### GENERAL RULE:

A unit may not be moved into a non-bridge Najarilla River hex except during rout movement. Units entering Najarilla River hexes are considered drowned and are immediately removed from play. They do count as eliminated for Victory Point purposes. Hex 3610, containing the bridge over the Najarilla River, is considered to be clear terrain for all game purposes. Castillian units with "A" morale may not enter hex 3610 except during rout movement. English units may never enter hex 3610.

## [19.0] VICTORY CONDITIONS

### GENERAL RULE:

Victory is determined by totalling the Victory Point value of all Enemy units and leaders eliminated or captured by the end of Game-Turn 10. If the total of Victory Points accrued by the English Player minus the total of Victory Points accrued by the Castillian Player exceeds 20, the English Player is the winner. Otherwise, the Castillian Player is the winner.

### CASES:

#### [19.1] VICTORY POINT VALUES OF ENGLISH UNITS AND LEADERS

The Castillian Player receives Victory Points according to the following schedule for eliminated English units or captured English leaders (**Unit or leader eliminated or captured:** Victory Point award).

**"A"** morale unit: 25

**Any other combat unit:** 10

**Prince Edward:** 100

**Pedro the Cruel:** 100

**Any other leader:** 10

#### [19.2] VICTORY POINT VALUES OF CASTILLIAN AND FRENCH UNITS AND LEADERS

The English Player receives Victory Points according to the following schedule for eliminated French or Castillian units or French or Castillian leaders eliminated or captured (**Unit or leader eliminated or captured:** Victory Point award).

**French "A" morale unit:** 25

**Any other "A" morale unit:** 10

**"B" morale unit:** 5

**"C" morale unit:** 3

**"D" morale unit:** 2

**"E" morale unit:** 1

**Henry the Bastard:** 100

**Du Guesclin:** 20

**Any other leader:** 1

Castillian units which are routed on or south of a road hex at the end of Game-Turn 10 are considered eliminated for Victory Point purposes.

## DESIGN CREDITS

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Production:

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**Manfred F. Milkuhn, Bob Ryer**

## [8.3] FIRE COMBAT RESULTS TABLE

Target Unit Type	Firing Weapon Type and Range				
	Range ►	Longbow	Crossbow	Sling	
		1	2	3	1-5
Plate cavalry	2...7	2...6	2...5	2...4	2...3
Plate infantry	2...6	2...5	2...4	2...3	2
All others	2...8	2...7	2...6	2...4	2...6

### Fire Combat Die-Roll Modifiers:

Defender is charging	+2
Defender is crossbow in Fire Mode	+1

## [9.4] MELEE COMBAT RESULTS TABLE

Defending unit type	Attacking unit type			
	P Inf	P&M Cav	M Inf	L Cav & Inf
Plate Inf	2...8	2...5	2...5	2...4
Plate & Mail Inf	2...7	2...5	2...4	2...3
Mail Inf	2...9	2...7	2...6	2...5
Leather Cav	2...9	2...8	2...6	2...6
Leather Inf	2...10	2...10	2...8	2...8

### Melee Combat Die-Roll Modifiers:

Attacker is double-counter unit attacking through front left, front right, or flank hex	+2
Attacker is charging without lance	-2
Attacker is charging with lance	-4
Defender is longbow in Fire Mode	-1

## [7.4] TERRAIN EFFECTS CHART

Terrain Feature	Movement Point Cost	Effect On Combat
Clear	1	None
Contour Line (downhill)	1	see 7.24
Contour Line (uphill)	+ 1	None
River ( <i>Bannockburn</i> , <i>Tamburlaine</i> only)	Prohibited	None
River ( <i>Black Prince</i> only)	(see 18.0)	None
Burn ( <i>Bannockburn</i> only)	Prohibited	None
Marsh ( <i>Bannockburn</i> only)	+ 1	see 15.6
Pools ( <i>Bannockburn</i> only)	Prohibited	None
Dry River Bed ( <i>Tamburlaine</i> only)	+ 1	None
Camp ( <i>Tamburlaine</i> only)	+ 1	None
Road ( <i>Tamburlaine</i> , <i>Black Prince</i> only)	1	None
Bridge ( <i>Black Prince</i> only)	1 (see 18.0)	None
Village ( <i>Black Prince</i> only)	1	see 8.16
Grove ( <i>Black Prince</i> only)	Prohibited	see 8.16
Barrow ( <i>King Arthur</i> only)	+ 1	see 15.4
Megalith ( <i>King Arthur</i> only)	1	see 15.4
Altar ( <i>King Arthur</i> only)	1	see 15.4
Ditch ( <i>King Arthur</i> only)	1	see 15.4
Ridge Hexside ( <i>King Arthur</i> only)	+ 1 to cross	see 15.4

## [10.2] MORALE EFFECTS TABLE

Morale Rating▶	Rout Level Increase				
	A	B	C	D	E
<i>DIE</i>					
- 1	r2	r3	r3	r3	r3
0	r2	r2	r3	r3	r3
1	r1	r2	r2	r2	r3
2	r1	r1	r2	r2	r2
3	-	r1	r1	r2	r2
4	-	-	r1	r1	r2
5	-	-	-	r1	r1
6	-	-	-	-	r1
7	-	-	-	-	-

- = No effect. r# = Rout level incurred. Die-roll results of less than - 1 or greater than 7 are treated as - 1 and 7 respectively. Units that incur a Rout Level greater than 4 are eliminated.

## MORALE EFFECTS DIE-ROLL MODIFIERS

### *Black Prince*

- The current rout level of the unit is subtracted from the die-roll.
- If Fatigue is in effect, two is subtracted from the die-roll.
- If the unit is a double-counter unit with an Enemy unit in the rear center hex, one is subtracted from the die-roll.
- If the unit has been attacked by a Lance-armed, charging cavalry unit, two is subtracted from the die-roll.
- If the unit is a French unit stacked with the leader DuGuesclin, one is added to the die-roll.

# GREAT MEDIEVAL BATTLES KING ARTHUR

## The Battle of Stonehenge, 536

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### 15.0 CHANGES AND ADDITIONS TO THE STANDARD RULES

- 15.1 Set-Up for Play
- 15.2 Friendly Mapedges for Routed Units
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- 18.2 Hiding
- 18.3 Combat Procedure and Resolution
- 18.4 Effects of Man-to-Man Combat
- 18.5 Yielding
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### 19.0 NATIONALITY

### 20.0 VICTORY CONDITIONS

- 20.1 Victory Point Values of King Arthur Units and Leaders
- 20.2 Victory Point Values of Modred Units and Leaders

## [14.0] INTRODUCTION

*King Arthur* simulates the mythical battle of Camlann which, according to medieval legend, took place in 536 A.D. near Stonehenge. The battle was fought between loyal Britons led by King Arthur and the rebel Britons and their Scottish, Irish, Pictish, and Saxon allies, led by Arthur's son, Modred.

The game-scale is 50 feet from hexside to hexside and 10 minutes per Game-Turn. Each single counter represents 200 men. Each double-counter represents 500 men.

## [15.0] CHANGES AND ADDITIONS TO THE STANDARD RULES

### CASES:

#### [15.1] SET-UP FOR PLAY

After the Players decide who will play King Arthur and who will play Modred, they place their units as indicated on the map. The Modred Player's Saxon units may begin the game in Shield Wall mode. No units receive Lance markers. The Modred Player moves first.

### [15.2] FRIENDLY MAPEDGES FOR ROUTED UNITS

#### [15.21] Modred Player's Units

When a unit controlled by the Modred Player engages in rout movement, it must be moved toward the east mapedge if possible, or suffer the penalties outlined in Cases 11.22 and 11.23. Thus, routed units should be moved into hexes which are either northeast or southeast of the units' current position during rout movement.

#### [15.22] King Arthur Player's Units

When a unit controlled by the King Arthur Player engages in rout movement, it must be moved toward the west mapedge if possible, or suffer the penalties outlined in Cases 11.22 and 11.23. Thus, routed units should be moved into hexes which are either northwest or southwest of the units' current position during rout movement.

### [15.3] SPECIAL TERRAIN EFFECTS

#### [15.31] Restrictions on Cavalry Charge

A cavalry unit may not charge through or into a barrow, megalith, altar or ditch hex, nor may it charge through a ridge hexside.

#### [15.32] Ditch to Ridge Melee Combat

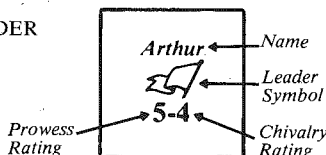
If a unit melee attacks across a ridge hexside from a ditch hex, the owning Player must add *two* to the die-roll on the Melee Combat Results Table.

#### [15.33] Pagan Shrines

If a pagan unit (see Section 19.0) in a barrow, megalith, or altar hex must make a morale check, add *one* to the die-roll on the Morale Effects Table. If a Christian unit (see Section 19.0) in a barrow, megalith, or altar hex must make a morale check, subtract *one* from the die-roll.

### [15.4] COUNTERS

#### LEADER



#### Front



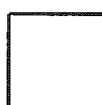
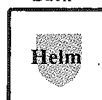
#### MARKERS

Man-to-Man  
Combat Chit

Attack

Stun

Defense



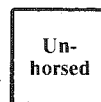
Front



Broken Lance

Back

Unhorsed



## [16.0] SHIELD WALL MODE

### GENERAL RULE:

Saxon units have the ability to enter or leave Shield Wall mode during the Modred Player's Movement Phase. If, at any time during the Movement Phase, a Saxon unit enters, leaves, or remains in Shield Wall mode, that unit's Movement Point Allowance is reduced to one for that Phase. Units in Shield Wall mode attack and defend normally. They never move during the Rout Movement Phase, regardless of their Rout Level, but rather must suffer the Rout Level increase penalties described in Case 11.2. Units in Shield Wall mode have a Morale Rating of "A."

## [17.0] LEADERS

### GENERAL RULE:

Leader units in *King Arthur* have several important functions in addition to the ones described in the Standard Rules for the *Great Medieval Battles QuadriGame*. The most important of these is *man-to-man combat*, which is described in detail in Section 18.0. Each leader in *King Arthur* has a Prowess Rating, which reflects his skill in man-to-man combat, and a Chivalry Rating, which reflects how noble and inspiring he is. All leaders with a Chivalry Rating of one or greater are Christian. All leaders with a Chivalry Rating of zero are pagan.

Note that no Movement Allowances have been printed on the leader counters in *King Arthur*. The Movement Allowance of each leader is equivalent to the Movement Allowance of the fastest unit of that leader's nationality. Thus, the leaders' Movement Allowances are as follows:

Good Britons: 16

Evil Britons: 12

Scots: 8

Irish: 12

Picts: 8

Saxons: 6

## [18.0] MAN-TO-MAN COMBAT

### GENERAL RULE:

Man-to-man combat takes place between Enemy leaders during the Man-to-Man Combat Phase, which immediately follows the Fire Combat Phase in every Player-Turn. The Man-to-Man Combat Phase consists of a series of duels between Enemy leaders. Each duel consists of a series of *rounds*.

### PROCEDURE:

At the beginning of each Man-to-Man Combat Phase, the Phasing Player may announce that any one of his leaders, who is adjacent to an Enemy leader, is challenging that Enemy leader. If the challenge is accepted (see Case 18.1), the two leaders involved immediately begin a duel. Before each round, either Player may yield his leader (see Case 18.5). If neither Player yields, the round is resolved (see Case 18.3). If neither leader is killed,

play proceeds to another round. A duel continues indefinitely in this manner until either one Player yields or one of the leaders is killed, at which time the duel is ended. At the end of each duel, the Player whose leader was last challenged may cause one of his leaders to challenge any adjacent Enemy leader. Players continue alternating challenges, until both Players successively decline to challenge, at which time the Man-to-Man Combat Phase is ended.

## CASES:

### [18.1] CHALLENGES

Players alternate making challenges during the Man-to-Man Combat Phase. If a Player does not wish to make a challenge when it is his turn to do so, he may decline to challenge. It then becomes his opponent's turn to challenge. By declining to challenge when it is his turn to do so, a Player in no way restricts his right to challenge later during that Man-to-Man Combat Phase. If, however, both Players successively decline to challenge, the Phase immediately ends and neither Player may make any more challenges until the next Man-to-Man Combat Phase.

[18.11] Only one challenge may be issued by a given leader during any given Man-to-Man Combat Phase, regardless of whether or not the challenge results in a duel. One leader may be challenged any number of times.

[18.12] A Friendly leader may challenge only an *adjacent* Enemy leader.

[18.13] Being disobeyed (see Case 12.3) or wounded (see Case 18.4) has no effect on a leader's ability to give and receive challenges.

[18.14] Leaders who have hidden (see Case 18.2) may not challenge for the balance of the Man-to-Man Combat Phase in which they have hidden.

### [18.2] HIDING

Whenever a pagan leader is challenged by a Christian leader, the pagan leader must either accept the challenge or *hide*. If a pagan leader elects to hide, his counter is placed under the counter representing the combat unit with which it is stacked. A pagan leader who elects to hide may not initiate challenges for the remainder of that Man-to-Man Combat Phase. Only *pagan* leaders (see Section 17.0) may hide. *Christian* leaders must accept all challenges to fight or must yield (see Case 18.5).

[18.21] Only pagan leaders who are stacked with Friendly combat units may hide.

[18.22] Only pagan leaders who have neither made challenges nor engaged in man-to-man combat during the Man-to-Man Combat Phase in progress may hide.

[18.23] Hiding leaders must remain hidden for the duration of the Man-to-Man Combat Phase in progress and the two Melee Combat Phases immediately following. During the remainder of that Man-to-Man Combat Phase, they may neither initiate nor accept challenges.

[18.24] Combat units which must refer to the Morale Effects Table while stacked with a hiding leader subtract *one* from the die-roll on that table.

[18.25] At the end of the second Melee Combat Phase of each Player-Turn, all leaders who went into hiding during the Man-to-Man Combat Phase of that Player-Turn come out of hiding. The leader counters are then put back on top of the combat unit counters with which they are stacked.

### [18.3] COMBAT PROCEDURE AND RESOLUTION

If a leader has challenged an Enemy leader, and the Enemy leader has accepted the challenge, the

first round of the duel begins immediately. Each round of the Man-to-Man Combat Phase consists of the simultaneous execution of the dueling leaders' attacks. The procedure for the execution of the attacks is as follows:

1. Each Player secretly selects two of his four man-to-man combat chits and places them on the map in such a way that his opponent cannot see which chits he has chosen. Each of a Player's four chits represents an attack zone on one side and the corresponding defense zone on the other side. One chit is placed on the map sword side up, representing the attack zone chosen. The other chit is placed shield side up, representing the defense zone chosen. Note that this means that a Player cannot attack and defend in the same zone during a given round.

2. The Players then reveal which attack and defense zones they have chosen and determine the success of their attacks upon each other. Each Player cross-indexes his attack zone with his opponent's defense zone on the Man-to-Man Combat Results Matrix. The matrix provides a number which is then modified by any appropriate modifiers from the list printed on the matrix. Each Player then rolls one die, adding the die-roll result to the modified number derived from the matrix. Each Player then looks up the final number on the Man-to-Man Combat Effects Table to determine the result of his attack. Results are applied simultaneously and immediately. Note that it is possible, although unlikely, for two leaders to kill each other simultaneously.

[18.31] If the number rolled on the die is *one*, the leader's attack has missed completely and has had no effect on the Enemy leader, *regardless of the number derived from the Man-to-Man Combat Results Matrix*.

[18.32] Only leaders with a Chivalry Rating of *zero* or *one* may use the Horse/Legs attack zone. Any leader may use the Horse/Legs defense zone.

[18.33] Between the time that chits are revealed and combat effects are applied, neither leader may yield (see Case 18.5).

[18.34] **Man-to-Man Combat Results Matrix**  
(see charts and tables)

[18.35] **Man-to-Man Combat Effects Chart**  
(see charts and tables)

### [18.4] EFFECTS OF MAN-TO-MAN COMBAT

Effects of man-to-man combat are determined at the end of each round and applied immediately and simultaneously to both leaders. A *wounded* result causes a leader counter to be *permanently* inverted. A *killed* result causes the leader counter to be *permanently* removed from play. All other man-to-man combat results last only for the duration of the particular duel in progress, except for *stunned* results which last only until the end of the next round of the duel in progress.

[18.41] If a leader's Chivalry Rating is *two* or greater *and* he still has an intact lance, he must always allow an opponent with a broken lance to receive a new lance at the end of any round. There is no limit to the number of times a leader may receive a new lance.

[18.42] If a leader's Chivalry Rating is *three* or greater *and* he is still on a horse, he must allow an unhorsed opponent to remount his horse at the end of any round. There is no limit to the number of times a leader may remount his horse.

[18.43] Any leader who is unhorsed and/or has a broken lance at the end of a duel immediately remounts his horse and/or receives a new lance.

[18.44] Results which call for a leader to lose something he does not possess are ignored.

[18.45] All leaders who are unhorsed are assumed to have broken their lances.

[18.46] The only effect of a stunned result is to modify the die-roll if there is another round in the duel in progress. Leaders do not remain stunned or unhorsed from one duel to the next; neither do their lances remain broken.

[18.47] When a leader is stunned, unhorsed, or when he breaks his lance, an appropriate counter is placed on that leader counter to signify that result. Remember, if a leader is *wounded*, his counter is inverted and remains so for the rest of the game. If a leader is *killed*, his counter is immediately removed from play. However, if an already wounded leader sustains an *additional* wound, that wound has no effect.

### [18.5] YIELDING

Before any round of a duel, before even the first round, either Player may cause his leader to yield to the opposing leader. If the yield is accepted, the counter of the yielding leader is placed under the counter of the opposing leader and is henceforth considered *captured*. If the yield is not accepted by the opposing Player, the duel continues. If a yield is accepted, the duel is considered ended.

[18.51] Any leader may yield at the beginning of any round.

[18.52] Christian leaders must always accept opponents' yields.

[18.53] Pagan leaders may accept yields if they wish. They are not required to do so and may fight on in the hope of killing their adversary if they so desire. Once a given yield has been rejected, it may not subsequently be accepted, although a new yield at the beginning of another round may be.

### [18.6] CAPTURED LEADERS

The counter of a captured leader must remain under the counter of the Enemy unit or leader who captured him. This rule is an exception to part of Case 6.15 of the Standard Rules, inasmuch as in *King Arthur*, captured leaders are not removed from play. A leader can be *recaptured* or freed by Friendly units.

[18.61] If an Enemy leader who has captured a Friendly leader is himself subsequently killed or captured in man-to-man combat, the previously captive leader is considered freed and is stacked with the Friendly leader who was victorious in that man-to-man combat.

[18.62] If a Friendly leader is killed in the same man-to-man combat round in which he kills an Enemy leader holding a captive Friendly leader, the captive is freed and placed in the hex vacated by the recently deceased Friendly leader.

[18.63] If a leader or combat unit with a captive leader is captured or eliminated through means other than man-to-man combat, the formerly captive leader remains in the same hex but is considered freed, *unless* the former captive leader is then still stacked with an Enemy unit. In this case, the freed unit would, of course, become the captive of the surviving Enemy unit or leader.

[18.64] When a captive leader is freed, he again functions normally in all ways but one: a freed leader may not initiate a challenge in the same Man-to-Man Combat Phase in which he was freed. Such a leader may be challenged, however, in that same Phase.

## [19.0] NATIONALITY

### GENERAL RULE:

All units in *King Arthur* belong to a nationality. All units which are labeled Scot, Pict, Irish, or

Saxon belong to that nationality. All unlabeled Modred Player units are Evil Britons. All of the King Arthur Player's units are Good Britons. A unit of a given nationality can only be rallied by a leader of that same nationality. All Evil Briton, Good Briton, and Scottish units are considered Christian. All other units are considered pagan.

## [20.0] VICTORY CONDITIONS

### GENERAL RULE:

Victory is determined by totaling the Victory Point value of all Enemy units eliminated and Enemy leaders captured or killed by the end of Game-Turn 10. The game is a victory for the King Arthur Player if the total of the King Arthur Player's Victory Points minus the total of the Modred Player's Victory Points exceeds 20. Otherwise, it is a victory for the Modred Player.

### CASES:

#### [20.1] VICTORY POINT VALUES OF KING ARTHUR UNITS AND LEADERS

The Modred Player receives Victory Points according to the following schedule for eliminated King Arthur units or eliminated or captured King Arthur leaders (Unit or leader eliminated or captured: Victory Point award).

Plate armored unit: 10

Any other unit: 2

King Arthur: 50

Any other leader: 10

#### [20.2] VICTORY POINT VALUES OF MODRED UNITS AND LEADERS

The King Arthur Player receives Victory Points according to the following schedule for eliminated Modred units or eliminated or captured Modred leaders (Unit or leader eliminated or captured: Victory Point award).

Plate armored unit: 10

Saxon unit: 10

Any other unit: 2

Modred and Chelric: 25 each

Any other leader: 10

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## [8.3] FIRE COMBAT RESULTS TABLE

Target Unit Type	Firing Weapon Type and Range					
	Sling		Bow		Poison Bow	
Range ►	1	2	1	2-3	1	2-3
Plate	2...4	2-3	2...5	2...4	2...7	2...6
Mail	2...5	2...4	2...6	2...5	2...8	2...7
Leather	2...6	2...5	2...7	2...6	2...9	2...8

### Fire Combat Die-Roll Modifiers:

Defender is charging +2

## [9.4] MELEE COMBAT RESULTS TABLE

Defending unit type	Attacking unit type			
	Plate	Mail	Leather	
Plate	2...6	2...5	2...4	
Mail	2...8	2...6	2...5	
Leather	2...10	2...8	2...7	

### Melee Combat Die-Roll Modifiers:

Attacker is double-counter unit attacking through front left, front right, or flank hex +2

Attacker is charging -2

Attacker attacks across ridge hex-side from ditch +2

## [18.34] MAN-TO-MAN COMBAT MATRIX

Defense Zone	Attack Zone			
	Helm	Right	Left	Horse/Legs*
Helm	2	6	4	7
Right	5	7	0	6
Left	4	2	7	5
Horse/Legs	7	6	5	0

Modify number result according to the list of Man-to-Man Combat Matrix Modifiers and apply the modified number to the Man-to-Man Combat Effects Chart (18.35). \* Leaders with a Chivalry Rating greater than one may not use the Horse/Legs attack zone.

### Man-to-Man Combat Matrix Modifiers:

The Prowess Rating of the attacking leader is added. The Prowess Rating of the defending leader is subtracted.

Attacker is mounted +1

Defender is mounted -1

Attacker has unbroken lance +1

Defender is stunned +1

Attacker is wounded -1

Defender is wounded +3

### Notes:

If a leader has a Chivalry Rating greater than one and has a lance himself, he must always let his opponent get a new lance between rounds.

If a leader has a Chivalry Rating greater than two and is mounted, he must always let his opponent remount his horse between rounds.

## [18.35] MAN-TO-MAN COMBAT EFFECTS CHART

Modified Die-Roll	Effect
2 or less	Attacker breaks lance and is unhorsed
3...7	Attacker breaks lance
8	No effect
9...10	Defender stunned
11	Defender stunned and unhorsed
12...13	Defender stunned, unhorsed, and wounded
14 or more	Defender killed

### Notes:

If the number rolled on the dice is one, the result is always "No effect".

A stunned result lasts only for the next round.

A wounded result is permanent.

If a result calls for a leader to lose something he has already lost, that part of the result is ignored.

There is no additional effect from multiple wounds

An unhorsed leader is considered automatically to have a broken lance.

All leaders automatically remount and get new lances between duels.

## [7.4] TERRAIN EFFECTS CHART

Terrain Feature	Movement Point Cost	Effect On Combat
Clear	1	None
Contour Line (downhill)	1	see 7.24
Contour Line (uphill)	+1	None
River ( <i>Bannockburn</i> , <i>Tamburlaine</i> only)	Prohibited	None
River ( <i>Black Prince</i> only)	(see 18.0)	None
Burn ( <i>Bannockburn</i> only)	Prohibited	None
Marsh ( <i>Bannockburn</i> only)	+1	see 15.6
Pools ( <i>Bannockburn</i> only)	Prohibited	None
Dry River Bed ( <i>Tamburlaine</i> only)	+1	None
Camp ( <i>Tamburlaine</i> only)	+1	None
Road ( <i>Tamburlaine</i> , <i>Black Prince</i> only)	1	None
Bridge ( <i>Black Prince</i> only)	1 (see 18.0)	None
Village ( <i>Black Prince</i> only)	1	see 8.16
Grove ( <i>Black Prince</i> only)	Prohibited	see 8.16
Barrow ( <i>King Arthur</i> only)	+1	see 15.4
Megalith ( <i>King Arthur</i> only)	1	see 15.4
Altar ( <i>King Arthur</i> only)	1	see 15.4
Ditch ( <i>King Arthur</i> only)	1	see 15.4
Ridge Hexside ( <i>King Arthur</i> only)	+1 to cross	see 15.4

## [10.2] MORALE EFFECTS TABLE

Morale Rating	Rout Level Increase				
	A	B	C	D	E
<i>DIE</i>					
-1	r2	r3	r3	r3	r3
0	r2	r2	r3	r3	r3
1	r1	r2	r2	r2	r3
2	r1	r1	r2	r2	r2
3	-	r1	r1	r2	r2
4	-	-	r1	r1	r2
5	-	-	-	r1	r1
6	-	-	-	-	r1
7	-	-	-	-	-

- = No effect. r# = Rout level incurred. Die-roll results of less than -1 or greater than 7 are treated as -1 and 7 respectively. Units that incur a Rout Level greater than 4 are eliminated.

## MORALE EFFECTS DIE-ROLL MODIFIERS

### King Arthur

- The current rout level of the unit is subtracted from the die-roll.
- If Fatigue is in effect, two is subtracted from the die-roll.
- If the unit is a double-counter unit with an Enemy unit in the rear center hex, one is subtracted from the die-roll.
- If the unit is stacked with a hiding leader, one is subtracted from the die-roll.
- If the unit is Christian and in a barrow, megalith or altar hex, one is subtracted from the die-roll.
- If the unit is pagan and in a barrow, megalith or altar hex, one is added to the die-roll.

# GREAT MEDIEVAL BATTLES

## TAMBURLAINE THE GREAT

### The Battle of Angorra, 1402

# EXCLUSIVE RULES

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#### 15.0 CHANGES AND ADDITIONS TO THE STANDARD RULES

- 15.1 Set-Up for Play
- 15.2 Friendly Mapedges for Routed Units
- 15.3 Bow Facing for Double-Counter Units
- 15.4 Retreat and Advance After Combat

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- 17.3 Tamburlaine the Great

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- 21.3 Levels of Victory

#### [14.0] INTRODUCTION

*Tamburlaine the Great* is a simulation of the battle of Angorra on 21 June 1402, which was the climax of the Tartar invasion of Asia Minor. Sultan Bayazid I and his Ottoman Turks, fresh from their victory against the Christians at the battle of Nicopolis, met Tamburlaine's Tartar and Mongol hordes northeast of modern day Ankara.

The game-scale is 50 yards from hexside to hexside, and each Game-Turn represents 20 minutes of real time. Each single counter represents 500-750 men.

#### [15.0] CHANGES AND ADDITIONS TO THE STANDARD RULES

##### CASES:

##### [15.1] SET-UP FOR PLAY

After the Players decide who will play the Ottoman leader, Sultan Bayazid, and who will play the

Tartar leader, Tamburlaine the Great, they place their units on the set-up hexes printed on the map. After the units are set up for play, Lance markers are placed atop all plate and mail armored double-counter cavalry units. Those units that have two Modes may begin the game in either Mode. The Tartar Player moves first. Unless otherwise noted, references to Ottoman units also apply to Serbian units and references to Tartar units also apply to Mongol and Indian units.

##### [15.2] FRIENDLY MAPEDGES FOR ROUTED UNITS

##### [15.21] Ottoman Units

When an Ottoman unit engages in rout movement, it must be moved toward the **north** mapedge if possible, or suffer the penalties outlined in Cases 11.22 and 11.23. Thus, routed Ottoman units should be moved into hexes which are either north-east or northwest of the units' current position during rout movement.

##### [15.22] Tartar Units

When a Tartar unit engages in rout movement, it must be moved toward the **south** mapedge if possible, or suffer the penalties outlined in Cases 11.22 and 11.23. Thus, routed Tartar units should be moved into hexes which are either southeast or southwest of the units' current position during rout movement.

##### [15.3] BOW FACING FOR DOUBLE-COUNTER UNITS

For purposes of fire combat only, double-counter fire combat units are not affected by the facing rules. Thus, double-counter units in Fire Combat Mode may fire in any direction. The line of sight for such a unit is judged from the central point of either hex the unit occupies to the target. All other facing rules (e.g., for movement) are still in effect for double-counter fire combat units.

##### [15.4] RETREAT AND ADVANCE AFTER COMBAT

[15.41] If, during a Melee Combat Phase, a defending unit suffers an increase in rout level or achieves rout level one, that unit is *immediately* retreated a number of hexes equal to its new rout level. The retreat of the unit is conducted by the owning Player in accordance with the rules for rout movement (see Section 11.0).

[15.42] Whenever a defending Enemy unit is forced to retreat or is eliminated as a result of melee combat, the Friendly attacking unit may advance.

[15.43] If an Enemy unit has been forced to retreat, the Friendly attacking unit can advance along the Enemy unit's path of retreat; that is, the Friendly unit may only advance into those hexes through which the Enemy unit has retreated. The first hex entered by an advancing unit must always be the hex in which the defending unit was attacked.

[15.44] If a defending Enemy unit has been eliminated, the Friendly attacking unit may be advanced in the following manner: first, the advancing unit must enter the hex which the defending unit occupied when it was attacked. Then, the advancing unit may advance two additional hexes in any direction the owning Player desires within the normal restrictions for terrain and stacking.

[15.45] An advancing unit may cease advancing in any hex along the path of retreat of a retreating unit. That is, an advancing unit need not advance the full distance allowed.

[15.46] The option to advance must be exercised immediately, before any other combat resolution. Units are never forced to advance after combat.

[15.47] For purposes of advance after combat, the facing of a double-counter is considered. Thus, a double-counter unit may only advance into hexes into which it could move during the Movement Phase (see Case 5.2).

[15.48] For purposes of retreat after combat, the facing of a double-counter unit is ignored. Thus, a double-counter unit may retreat by moving backwards.

[15.49] If a Friendly combat unit advances into a hex containing an Enemy leader, that Enemy leader is captured and removed from play.

#### [16.0] MODE CHANGES

##### GENERAL RULE:

Some units were armed with two weapon types — fire and melee weapons. A Player may freely change the mode of any or all of his units (*including* charging cavalry) at the end of his Movement Phase at no additional Movement Point cost. Of course, only units whose counters are back-printed with a second mode may change mode. Units in Fire Combat Mode may engage in fire combat but may not initiate melee. Units in Melee Combat Mode may initiate melee combat but may not make fire combat attacks. A unit's mode may only be changed after all units have been moved for the Movement Phase. Units which are currently routed may *not* undergo a mode change.

#### [17.0] LEADERS AND THEIR CONTINGENTS

##### CASES:

##### [17.1] ARMY CONTINGENTS

The Ottoman army is made up of two contingents: the Ottoman Asia Minor contingent and the European Serbian contingent.

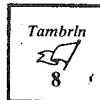
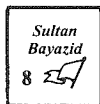
The Tartar army consists of three contingents: the Tartar contingent, the Mongol contingent and the Indian contingent.

Units of a given contingent may only be rallied by leaders of the same contingent. However, Sultan Bayazid and Tamburlaine may rally any units in

their respective armies, regardless of the color of the unit counter. The Tartar Player should note that the Tartar army has no Indian contingent leaders and that only Tamburlaine can rally such units.

### [17.2] SULTAN BAYAZID

If Sultan Bayazid is stacked with a combat unit, then *two* is added to the die-roll on any morale checks for that unit.



### [17.3] TAMBURLAINE THE GREAT

If Tamburlaine is stacked with a combat unit, and that unit initiates a melee attack, *one* is subtracted from the die-roll on the Melee Combat Results Table. Additionally, if a unit with which Tamburlaine is stacked must check morale, *one* is added to the die-roll on the Morale Effects Table.

## [18.0] RAMPANT ELEPHANTS

### GENERAL RULE:

If the elephant unit achieves a rout level of 3 or 4, it is considered to be running amok. If this occurs, the elephant unit is moved before all other units at the beginning of each subsequent Rout Movement Phase in accordance with the following procedure.

### PROCEDURE:

1. At the beginning of the Rout Movement Phase, the facing of a rampant elephant unit is determined. One die is rolled. If the roll is 1 or 2 the counter is immediately pivoted one hex to the left; if the roll is 3 or 4 the counter remains in place; if the roll is 5 or 6 the counter is pivoted one hex to the right. If the elephant counter cannot be pivoted due to the presence of a combat unit in the hex into which it would be moved, its facing remains the same.
2. After the elephant unit's facing is determined, it is moved up to four hexes in a straight line (regardless of terrain) or until there is an Enemy or Friendly combat unit in one of the three hexes adjacent to the front of the elephant unit counter.
3. If, at the end of its rout movement, there are any units in the three hexes in front of the elephant unit, the elephant unit immediately attacks those units, regardless of whether they are Friendly or Enemy units. Each unit is attacked individually using the Melee Combat Results Table. Note that this instance is an exception to both the Sequence of Play (in that the elephant unit attacks during the Rout Movement Phase) and Case 9.11 (in that the elephant unit may attack more than once per Phase).
4. No matter how many times a rampant elephant unit attacks during a Rout Movement Phase, *three* is subtracted from *each* melee die-roll, and should a morale die-roll be necessary, *three* is subtracted from that die roll also.

The rampant elephant unit may never be rallied. However, the rampant elephant unit may be attacked normally (but woe to the unit that does not succeed in eliminating the frenzied pachyderms).

## [19.0] SYRIAN NAPHTHA CONTINGENT

### GENERAL RULE:

The troops of the Syrian naphtha contingent were armed with grenades filled with "Greek Fire."

When the naphtha contingent melee attacks an Ottoman unit, the Tartar Player does not employ the melee procedure; instead, the Ottoman unit *automatically* suffers an R2 (rout level 2) result. The Syrian naphtha contingent is treated as a normal melee unit for all other purposes.

## [20.0] OTTOMAN WAGONS

### GENERAL RULE:

The Ottoman Player has two wagon counters, which he may move according to the normal rules for movement during his Movement Phase. Wagon units have no attack capability. Wagon units do not suffer Rout Level increases or elimination through fire and melee combat (but see Case 20.22). Ottoman units may be stacked with wagon units and receive a defensive benefit for doing so. Wagon units do not block line of sight for the purposes of fire combat.

### PROCEDURE:

Wagon units have two modes: limbered Mode and unlimbered or Lager Mode. A wagon unit may only be moved when it is in limbered Mode. In order for a wagon unit to change modes, it must expend its entire Movement Allowance for the current Movement Phase. Thus, a wagon unit cannot be moved and change mode during the same Movement Phase. During the Movement Phase, Ottoman units may be stacked atop wagon units that are in Lager Mode. The cost in Movement Points to enter a hex and stack with a wagon unit is dictated by the terrain in that hex. When stacked with a wagon unit in Lager Mode, an Ottoman unit attacked through either fire or melee combat receives a defensive benefit: *two* is added to the Enemy Player's die-roll each time it is attacked. **Note:** The expression *Wagon Lager* indicates a wagon unit in Lager Mode.

### CASES:

#### [20.1] STACKING WITH WAGON LAGERS

[20.11] One double-counter unit or two single-counter units may be stacked with a Wagon Lager. A double-counter unit stacked with a Wagon Lager must occupy the same two hexes as the Wagon Lager. If two single-counter units are stacked with a Wagon Lager, each of the two units must occupy one of the two hexes occupied by the Wagon Lager. One single-counter unit may occupy either of the two hexes in which the Wagon Lager is situated.

[20.12] If either or both of the hexes occupied by a Wagon Lager are shared with an Ottoman unit, Tartar units may not enter those hexes.

#### [20.2] EFFECT OF WAGONS ON MOVEMENT

[20.21] Ottoman units may enter the hexes occupied by a Wagon unit in limbered Mode. However, the defensive benefit is received only when the wagon is in Lager Mode. Ottoman units may not enter wagon hexes in which other Ottoman units are situated. Routed Ottoman units may enter wagon hexes that are not occupied by other units.

[20.22] Tartar units may never enter a wagon hex in which there is an Ottoman unit. If a wagon is in Lager Mode and is stacked with only one single-counter Ottoman unit, a Tartar unit may not enter the other wagon hex. Whenever a Tartar unit enters either of the two wagon hexes, the entire wagon unit is eliminated and removed from play. Wagon units are worth no Victory Points. Routed Tartar units may enter a wagon hex in the same fashion as Tartar units moving during the Move-

ment Phase. If a routed Tartar unit enters a wagon hex, the wagon unit is eliminated.

## [21.0] VICTORY CONDITIONS

### GENERAL RULE:

At the end of Game-Turn Ten, victory is determined. Victory is determined by Victory Points, which are awarded for the elimination of Enemy units, the capture of Enemy leaders, and the capture of Enemy camp hexes. At the end of the game, the Players' Victory Point totals are determined, and the Ottoman Player's Victory Points are then subtracted from the Tartar Player's Victory Points to determine the level of Victory.

### [21.1] VICTORY POINTS FOR ELIMINATED UNITS

#### CASES:

Morale of Eliminated Unit	Victory Points Awarded
E	1
D	2
C	3
B	4
A	5

If a unit is double-sized, multiply the number of Victory Points awarded for its elimination by two. For example, a double-sized "C" morale unit is worth six Victory Points.

A unit which exits the map because of Rout Movement is considered eliminated for the purposes of victory conditions.

### [21.2] VICTORY POINTS FOR CAPTURED LEADERS AND CAMP HEXES

Each Player receives Victory Points according to the following schedule for captured Enemy leaders or geographical objectives (Unit eliminated or leader captured or geographical objective occupied: Victory Point award).

Capture of any leader other than Tamburlaine or Bayazid: 10

Capture of Bayazid: 25

Capture of Tamburlaine: 35

Each Tartar camp hex occupied by Ottoman unit at end of game (award to Ottoman): 4

### [21.3] LEVELS OF VICTORY

+ 31 or greater	Decisive Tartar Victory (Tamburlaine the Great)
+ 21 to + 30	Substantive Tartar Victory (Tamburlaine the Strong)
+ 11 to + 20	Marginal Tartar Victory (Tamburlaine the Brave)
- 9 to + 10	Draw (Tamburlaine)
- 19 to - 10	Marginal Ottoman Victory (Tamburlaine the Unready)
- 29 to - 20	Substantive Ottoman Victory (Tamburlaine the Foolhardy)
- 30 or less	Decisive Ottoman Victory (Tamburlaine Who?)

## Designer's Notes

Tamburlaine the Great  
Who, from a Scythian Shepearde,  
by his rare and woonderfull Conquefts  
became a moft puiffant and mightye Monarque,

And (for his tyranny, and terour in  
Warr) was tearmed,

#### THE SCOURGE of GOD.

This is how the playbill appeared printed by Richard Ithones neere Holborne Bridge, 1590 for Christopher Marlowe's play *Tamburlaine the Great*. This play was based on the story and legend of the barbaric fourteenth-century conqueror, Timur the Lame.

The play was the hit of the season and starred Richard Burbage, the greatest actor of the Elizabethan Age. There was only one setback to those early performances which was recorded: during the execution of the governor of Babylon in the second part of the play, a stray bullet killed a member of the audience.

Timur the Lame had strongly affected the European dominance of the Balkans. His opponent, the Sultan Bayazid the Great had achieved at the time of the Battle of Angorra almost total dominance of the Balkans and was at the gates of Vienna. His loss to Tamburlaine crippled the Ottoman Turks he led and in effect nullified the tremendous victory his forces had had over the Crusaders at the Battle of Nicopolis.

During his reign Tamburlaine was sent full ambassadorships from the courts of England, France, and Russia. His military forces consisted of Mongols and Tartars as well as contingents from conquered lands. His astonishing career of conquest carved an empire that was larger than that of Alexander the Great and in fact was one of the largest empires (if not *the* largest) in history.

In a series of very bloody wars he subdued or laid waste to most of Russia and India, the Middle East, Persia and Turkey. When Baghdad revolted, stopping his invasion of Egypt, he literally razed the whole city to the ground. He died undefeated at age 69, while preparing for an invasion of China.

My research gleaned bits and pieces of information from translated Moslem sources as well as German sources on the subject. The map was obtained from modern geographical sources of what we believe is the best guess of the battlefield area. I would like to thank Stephen Donaldson for his help with the German translations.

We at SPI and our tremendously helpful blind-testers all seemed to enjoy the game system as a nice balance of realistic feeling and the playability

needed in the QuadriGame format. We have been in contact with members of the Society of Creative Anachronism who supplied us with their (sometimes contradicting) opinions of the weapons systems and their effectiveness against each other. *Tamburlaine* and all her sister games are all "good plays." By that I mean that we have tried to inject the maximum of information while keeping the games fun to play. I and the other members on the project hope you agree.

David Werden

## DESIGN CREDITS

Game Design and Development: **David Werden**

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**Mike W. Barr, Rosalind Fruchtmann,**

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### [8.3] FIRE COMBAT RESULTS TABLE

#### Firing Weapon Type and Range

Target Unit Type	Cavalry Longbow		Infantry Shortbow			Infantry Crossbow
Range ►	1	2	1	2	3	1-4
Plate	2...4	2	2...4	2...3	-	2...3
Mail	2...5	2...3	2...5	2...4	2	2...4
Leather	2...6	2...4	2...6	2...5	2...3	2...4
Non-Armored	2...8	2...6	2...8	2...7	2...5	2...4

- = No effect; #...# = Dice roll necessary to affect target unit (see Morale Effects Table).

#### Fire Combat Die-Roll Modifiers:

The current rout level of the defending unit is subtracted from the die-roll.

Defender is charging +2

Defender is stacked with wagon lager +2

### [9.4] MELEE COMBAT RESULTS TABLE

#### Attacking unit type

Defending unit type	P Cav	M Cav	All Inf	Elephants
Plate Cav	2...4	2...3	2...5	2...8
Mail Cav	2...5	2...4	2...6	2...7
Leather Cav	2...6	2...5	2...7	2...6
Non-Armrd Cav	2...7	2...6	2...8	2...5
Mail Inf	2...4	2...3	NA	2...4
Leather Inf	2...6	2...5	NA	2...5
Non-Armored Inf	2...8	2...7	2...9	2...6
Elephants	2...3	2	2...6	NA

NA = Not Applicable. #...# = Dice roll necessary to affect defending unit (see Morale Effects Table).

#### Melee Combat Die-Roll Modifiers:

The current rout level of the defending unit is subtracted from the die-roll.

Attacker is double-counter unit attacking through front left, front right, or flank hex +2

Attacker is charging without lance -2

Attacker is charging with lance -4

Attacker is stacked with Tamburlaine -1

Attacker is rampant elephant -3

Defender is stacked with wagon lager +2

## [7.4] TERRAIN EFFECTS CHART

Terrain Feature	Movement Point Cost	Effect On Combat
Clear	1	None
Contour Line (downhill)	1	see 7.24
Contour Line (uphill)	+ 1	None
River ( <i>Bannockburn</i> , <i>Tamburlaine</i> only)	Prohibited	None
River ( <i>Black Prince</i> only)	(see 18.0)	None
Burn ( <i>Bannockburn</i> only)	Prohibited	None
Marsh ( <i>Bannockburn</i> only)	+ 1	see 15.6
Pools ( <i>Bannockburn</i> only)	Prohibited	None
Dry River Bed ( <i>Tamburlaine</i> only)	+ 1	None
Camp ( <i>Tamburlaine</i> only)	+ 1	None
Road ( <i>Tamburlaine</i> , <i>Black Prince</i> only)	1	None
Bridge ( <i>Black Prince</i> only)	(see 18.0)	None
Village ( <i>Black Prince</i> only)	1	see 8.16
Grove ( <i>Black Prince</i> only)	Prohibited	see 8.16
Barrow ( <i>King Arthur</i> only)	+ 1	see 15.4
Megalith ( <i>King Arthur</i> only)	1	see 15.4
Altar ( <i>King Arthur</i> only)	1	see 15.4
Ditch ( <i>King Arthur</i> only)	1	see 15.4
Ridge Hexside ( <i>King Arthur</i> only)	+ 1 to cross	see 15.4

## [10.2] MORALE EFFECTS TABLE

Morale Rating▶	Rout Level Increase				
	A	B	C	D	E
<i>DIE</i>					
- 1	r2	r3	r3	r3	r3
0	r2	r2	r3	r3	r3
1	r1	r2	r2	r2	r3
2	r1	r1	r2	r2	r2
3	-	r1	r1	r2	r2
4	-	-	r1	r1	r2
5	-	-	-	r1	r1
6	-	-	-	-	r1
7	-	-	-	-	-

- = No effect. r# = Rout level incurred. Die-roll results of less than - 1 or greater than 7 are treated as - 1 and 7 respectively. Units that incur a Rout Level greater than 4 are eliminated.

## MORALE EFFECTS DIE-ROLL MODIFIERS

### *Tamburlaine*

- The current rout level of the unit is subtracted from the die-roll.
- If Fatigue is in effect, two is subtracted from the die-roll.
- If the unit is a double-counter unit with an Enemy unit in the rear center hex, one is subtracted from the die-roll.
- If the unit has been attacked by a Lance-armed, charging cavalry unit, two is subtracted from the die-roll.
- If the unit is Ottoman or Serbian and is stacked with Sultan Bayazid, two is added to the die-roll.
- If the unit is Tartar, Mongol or Indian and is stacked with Tamburlaine, one is added to the die-roll.
- If the unit has been attacked by a rampant elephant, three is subtracted from the die-roll.

**Great Medieval Battles, Counter Section Nr. 1 (100 pieces): Front**  
Quantity of Sections of this identical type in QuadriGame: 5; in TAMBUKLANE: 1.  
Total Quantity of Sections (all types) in QuadriGame: 5; in KING ARTHUR: 1.

**Great Medieval Battles, Counter Section Nr. 2 (100 pieces): Front**  
Quantity of Sections of this identical type in QuadriGame: 1; in KING ARTHUR: 1.  
Total Quantity of Sections (all types) in QuadriGame: 5; in KING ARTHUR: 1.

**Great Medieval Battles, Counter Section Nr. 2 (100 pieces): Back**

**Great Medieval Battles, Counter Section Nr. 1 (100 pieces): Back**

**Great Medieval Battles, Counter Section Nr. 5 (100 pieces): Front**  
Quantity of Sections of this identical type in QuadriGame: 1; in each individual game: 1.  
Total Quantity of Sections (all types) in QuadriGame: 1; in each individual game: 1.

**Great Medieval Battles, Counter Section Nr. 3 (100 pieces): Front**  
Quantity of Sections of this identical type in QuadriGame: 1; in BANNOKBURN: 1.  
Total Quantity of Sections (all types) in QuadriGame: 5; in BANNOKBURN: 1.

**Great Medieval Battles, Counter Section Nr. 4 (100 pieces): Front**  
Quantity of Sections of this identical type in QuadriGame: 1; in BLACK PRINCE: 1.  
Total Quantity of Sections (all types) in QuadriGame: 5; in BLACK PRINCE: 1.

**Great Medieval Battles, Counter Section Nr. 4 (100 pieces): Back**

**Great Medieval Battles, Counter Section Nr. 3 (100 pieces): Back**

**Great Medieval Battles, Counter Section Nr. 5 (100 pieces): Back**

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