Chivalry at Bay

TACTICAL BATTLES OF THE HUNDRED YEARS WAR (1337-1453)

La Capelle
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Saint-Omer
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Morlaix
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Auberoche
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GAME DESIGN BY

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Chivalry At Bay is a wargame depicting tactical battles during the Hundred Years War. The game is an evolution of a previous design called *Sun of York* from *GMT Games, LLC*. Unlike many wargames, this game system does not use a standard map depicting a specific battlefield for the purpose of maneuver. Forces move back and forth through columns (or wings) of a battlefield. These columns are referred to as "battles" in the parlance of the age. Each battle is divided into areas used to indicate range between opposing forces occupying these battles. Combat units and leaders move from area to area, engaging the enemy to control the battlefield when the fight is over.

Within this manual, you'll find the instructions on how to set up and play the game. If you have any questions concerning how the game should be played, you can post questions to dedicated areas on *ConsimWorld* or *BoardgameGeek*.

*NOTE: Although the game system presented here is based upon **Sun of York**, the mechanics have changed in many important ways. Players familiar with Sun of York are encouraged to read through these rules, to note the changes.*

1.0 GAME COMPONENTS

The following is a list of components included with the game. Additional details concerning these components follow.

- 1 x Rules Manual
- 1 x Battle Map (22" x 17")
- 1 x Player Aid Card
- 3 x Die Cut Unit Sheets
- 3x Die Cut Terrain Tile Sheets (including Flank Panels)
- 2 x 55 Card Decks
- 6 x Six-Sided Dice

1.1 The Game Board

The game board included with the *Chivalry At Bay* is in several sections. The central section is the battlefield. The battlefield is organized into three columns (also referred to as "battles"), each with five areas that progress from a friendly rear area, a friendly approach area, a middle ground area, an enemy approach area, and an enemy rear area. Each battle area is further organized into four opposing slots for each side into which combat units are placed. Slots directly opposite each other are considered "opposing" slots. Enemy slots to the left and right of an opposing slot are considered "adjacent" slots. A friendly unit in a slot must attack an enemy unit in an opposing slot, and may be able to attack enemy units in adjacent slots (see 5.1.1, Melee Combat). A fifth slot is also available (noted with a shield icon) where leaders and artillery are placed. These fifth slots do not "oppose" each other, rather they are considered to be opposing all of the four other enemy slots.
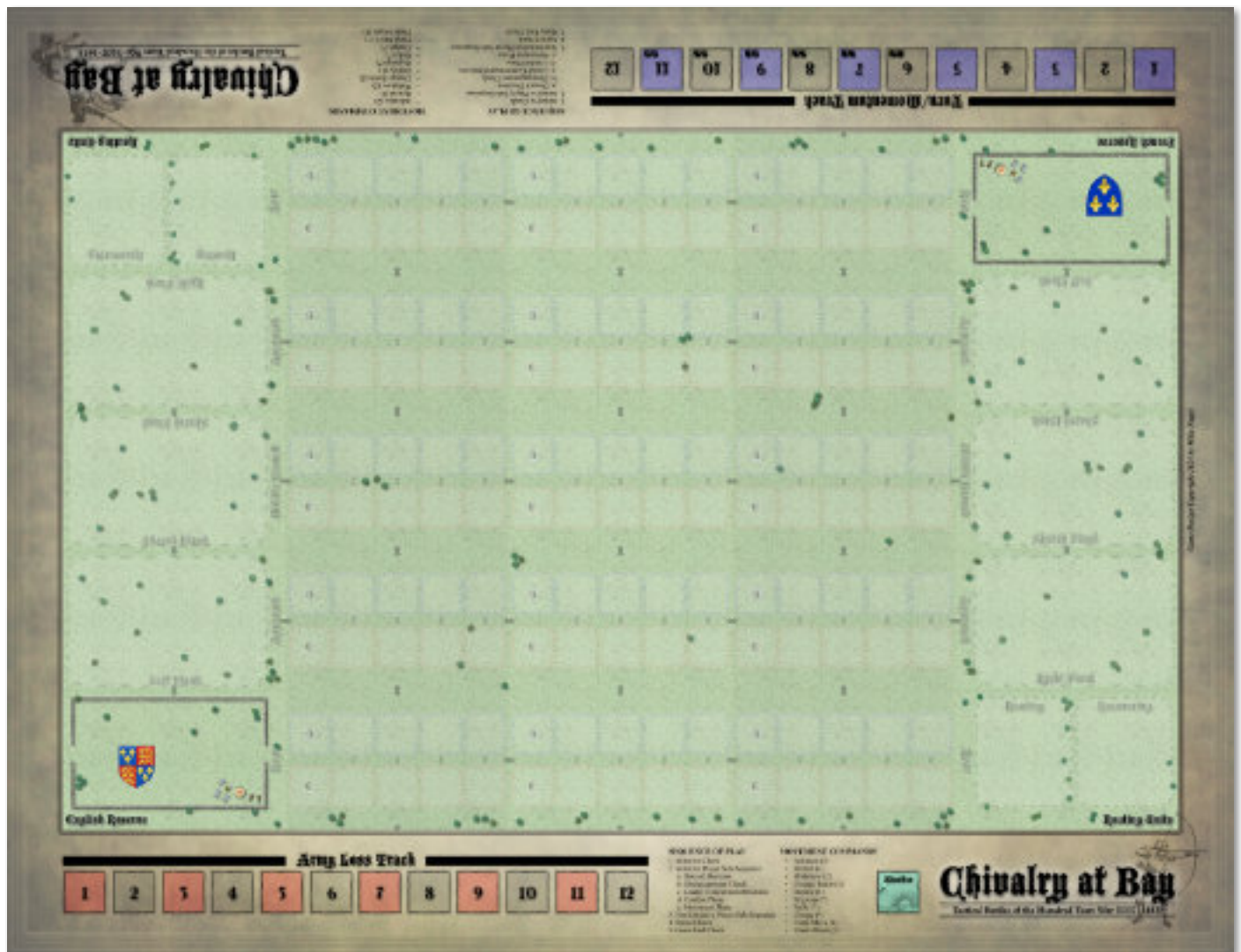
1.1.1 **Board Placement** – The battle area is positioned so that a player sits with his or her side's rear battle areas nearby.

1.1.2 **Flank Areas** – To the left and right of the battlefield are two flank areas that are comprised of three spaces adjacent to the approach and middle-grounds of the left and right battles. At the ends of the flanks are the reserve and rout areas for each side. The flank areas are entered from a side's reserve area and may be able to move into the left and right battles to surprise enemy units located in those battle areas.

1.1.3 **Flank Panels** – In addition to the battle map, there are two flank panels. These may be placed on top of the printed flank areas to indicate that a flank is closed to movement or to expand the flank area once the left or right battle collapses during combat. Use of these panels is optional, but it does make the game a little easier to play as well as more visually appealing.

1.1.4 **Game Tracks** – On the map are two twelve-space tracks. One is a turn track used to track the current turn, which is managed by the French (or allied) player. Some of the spaces on this track include an end-of-game indicator in the form of a die icon. If the value shown on this die or less is rolled at the end of a turn, the game ends immediately and a victor is determined. The other track is used to track army losses and is managed by the English (or allied) player. When units are lost to rout or outright elimination, their loss is noted on this track.

1.2 Terrain Tiles

In order to make the battle map more representative of the terrain actually fought over during a battle, each scenario indicates the types of terrain located within specific areas. Terrain tiles representing these types of terrain are placed on top of the areas specified. Some of the tiles are marked with a red arrow that points toward one side of the battle map. This arrow indicates which army "controls" that terrain when occupied and thereby gains the benefit of that terrain. Terrain tiles that are not occupied are considered uncontrolled. As soon as a combat unit enters an area containing a terrain tile that is unoccupied by enemy combat units, that tile must be rotated (if necessary) to properly orient the controlling arrow. This is simply for clarity during the heat of combat.

1.3 Game Pieces

In addition to the map and terrain tiles, there are several different types of game pieces required for play. These are described below.

1.3.1 **Stratagem Cards** – Stratagem cards are used to drive game play. Each player receives a hand of these cards at the beginning of the game. Hand size may vary, depending upon the scenario being played. Each deck should be shuffled to create a draw pile for each player. A deck should not be reshuffled until all cards have been drawn from it. There are three types of Stratagem cards (See the section on Stratagem Play to learn how these are obtained and managed):

1.3.1.1 **Command** – these cards indicate a number of command points that can be used to move combat units and activate events. Any number of command cards may be discarded to create a pool of movement command points. For movement, all command stratagems must be discarded before any points are spent during a turn. Command stratagems used to activate events are discarded with the event. Command card numbers are red.

1.3.1.2 **Event** – these cards are used to trigger special events during play. Triggering an event costs a number of command points indicated on its card. If a player holds insufficient command stratagems to trigger an event, that event may not be triggered. See the rules section on Events to learn of their individual effects. Event card numbers are blue. Event cards with their costs bound by a red box may be discarded to cancel the identical card played by an opponent. This cancellation does count as playing the cancelling card in question and costs nothing in command points.

1.3.1.3 **Hesitation** – these cards have no use. If drawn, they may only be discarded. Until discarded, these cards limit a player's ability to issue commands. Hesitation card numbers are black.

1.3.2 **Leaders** – These units represent the nobles and lords who commanded the troop on the battlefield. Red units are English (or allied) leaders, while blue units are French (or allied) leaders. The scenario description lists which leaders are available to each side during setup or as reinforcement. Each leader is annotated with three values. From left to right, these are:

1.3.2.1 **Command** – this value indicates the number of command stratagems a leader provides to a player as well as the number of cards a leader provides to a player's card hand. An uncommitted (4.4.2) leader provides a number of stratagems equal to his command rating that can be used anywhere within the section (battlefield, reserve, or routed area) he occupies. A committed leader may only provide command to units in his area. Regardless of a leader's commitment status, the leader with the highest command value provides a number of cards to a player's hand. Each additional leader provides a single card. Do not use, neither count, the leaders subject to Terror.

1.3.2.2 **Ability** – this value indicates the value (or less) that the leader must roll in combat to achieve a hit.

1.3.2.3 **Leadership** – this value indicates a bonus provided to the disengagement checks (see below) of any unit occupying the same area as the leader.

1.3.2.4 **Movement** – Although not indicated on the leader unit, leaders may move two areas on the battlefield without the expense of a command point.

1.3.3 **Combat Units** – These units represent the troops involved in the battle. Red units are English (or allied), while blue units are French (or allied). Like leader units, combat units are annotated with several values as noted below:
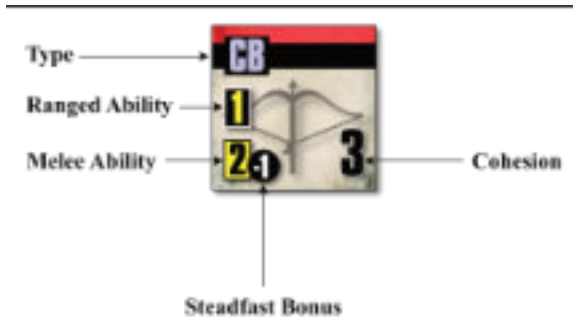
1.3.3.1 **Ability** – this value indicates the highest result on a combat die roll that results in a hit on an enemy unit. This value may be adjusted by a variety of modifiers. When multiple modifiers (both positive and/or negative) affect a unit, add all of them together and apply the resulting sum to the unit's ability value. Units that can fire at range have an additional ability value noted in a black box. This additional value is the unit's ranged combat ability.

1.3.3.2 **Cohesion** – this value indicates the number of hits a unit can take before it is destroyed and removed from the game. Additionally, it is the number of dice rolled in when attacking an enemy unit. This value changes as a unit takes (or recovers from) damage.

1.3.3.3 **Steadfast Bonus** – this value indicates a modification to a unit's disengagement and flank attack rolls. Not all units have this value.

1.3.3.4 **Rashness** – this value is not marked on a unit, but may be assigned in a scenario. Movement and morale are handled somewhat differently for rash units than other level-headed units.

1.3.3.5 **Unit Type** – Each combat unit also carries a two-letter code in its upper left corner that indicates what type of

unit the piece represents. This code is noted with a color that indicates the broad category of units to which the unit belongs. White codes are infantry. Yellow codes are mounted. Blue codes are archers. Red codes are artillery. The picture on the piece also indicates the unit type. The types of units available are as follows. (noting that the values on each unit type do vary from unit to unit of each type).

\ **Artillery** (AY) – Although it would take a couple of centuries before the ability to mill gunpowder in quantity and quality, it began to make its appearance on European battlefields during the 14th Century. These units represent bombards with minimal but powerful use.

\ **Billmen** (BL) – Relatively inexpensive to field, these were the most common type of trained infantry. They were armed with short spears with tips that included axe heads and hooks that could unhorse a rider.

\ **Cavalry** (CV) – These units represent mounted forces. Given the nature of combat during the period, most units equipped with horses preferred to fight dismounted (see Men-at-Arms). Unlike Knights, this type of unit represents mobile, but lightly armed and armored formations.

\ **Crossbowmen** (CB) – Highly disciplines archers trained in the use of armor piercing weapons. Due to the expense of training and maintaining these forces, they were typically for hire from other nations (particularly Burgundy).

\ **Knights** (KT) – Noblemen, highly trained and experienced, complete with retinues and the best equipment. These were men who directly offered their service to a nobleman or house for political gain.

\ **Levies** (LV) – Mostly farmers, tradesmen, and other locals gathered together under the flags of local gentry. These were often little more than mobs with only the most rudimentary weapons

\ **Longbows** (LB) – The most prevalent type of missile unit during the period, given the ease of training and cost effectiveness. The English excelled at properly deploying these units effectively.

\ **Men-at-Arms** (MA) – These are the most professional of the soldiers fielded in battle. They often constituted dismounted units that were not properly trained or armed to fight on horseback.

COMBAT UNIT SAMPLES

| Artillery | Billmen | Cavalry | Crossbow | Knights | Levies | Longbow | Men-at-Arms | Pikemen |
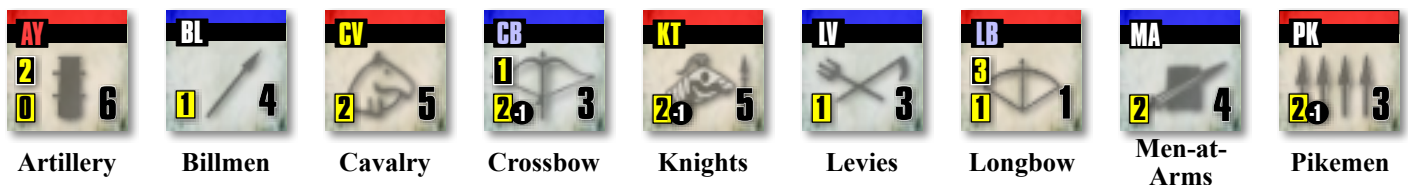
\ **Pikemen** (PK) – Highly trained and drilled infantry armed with long pikes rather than bills. The formations were not very mobile and were therefore much more effective on the defense and were particularly effective against cavalry units.

1.3.4   **Markers** – In addition to leaders and combat units, there are also a variety of markers used to indicate various statuses during play. These are as follows:

1.3.4.1   **Army Loss** – Use these markers on the Army Loss Track to note how many leaders or combat units an army has lost. Place each army's marker in the zero space on the Army Loss Track at the beginning of a scenario.

1.3.4.2   **Army Panic** – Use these markers on the Army Loss Track as a reminder of how many losses an army can take prior to panicking. Place an army's marker in the space that matches its Army Loss level as defined by the scenario.

1.3.4.3   **Cohesion** – When a combat unit suffers losses, use these markers to indicate its current cohesion. Place the marker beneath the unit in question.

1.3.4.4   **Dummy** – These markers are used during initial setup to mask the number of combat units initially deployed.

1.3.4.5   **Fatigue** – Place these markers on any combat units suffering from Fatigue as a reminder of its effects on the unit.

1.3.4.6   **Hero** – If the play of a Hero stratagem results in the creation of a Hero, place this marker on a combat unit to indicate its enhanced status.

1.3.4.7   **Hits** – Use these markers to note the number of hits a combat unit has sustained during an attack. The value of these markers is also used to determine the unit's status during its next Disengagement check.

1.3.4.8   **Leader Committed** – Use these markers to note leaders that are committed to combat during the Leader Commitment phase. Committed leaders increase the abilities of combat units under their command, but become vulnerable to injury. Committed leaders may only provide command to units within their area.

1.3.4.9   **Momentum** – A player uses this marker to track the number of turns he or she has held the initiative. When the initiative is held at the beginning of a turn, advance this marker on space on the Turn/Momentum track. If the initiative is lost, the new holder of the initiative resets the marker in the first space on the track.

1.3.4.10   **Turn** – Use this marker on the Turn Track to note the current turn.

1.3.4.11   **Weather** – These markers are used if a scenario takes place during other than "normal" weather conditions. Set the appropriate marker in the weather box on the Tracking Card as a reminder.

1.4 DICE

The game comes equipped with six dice (usually the most that would have to be rolled for any one combat unit type). Players may add additional dice if desired. When rolling dice, there is no such thing as an "automatic hit." Regardless of how a die roll might be modified, a six result is always a failure.

2.0 SEQUENCE OF PLAY

Chivalry At Bay is played through a series of steps that constitute a sequence of play. Steps may not be expressly skipped during this sequence. However, unit status during play may not allow for anything to happen during a specific step. The sequence of play is as follows.

2.1 INITIATIVE **C**HECK

Both players roll a die. Each player adds the command value of an active leader within a battle or the reserve. A player holding the initiative deducts the the value of the box in which the momentum marker resides from his or her roll. The player with the higher modified roll wins the initiative for the turn. If the modified die roll results are tied, the player who held the initiative the previous (or the scenario designated "attacker" during the first) turn has won the initiative. If the player holding the initiative retains it, advance the momentum marker into the next highest box on the Turn/Momentum track. Otherwise, the player gaining the initiative places initiative marker in the first box of the track.

2.2 INITIATIVE **P**LAYER **S**UB-**S**EQUENCE

The player holding the initiative now completes a series of sub-steps. Each of these sub-steps is explained in greater detail in separate rules sections.

2.2.1   **Discard Decision** – None, some, or all of the player's stratagem cards are discarded and new ones drawn.

2.2.2   **Disengagement and Leader Injury Check** – Combat units that have sustained hits check to see if they must disengage. Any committed leader must check for injury. Then, a leader subject to Terror checks for recovery.
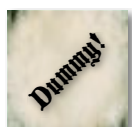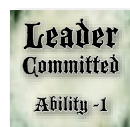
MARKER SAMPLES

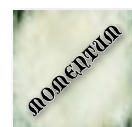| Amy Loss	Army Panic	Cohesion	Dummy	Fatigue	Hero	Hits	Leader Committed	Momentum

2.2.3 **Leader Commitment Decision** – The player decides whether to commit or withdraw commitment from a leader in an engaged area.

2.2.4 **Combat Phase** – Combat units may attack. A unit that attacks is flipped to its reverse side as a reminder of this action.

2.2.5 **Movement Phase** – Combat units that did not attack may move if under command. Unengaged rash units must advance first, unless under control.

2.3 NON-INITIATIVE PLAYER SUB-SEQUENCE

Once the initiative player has completed all of the above sub-steps, the non-initiative player completes the same series of steps.

2.4 STATUS CHECK

During this phase, both players check to see if the game is over through automatic victory. If this is not the case, flip any units that attacked during the turn to their front sides and remove fatigue if possible.

2.5 GAME END CHECK

Advance the turn marker into the next box on the Turn Track. If this new box includes an "end of game" indicator, roll two dice and sum them. If the sum is less than or equal to the value of the indicator, the game is over and a victor determined.

3.0 STRATAGEM PLAY

Each player holds a hand of stratagem cards. These cards are used to activate combat units and to initiate events.

3.1 STRATAGEM HAND

The number of stratagem cards a player can hold is limited to the highest command rating of a leader located in a battle or in reserve (leaders in the rout area are not counted), plus one for each additional leader located in a battle or in reserve. Leader commitment does not affect hand-size. Leaders under the effects of the "Terror" event are not counted when determining hand size. Each side begins a scenario with its full complement of stratagem cards.

3.2 DISCARDING AND DRAWING

During the Discard Decision step of the sequence of play, a player may discard a number of stratagems up to the command rating of a leader located in a battle or in reserve. Following any discards, a player may draw a number of stratagems equal to the command rating of a leader located in a battle or in reserve. A player may not draw a number of stratagem cards that would exceed the maximum size of his or her stratagem hand size. Leaders subject to "Terror" cannot be selected for this purpose.

3.2.1 **Hidden Discards** – A player's discard pile may not be examined by an opponent. A player is free to examine their own discard pile at any time.

3.2.2 **Leader Loss Effects** – If a player holds more cards than able due to the loss of a leader and subsequent decrease in maximum hand size, the excess cards are not discarded and may be played normally. The player may not draw any new cards until sufficient cards have been played or discarded to reduce hand size to less than the current maximum.

Hand Size Example: A player holding four cards has his maximum hand size reduced to three due to a leader loss. The player may not draw any new cards until he holds less than three cards.

3.2.3 **Reshuffling** – If there are insufficient stratagem cards in the draw deck to redraw the necessary amount, reshuffle the discarded cards to create a new draw deck and draw the balance of required cards.

3.3 PASSING

Rather than discarding and drawing stratagem cards as noted above, a player may opt to "pass" and thereby discard all of his or her cards, and then draw up to the maximum size of his or her stratagem hand size, thereby creating a new hand of options. When doing this, the player must skip the combat and movement steps in the sequence of play. If there are insufficient cards in the draw deck to create a new hand, take what's there and reshuffle the deck as noted above.

3.4 COMMAND POINTS

Command points are used to move combat units and initiate events. When used to move units, sufficient command points to move the desired number of units must be played at the beginning of the movement phase (any unused points at the end of the phase are lost). When used to initiate events, sufficient command points are played at the same time as the event. More command points than are required to be spent to can be played, but the excess points are lost at the end of the turn.

4.0 DISENGAGEMENT

During the disengagement check of the sequence of play, all friendly units that are marked with Hit markers must check for disengagement. Additionally, any committed leader must check for injury. A unit marked with Hit markers must roll a die for each hit sustained. Each roll is reduced by the Leadership value of a leader in the same area as the checking unit. Each roll may also be modified by terrain in the unit's area and/or its steadfast bonus. If any of the modified rolls are greater than the unit's current Cohesion value, the unit must disengage. Otherwise, the unit stands fast.

4.1 STANDING FAST

A combat unit that stands fast reduces its current Cohesion value by the number of hits it sustained. Place (or replace) a Cohesion marker with one of the appropriate value beneath the combat unit and discard the Hit marker(s). If the number of hits sustained equals or exceeds the unit's current cohesion value, the unit is routed (possibly eliminated). When a unit is routed or eliminated, move the Army Loss marker up two boxes on the Army Loss track.

4.2 DISENGAGING

A combat unit that disengages discards all hits sustained, and then moves from its current area one area closer to or into the rear area of its battle.

4.2.1 **Traffic** – If the area entered while disengaging is fully stacked (occupied by four combat units), the disengaging unit must exit that area into the next area closer or into the rear area of its battle. Additionally, all units in the fully stacked area must also make disengagement checks as if they had suffered a single hit, even if the units just entered the area due to disengagement. Failing this check causes a unit to exit the area as described above. Passing this check does not result in any additional cohesion hits.

4.2.2 **Exiting the Battlefield** – If, as a result of disengaging, a unit must exit the battlefield it is considered routed and placed in the Routed box on the map. When a unit is placed in the Routed box, move the Army Loss marker up two boxes on the Army Loss track.

4.2.3 **Enemy Engagement** – If withdrawing leaves an enemy unit unengaged, that unit must re-engage if possible or be placed into a slot adjacent to an enemy unit at the owning player's option.

> *Disengagement Example #1: A steadfast French knight with a cohesion value of 3 carries two hits. It must check for disengagement by rolling two dice (one for each hit). The knight must retreat if either die roll is greater than 4 (as each die roll is automatically decreased by one for the knight's steadfast bonus). The knight rolls a 2 and a 4, passing the disengagement test and standing fast. The knight absorbs both hits, so its cohesion is reduced to a 1.*
>
> *Disengagement Example #2: A knight similarly described above rolls two dice and gets a 3 and a 5. The 5 result causes the knight to retreat one area towards the rear. All hit markers are discarded and the knight's cohesion remains unaffected (but it is being pushed back toward the edge of the battlefield).*

4.3 LEADERSHIP COMMAND STRATAGEMS

When determining the status of a combat unit with regards to disengagement, the fate of a unit may be changed if a friendly leader is in the same area and a command stratagem card (of any value) is discarded. By doing so, a unit that received a disengagement result stands fast instead, as if none of the die rolls had failed (and vice-versa). The decision to play a command stratagem card in this fashion is made immediately after the fate of the unit is determined by die (or dice) roll.

4.4 RASHNESS EFFECTS ON DISENGAGEMENT

Units designated as being rash do not make disengagement checks. They are assumed to automatically pass all tests. The only way to force a disengagement for a rash unit is through leadership command stratagems as noted above.

4.5 LEADER STATUS

After checking for combat unit disengagement, check the status of each friendly leader.

4.5.1 **Leader Injury** – Roll a die for a friendly leader in an engaged area that has been committed to combat. Roll an additional die for each hit the leader sustained in combat from an enemy leader's attack. On any die roll of six the leader is injured and removed from play.

4.5.2 **Leader Commitment** – A friendly leader in an engaged area may be committed to combat (place a Leader Committed marker under the leader). Alternatively, a Leader Committed marker may be removed from a committed leader.

4.5.3 **Terror Recovery** – A friendly leader subject to the Terror event might recover following any injury checks. Roll a die. If the roll is less than or equal to the leader's Leadership value, flip the leader over. This roll may be reduced by spending any number of command stratagem points prior to the roll as a die roll modifier. Each point spent reduces the roll by one.

5.0 COMBAT

In order to defeat the enemy, they must be engaged in combat. Combat during the Hundred Year's War was not subtle. Armies lined up, and went at it with the victors being the last ones standing on the field. The combat process is described in detail here. Combat takes two basic forms: melee and ranged. Only missile units can engage in the latter form. This ability is noted by the presence of a "Ranged Combat" ability value printed above the standard ability value. Units that do not have this value cannot engage in ranged combat.

> *NOTE: Regardless of the type of combat taking place, both are resolved in essentially the same fashion. A unit is selected to attack. All units attack individually. A number of dice are rolled equal to the unit's current cohesion value. Any of these rolls whose modified results are less than or equal to the unit's appropriate ability value are considered hits. The die rolls are modified and the hits applied to enemy units depending on the type of attack occurring (melee or ranged).*

5.1 MELEE COMBAT

Melee occurs between opposing forces that occupy the same area within a battle. When units are moved in to an area occupied by enemy units, they are assigned a target unit if one is available (unassigned). In melee, this assignment determines which enemy units can be attacked:

5.1.1 **Assigned Targets** – An assigned unit may attack the enemy unit to which it is assigned.

5.1.2 **Unassigned Targets** – An unassigned unit may attack an adjacent enemy unit. If an unassigned unit is adjacent to more than one enemy unit, it can split its attack dice between those two units as the player sees fit.

5.1.3 **Spillover Attacks** – An assigned unit may attack an adjacent, unassigned enemy unit with a number of dice in excess of those required to match the cohesion value of the unit to which it is engaged.

> *Spillover Example: For example, if unit with a cohesion value of five is assigned to a unit with a cohesion value of three, it may attack that unit with three dice while attacking an adjacent, unassigned enemy unit with the two dice. Alternatively, it can attack the assigned unit with four dice while throwing a single die*

at the unassigned unit. Note that a unit assigned to an enemy unit must attack its assigned unit and at least match its cohesion in attack dice before it can attack an adjacent unit with any dice.

5.1.4 **Melee Combat Unit Effectiveness** – Prior to rolling any dice, the attacking unit must determine its effectiveness versus the enemy unit. A unit's effectiveness may be modified by a variety of factors:

5.1.4.1 **Clash of Arms** – Cross reference the attacking unit with the defending unit on the Clash of Arms table and apply the noted Cohesion rating modifier.

5.1.4.2 **Leader Commitment** – Increase the unit's Ability by one if a committed leader is in the same area as the attacking unit. A leader may increase the Ability ratings of a number of units in his area equal to his Command value and may increase the Ability ratings of units beyond that value by one by expending a command stratagem point per unit.

5.1.4.3 **Terrain Effects** – Modify the attacking unit's Ability per any terrain occupied.

5.1.4.4 **Other Effects** – Apply any additional modifiers per special scenario rules or Event card play. Note that Ability ratings may never be reduced to less than one due to special scenario rules or card play. Likewise, Cohesion values can never be reduced to less than one, either.

Melee Combat Example: An English men-at-arms unit with a cohesion value of 4 and an ability value of 2 is assigned to attack a French crossbow unit with a cohesion value of 3. The men-at-arms unit's ability is increased by +1 due to the Clash of Arms bonus. The men-at-arms unit rolls four dice (its cohesion rating), looking for values of three or less. The dice results are: 1, 2, 5, 5. Two hits are assigned to the crossbow unit. Had one more hit been made on the crossbow unit, it would rout immediately (see 5.5.1.1).

5.2 RANGED COMBAT

Longbow combat units have the ability to attack units up to two areas away within their battle, while Crossbow and Artillery units may attack an adjacent area within their battle through ranged combat. Ranged combat is resolved somewhat differently than melee.

5.2.1 **Target Limitations** – All enemy units in the adjacent area are targeted as a whole and no friendly units may occupy the targeted area. Ranged combat may only occur from an unengaged area. If any enemy units occupy an area with ranged-combat capable units, those units may not employ ranged combat (even if not assigned an enemy unit).

5.2.2 **Attack Declaration** – Combat units attack individually, but all attacking units must be declared in advance.

5.2.3 **Hit Assignment** – After rolling attack dice, hits are applied evenly across the defending enemy units according to the following restrictions:

5.2.3.1 **Hit Distribution** – Each enemy unit must receive the same number of ranged combat hits, if possible. In other words, no enemy unit can receive a second hit until all units have received a first hit. No enemy units may receive a third hit until all units have received a second hit, etc.

5.2.3.2 **Maximum Hits** – An exception to the latter point is that no unit can receive hits in excess of its current Cohesion value unless all units have acquired a number of hits equal to their respective Cohesion values.

5.2.3.3 **Defender Choice** – In each case, the defending player assigns hits on his or her own units. In doing so, the defending player also dictates which units are routed if the sustained hits equal or exceed one or more units' current Cohesion value.

5.2.3.4 **Simultaneous Attacks** – The above restrictions are in effect for all range combat hits sustained, regardless of the number of units attacking. Consider all of the ranged attacks on an area occurring simultaneously.

5.2.4 **Ranged Combat Unit Effectiveness** – Prior to rolling any dice, the attacking units must determine their Cohesion and Ability ratings for ranged combat. These values may be modified by a variety of factors:

5.2.4.1 **Target Type** – Cross reference the attacking unit with the preponderant type defending unit on the Ranged Fire table and apply the noted cohesion modifier. The defending unit type must make up at least half of the units in the targeted area. In instances where the defenders are made up of an equal number of different units, the preponderant type is that which has the higher combined current cohesion value. If still tied, there is no preponderant unit type, and no modifier is applied.

5.2.4.2 **Terrain Effects** – Modify the attacking unit's Ability per any terrain occupied.

5.2.4.3 **Maximum Range** – Reduce an attacking Longbow unit's Ability by one (to a minimum of one) if firing at an enemy unit two areas distant. Note that when firing at a unit two areas away, there may be no units (enemy or friendly) or blocking terrain (hills, town, or woods) in the adjacent area between the attacking unit and the intended target area.

5.2.4.4 **Other Effects** – Apply any additional modifiers per special scenario rules.

Ranged Combat Example: Three English longbow units with a combined cohesion of 7 and the same ability rating of 2 attack an adjacent area holding three French knights with cohesion values of 1, 3, and 4. The English roll five hits. Each French unit receives one of those hits, leaving two remaining. These are assigned to the units with the 3 and 4 cohesion values as the unit with the 1 cohesion value cannot sustain another hit without being eliminated outright (it will likely rout during its next Disengagement check.

5.3 Leader Combat

Leaders that have been committed to combat in an engaged area may attack by rolling a single die and comparing it to their Ability value. The roll is subject to the same modifiers as in melee combat. Since leaders are not assigned to enemy units, they may target any enemy unit prior to attacking, including enemy leaders in the same area. This is the only way a leader can receive a hit while in combat.

5.4 Artillery Combat

Artillery is used differently in combat than other units. First of all, it may only fire ranged attacks. Secondly, since artillery is not an assigned unit (like leaders), it may target any unengaged enemy units in an adjacent area within the same battle.

5.4.1   **Targeting** – Artillery attack dice (six in all) may be divided among different unengaged enemy units as a player sees fit prior to rolling the dice (even all against a single enemy unit).

5.4.2   **Defending** – Once an area containing an artillery unit is engaged, the artillery unit is immediately eliminated. However, if attacked by any unit subject to "advance to contact," the artillery may fire at those units prior to elimination. If no attackers remain following this fire, the artillery unit is not eliminated. Artillery elimination does not count as an Army Loss.

5.5 Combat Effects

Combat results affect combat units and leaders differently.

5.5.1   **Combat Units** – Unless the number of Hits sustained equals or exceeds a unit's current Cohesion value, hits applied to enemy units have no immediate effect. During that side's next Disengagement Check phase, units that sustained hits must check to see if they must disengage. The more hits a unit sustains, the more likely that it will disengage and eventually rout from the battlefield.

5.5.1.1   **Immediate Rout** – If the number of hits sustained equals or exceeds a unit's current cohesion, that unit immediately routs from the battlefield. Place the unit in the Routed box and reduce its Cohesion value by the amount its current Cohesion was exceeded.

> ***Rout Example****: If a unit with a current Cohesion value of 2 sustained three hits, it would rout and its Cohesion value would be reduced by 1 (three hits less the current value of two).*

5.5.1.2   **Immediate Elimination** – In the unlucky event that a unit sustained a number of hits that equal or exceed twice its current cohesion (i.e., the rout reduction would decrease the unit's cohesion to less than one), that unit is eliminated and removed from the game.

> ***NOTE****: A unit routs as soon as its current cohesion is exhausted. It does not wait around to sustain additional hits that would cause its outright destruction.*

5.5.1.3   **Loss Effects** – When a unit is routed or eliminated, move the Army Loss marker up two boxes on the Army Loss track.

5.5.2   **Breakthrough Attacks** – A unit that causes an enemy unit to rout (or eliminates it outright) in melee combat may perform an immediate "breakthrough" attack upon an adjacent enemy unit (regardless of its assignment). This is a normal attack, but the number of dice rolled is half of the calculated number (rounding up). If an enemy unit routs as part of a Flank Attack, a breakthrough may not be performed unless a slot exists into which the attacking unit can be assigned (rather than returning it to the flank area from which it moved). Only one breakthrough attack may be performed by a combat unit.

5.5.3   **Realignment** – A unit that causes an enemy unit to rout (or eliminates a unit) must be assigned (see 6.2) to any unassigned enemy unit if possible. This new assignment need not be the same as the target of a Breakthrough Attack. If there is no unassigned enemy unit available, the unit may be placed into a slot that makes it adjacent to an enemy unit at the owning player's option.

5.5.4   **Leaders** – During the combat process, a leader may only be targeted by an enemy leader. Any hits sustained result in additional checks for leader death during the Disengagement phase.

5.5.4.1   **Lone Leader Disengagement** – If a leader is left alone in an engaged area due to the routing or destruction of friendly units in that area, the leader must immediately disengage. A leader disengaging for this reason may retreat toward his rear area or may be placed in the Rout box. If a leader in this instance is under committed status, he must make an immediate survival check and then the commitment marker is removed.

5.5.4.2   **Lone Leader Commitment Loss** – A committed leader in an engaged area that becomes free of enemy units immediately loses his committed status (and therefore does not have to make a survival check for commitment).

5.5.4.3   **Commitment Limitations** – A committed leader may not leave an engaged area. The leader must either see that all enemy units have been eliminated (and thus remove the committed status), or must opt to remove the status during his next Disengagement phase.

6.0 MOVEMENT

At its heart, ***Chivalry at Bay*** is a game of maneuver. It's one thing to have troops hack away at each other. Actually, getting them into the position to do so as well as push the enemy to flight is another story. This rules section describes how to move combat units into and around the battlefield.

6.1 Basic Movement

Each combat unit may move a number of areas during a turn depending upon its type. Mounted (yellow code) and Leader units may all move *two areas*. Artillery units (red code) may only move *one area* and are limited in the types of movement orders received. All other units move *one area*.

6.1.1   **Movement Direction** – All movement is orthogonal (forward, backward, left, or right). A cavalry unit can combine forward or backward and left or right movement to simulate diagonal movement.

6.1.2   **Movement Order** – Units that can be moved may be moved in any order desired by the owning player with the exception of units designated as rash, which must be moved prior to other units.

6.1.3   **Movement Limitations** – When moving into an empty (unengaged) area, a combat unit may be placed in any open slot. Otherwise, subsequent units moved into an unengaged area must be placed into a slot that is adjacent to a friendly unit.

6.2 ENGAGING

Moving a combat into an area occupied by enemy combat units is referred to as "engaging." When engaging, assign the moving unit to any enemy unit that is currently unassigned. A unit is assigned by positioning it so that it directly faces an enemy unit. If there are multiple enemy units that are unassigned, the moving unit can be placed in front of any of them at the moving player's option.

6.3 ADVANCE TO CONTACT

When a unit moves normally (i.e., does not use flank movement) to engage a longbow (LB), crossbow (CB) unit or an area with artillery (AY), the defending missile unit may immediately fire upon the engaging unit with its ranged ability value. Any hits scored on the engaging unit force an *immediate* disengagement check.

6.4 STACKING

There is a limit to the number of combat units that can occupy a battle (not flank) area. This is referred to as an area's stacking limit. A maximum of four combat units (from each player) can occupy an area at the same time. This limit is in effect at all times. Therefore, a cavalry unit may not move through an area that already contains four friendly units. Leaders, Artillery, and markers do not count towards an area's stacking limit.

6.5 COMMAND

In order to move a combat unit, it must receive a number of commands depending on how it intends to move. Commands come from two sources: Command Stratagem cards and Leaders.

6.5.1   **Commands Stratagem Cards** – At the beginning of the movement segment a player may play any number of Command Stratagem cards to create a pool of commands. These commands may be used to pay for combat unit movement anywhere on the map. Any unused commands are lost at the end of the phase.

6.5.2   **Leader Commands** – Leaders may provide commands in one of two mutually exclusive ways.

6.5.2.1   **Local Leadership** – A leader located in a battle area may provide one command to each unit within the area where the leader begins the turn. He may subsequently move, but may not provide command after moving.

6.5.2.2   **Remote Leadership** – An uncommitted (only) leader located on the battlefield, the reserve, or the routed areas may provide a number of commands equal to the leader's Command value to any units in his area (battlefield, reserve, or rout areas). As above, a leader may subsequently move after providing command, and may not provide command after moving.

> ***Command Point Assignment Example****: For example, consider an area with four combat units and an uncommitted leader with a Command value of two. The leader could issue one command point to each of the four combat units in the area, or two command points to units anywhere on the battlefield (but not the reserve or routed area). If the leader were committed, he could only issue command within his area.*
>
> ***NOTE****: To further clarify, a leader on the battlefield can only provide commands to units on the battlefield, a commander in the reserve can only provide commands to units in the reserve, and a leader in the rout area can only provide commands to routed units.*

6.5.3   **Combining Commands** – Leader commands and commands derived from stratagem play can be combined. Note that the stratagem command pool must still be determined prior to Leader commands being added.

6.6 MOVEMENT ORDERS

There are a variety of ways in which a combat unit can move. Each requires a specific number of command points. The various movement orders and their (parenthetical) command costs are listed here. Command costs noted with an asterisk are described within the movement order rule itself.

6.6.1   **Advance** (1) – The combat unit moves forward within its current battle a number of areas up to its movement rate. The unit must stop when entering an area occupied by one or more enemy combat units.

6.6.2   **Retreat** (1) – The combat unit moves backward within its current battle a number of areas up to its movement

rate. A combat unit may only retreat from an area unoccupied by enemy combat units. A unit may retreat to the reserve area.

6.6.3   **Withdraw** (2) – The combat unit exits an area occupied by enemy combat units to an adjacent area. This movement may only be toward the unit's friendly rear area. A unit may not withdraw to the reserve area. If withdrawing leaves an enemy unit unengaged, that unit must re-engage if possible or be placed into a slot adjacent to an enemy unit at the owning player's option.

6.6.4   **Change Battle** (2) – The combat unit moves sideways into an adjacent battle area. A cavalry unit may combine this with a one area move forward or backward prior to the sideways move. A combat unit may not move into an area occupied by enemy combat units. A combat unit may not move into an area behind combat enemy units.

6.6.5   **Deploy** (1) – The combat unit moves from the reserve area to any friendly rear area. Mounted units may move one additional area. A unit may not charge from the reserve area. A deployment move may also be played to move all units in the recovering box to the reserve area.

6.6.6   **Regroup** (*) – Two or more units in the reserve area of the same type that have suffered Cohesion hits may combine to restore one of them to its full strength. It costs one order per unit to regroup. When combining units with different *printed* (not current) Cohesion values, either can be restored. When combining units with different Ability values, only the unit with the lowest Ability value is restored. A combat unit may not be eliminated as part of a regroup. Example: There are two men-at-arms units in the reserve area. One of these units has been reduced from a cohesion of 4 to 2. The other unit has been reduced from a cohesion of 3 to a 2. Two commands (one for each unit) could be spent to reduce the 4-cohesion unit to a 1, while bumping the 3-cohesion unit back to full strength. Note that the 3-cohesion unit could not fully restore the 4-cohesion unit as this would reduce the 3-cohesion unit effectively to a 0 which would eliminate the unit.

6.6.7   **Rally** (*) – A routed unit may be moved to the recovering area. To rally, a routed unit makes a disengagement check, with its current Cohesion value modified by a leader in the routed area. If the roll succeeds, the unit is moved to the recovering area. If the roll fails by one point, nothing happens. If the roll fails by more than one point, the unit is permanently eliminated. It costs one command point to make a rally roll. If two command points are spent on a single unit, the roll automatically succeeds. When a unit is moved to the recovering area, move the Army Loss marker down one box on the Army Loss Track.

6.6.8   **Charge** (*) – This order may only be played on Knight (KT) and Cavalry (CV) units. This order costs two command points for Knights and four for Cavalry. These values are halved if the unit begins its movement on Hill terrain. A unit that charges must move up

to its movement rate into an area occupied by enemy units. It may move through an area that is not fully stacked. After moving, the unit immediately attacks the enemy unit to which it is assigned. In addition to a Flank Attack, this is the only way to attack outside of the combat step of the turn sequence. A unit may not charge through an improved position, town, wall, or woods. Charging cannot be used to attack units in improved positions, town or woods, but these units may be engaged normally.

6.6.9   **Flank Move** (1) – Combat units may be moved from the reserve area to either of a side's Friendly Flank area at the cost of one command point. It also costs
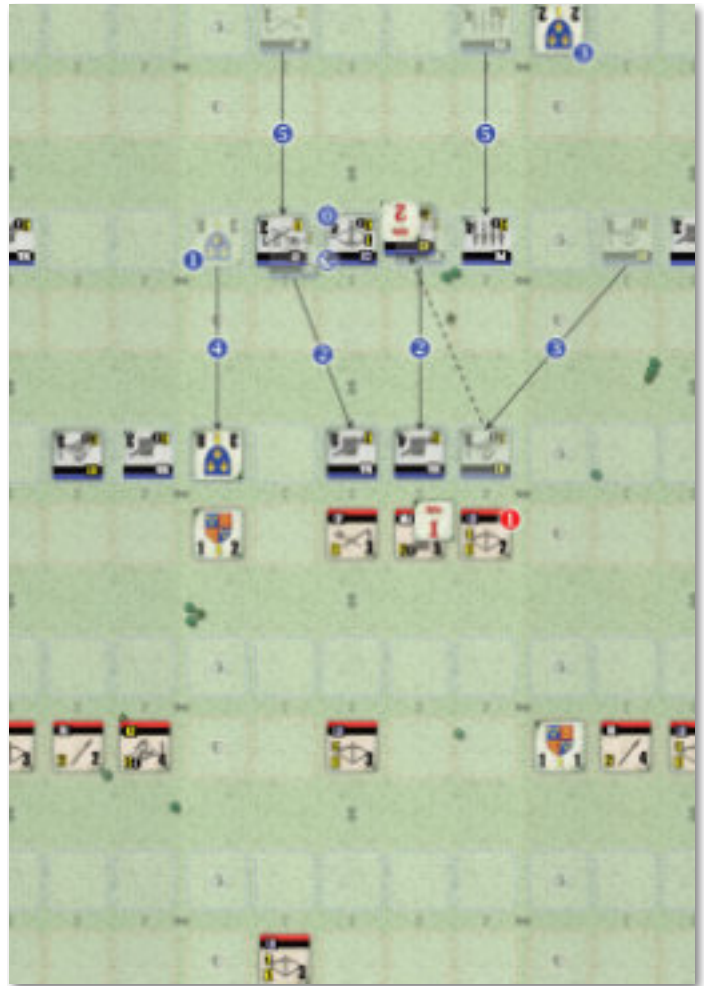
Movement Example: In the example above, it is the French Movement segment. Movement begins by the French player activating the 3-1-0 leader (1), who provides one order to the two MA units (2) in his area to move and engage the English LV and MA units. The CB unit (0) may not move as it fired during the Combat segment (placing a hit on the English MA unit). The 3-1-0 leader then advances at no cost (4). The French then uses the unengaged 2-1-2 leader (3) to move the KT unit (3) into a new battle and engage the English LB (1). The English LB immediately fires due to "advance to contact," which causes the KT to fall back to its final position. Finally, the French player uses two command points from his pool to order the PK and LV units to move forward (5). It's now the English player's turn to try hurling the advancing French back. Hopefully the injured English MA holds its position!

one command point to move a unit in its own Friendly Flank area to the Shared Flank area or from the latter to the enemy's Friendly Flank area (as well as moving back toward or into a unit's Friendly Flank area). Only one area may be entered, regardless of the unit's movement rate. Note the rules section on Flanks for more details on these areas.

6.6.10 **Flank Attack** (2) – A combat unit may initiate a Flank attack at the cost of two command points. Note the rules section on Flanks for more details on how to initiate these attacks. A Flank attack may not be initiated into an adjacent battle area that is behind enemy combat units.

6.6.11 **Rash Advance** (0) – Units within a battle (not the reserve or flank areas) designated as rash must advance directly ahead as far as possible to engage enemy units or occupy the enemy's rear area within their battle. Only units designated as rash may employ a rash advance. Rash units may not enter a fully stacked area. If forced to do so (by not paying for Rash Control, below), the rash unit suffers a cohesion hit for each area into which it could not advance (e.g., one point for infantry units, one point for cavalry units able to advance one area or two points for cavalry unable to advance two areas). Finally, roll a die for each unit in the fully stacked area. A roll of one results in a cohesion hit on that unit. Hits sustained by any units during blocked rash movement may cause a unit to rout (per 5.2.1).

6.6.12 **Rash Control** (1) – In order to keep a rash unit from advancing automatically, a command stratagem may be spent to halt its advance. After this point has been spent, additional points may be spent to move the unit as desired.

6.7 Leader Movement

Leaders may move at no cost in orders. They move as if they were cavalry units. A leader that moves may only provide leader command before it moves. A leader that exits a rear area may move to the reserve area or the routed area. A leader may move from the reserve or routed area to a rear battle area. A leader may move from the routed area to the reserve area or vice-versa. A leader may never enter a Flank area.

6.8 Artillery Movement

The movement of artillery units is handled differently than other combat units. At the beginning of a scenario, they may be only placed in the reserve or a rear battle area. The only movement command an artillery unit may receive is to advance. Artillery units may only move one area at a time.

7.0 FLANKS

Flanks are areas that bound the left and right edges of the battlefield. Units that are deployed to the flanks (either as part of a scenario setup or through the expenditure of command points) may have an opportunity to launch surprise attacks against the enemy on the battlefield. These can be devastating, but they are difficult to mount. This section of the rules indicates how combat units operate within the flank areas.

7.1 Flank Organization

Each flank area is organized into three locations. The locations nearest to a player's edge of the map are "friendly" to that side. Between these two areas is a "shared" flank area. Each friendly area is considered adjacent to a side's approach area. The shared area is considered adjacent to the middle ground. Arrows on the flank cards and the battlefield indicate this adjacency. Any number of units may occupy a flank area.

7.2 Flank Movement

A combat unit may only enter a flank area from its reserve. Units move from the reserve into their friendly flank area. Once in a flank area, a unit cannot be recalled to the reserve. Units in a flank area may only receive flank move orders for movement purposes. A combat unit within a Flank area may only receive commands through the play of stratagems, as leaders may not enter Flank areas. A combat unit's movement value applies within the Flank areas. That means that Knights and Cavalry units may move from the reserve to the shared flank area if desired (or from friendly flank area to the other friendly flank area), while other combat units may only move one area within a flank at a time. Both friendly and enemy units may occupy the same Flank area with no other effects. Opposing units in the same area are not considered engaged and may move "through" each other without hindrance.

7.3 Flank Combat

Combat does not occur within a flank area between opposing combat units. The only means a combat unit might exit a Flank area is by attacking out of it. Flank attacks are initiated through the issuing of a Flank Attack order to a combat unit during the Movement phase of the turn sequence.

7.3.1 **Flank Attack Limitations** – A flank attack may not be initiated against an area that is *behind* enemy combat units. Additionally, a Flank attack may only be initiated against an area that *contains* enemy combat units.

7.3.2 **Flank Attack Resolution** – If issuing flank attack orders to units in the same flank area, all command stratagems must be issued before any attacks are resolved. Each step of flank attack is resolved for each unit to completion, as outlined as follows:

7.3.2.1 **Issue Order(s)** – Issue a flank attack order to a unit attempting the attack, paying the orders cost for each.

7.3.2.2 **Order Success** – Roll a die for each attacker. Reduce this roll by the unit's steadfast bonus, if available. If the modified result is a six, the unit is lost and eliminated. Increase the Army Loss marker one box (rather than the standard two) on the Army Loss track. If the modified roll is a one, two, or three, the attack for that unit continues. A result of four or five cancels the attack.

7.3.2.3 **Attack Movement** – Move the successfully attacking unit from its flank area to the adjacent area on the battlefield. This movement may temporarily exceed the stacking limit of the battle area.

7.3.2.4 **Attack Resolution** – Immediately attack any enemy unit (regardless of assignment) normally. Since this

movement is not considered "advance to contact," missile units may not preempt this attack.

7.3.2.5 **Remain or Withdraw** – If there are any unassigned enemy units in the attacked area, an attacking unit may be optionally assigned to one of these enemy units. This does not have to be the unit that was attacked. Any units that are not assigned are return to the flank area from which they attacked.

7.3.2.6 **Breakthrough Attack** – If the attacking unit routed or eliminated its target and was assigned to an open slot, it may perform a breakthrough attack (see 5.5.2).

7.4 FLANK EXPANSION

When a left or right battle is captured (see Victory), that battle becomes part of its adjacent flank area. To simplify this, move the flank panel and place it on top of the captured battle with the adjacency arrows aligned with the approach and middle ground areas of the center battle. Any friendly-controlled units in the flank area may now available to attack the center battle as described above, while enemy-controlled units are eliminated without causing army losses.

8.0 EVENTS

Events are special stratagems that a player can take advantage of at various times during a game turn. Initiating an event takes a specific number of commands as noted on the stratagem card itself. Paying for an event may only be done with Command Stratagems. Any number of events may be played at a time, provided that sufficient command is available to do so. If more command is spent than can be used for events, the balance is lost.

Event Activation Example: A 3-value command card could be played to play the Ambush event, which costs two points. If the third point cannot be played in some fashion, it is lost unless another command card is played as well.

8.1 EVENT CANCELLATION

Three-point events have their stratagem costs bounded in a red box. This indicates that a player can cancel an opponent's event by discarding the same event card. Discarding a card in this fashion does not require discarding the stratagem value of the event as well (discarding is free), but does count as playing the card, which could result in the event's effect being removed from the game.

8.2 EVENT TYPES

Each event and its (parenthetical) cost are noted below.

8.2.1 **Ambush** (2) – Discard this event following a friendly or enemy movement phase. Select an eligible combat unit to initiate an immediate Flank attack. No attempt die roll is required.

8.2.2 **Bad Signals** (1) – Play this card following the play of an event by your opponent and roll a die. If the result is greater than the cost of the enemy event played, the enemy event is not resolved and the card is discarded, instead. Any stratagems used to play the card are lost.

8.2.3 **Charge** (2) – Discard this event during a friendly
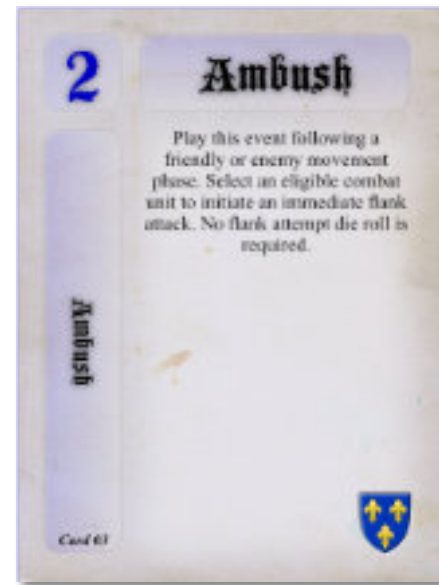
movement phase. Select any unit to move and immediately attack. Mounted units may move up to two areas, provided the area passed through is not fully stacked. A unit may not charge into or through an Improved Position, Town, or Woods. Mounted units may not charge through walls.

8.2.4 **Confusion** (2) – Play this card during your Movement phase on an unengaged enemy area. Each unit in that area must make a disengagement check. If the modified rolls are less than a unit's current Cohesion, there is no effect. If the roll equals the unit's current Cohesion, that unit must retreat one area (or into the Reserve if in a rear area already). If the roll is greater than the unit's current Cohesion, you may move that unit up to its full movement allowance in any legal direction (backwards, forwards, or sideways).

8.2.5 **Extend** (2) – During the current turn, ignore the ability penalty for all longbow units in an area firing at targets two areas distant or increase the ranged ability of all crossbow units in a single area by one. An extended longbow unit may fire through an area occupied by friendly or enemy units if the longbow units occupy Hill terrain.

8.2.6 **Fatigue** (3) – Discard this event at the end of a friendly turn. The enemy must make a disengagement die roll for each engaged combat unit. If a roll fails, mark that unit with a Fatigue marker.

8.2.6.1 **Fatigue Effects** – Fatigue increases the command cost of any activity performed by that unit by one and decreases the unit's ability value by one.

8.2.6.2 **Fatigue Removal** – A fatigued unit remains so until it begins a movement phase unengaged (and unused during combat, if capable of ranged combat) or in the reserve or routed areas. During that movement phase, the fatigue marker is removed in lieu of moving the unit. Removing fatigue does not cost any commands (the combat unit simply does nothing for a turn). Units that are suffering from fatigue when routed remove the fatigue marker when moved to the rout area.

8.2.7 **Force March** (2) – Discard this card during the movement phase to advance a foot unit two areas into an area free of enemy units. Additional units may also Force March for two command points each, if they start and end movement with the unit initially activated. Following movement, each activated unit must make a disengagement check (modified by the Leadership value of leader in either the starting or destination area) or suffer a cohesion loss. Note that this loss may cause a unit to rout. Move each unit individually for stacking purposes.

8.2.8 **Hero** (1) – Discard this event and place the friendly army's Hero marker on any friendly combat unit. Doing so increases the unit's cohesion value by one. A unit with a hero never routs. If forced off the battlefield due to disengagement or excessive damage, place the unit in the reserve area rather than the rout area. Until the unit with the assigned hero is destroyed, the hero stratagem becomes a "hesitation" card. Once the unit is destroyed, playing the hero stratagem again reassigns the hero.

8.2.9 **Impetuous** (2) – Discard this event prior to the friendly combat segment. Select an unengaged area and advance any of the enemy combat units (only) within it forward their full movement. If any of the units engage, assign them to friendly units as desired. Units that occupy an improved position are not subject to impetuousness.

8.2.10 **Insight** (1) – Discard at the beginning of the opposing player's sub-sequence. The opposing player must reveal all of their stratagems for the duration of that sub-sequence.

8.2.11 **Last Gasp** (2) – Discard this event after your opponent has won the initiative. Retain the initiative for this turn, but it will be lost automatically next turn.

8.2.12 **Rally** (1) – Discard this event at any time to move a combat unit from the routed area to the reserve area.

8.2.13 **React** (2) – Discard this command following an opponent's movement of a unit into an engaged area. Any friendly units in that area may immediately receive commands to move or melee. The play of this stratagem activates one friendly unit. Play of an additional stratagem command activates an additional unit (so, this stratagem plus two additional command stratagems would activate three friendly units).

8.2.14 **Reinforce** (2) – Select an unengaged unit and restore one Cohesion hit. Alternatively, select an engaged unit roll a die. Reduce the result by one if the unit is Steadfast and by the Command value of a friendly leader in its area. If the modified roll is equal to or less than the unit's current Cohesion, restore one Cohesion hit.

8.2.15 **Reset** (0) – Discard this event during the Discard Decision step after discarding. Shuffle all discarded stratagems with the remainder of the draw deck. Redraw normally. Note that this stratagem may be played for free when held and it may not be discarded.

8.2.16 **Sound Tactic** (?) – Pay a number of command stratagems to retrieve an event card from the discard pile with a value equal to the number of stratagems paid.

8.2.17 **Storm** (2) – Roll twice the cohesion value of any longbow or crossbow units during a ranged attack.

8.2.18 **Terror** (3) – Discard this event at any time on an enemy leader. Flip that leader over. If the leader is committed, discard the committed marker. The leader may not move, provide any commands, or affect disengagement rolls until he recovers during the Disengagement step, unless he is alone in a battle area. If alone in a battle area, the leader must retreat one area toward his friendly rear area until the rear area is entered or he is stacked with friendly units.

8.2.19 **Treason** (3) – Discard this event, select an enemy leader and roll a die. If the roll is a five or six, remove the leader from play. If the leader is in an area that contains steadfast combat units, deduct one from the die roll. If the leader is discarded from a battle area, make a disengagement roll for each unit remaining in that area, adding the Leadership value of the leader to the die roll (rather than subtracting it). Any unit that fails this roll is eliminated. Move the Army Loss marker up two boxes per eliminated unit. Treason may only be played once. After it has been played, the card becomes the equivalent of a hesitation card.

> *NOTE #1 – A treasonous leader that is subject to terror still provides his leadership rating to resolve additional disengagement rolls. This is an exception to 8.1.7.*
>
> *NOTE #2 – This event card may not be played against the last (or only) enemy leader.*

9.0 TERRAIN

Depending upon the battle being played, one or more terrain tiles are placed on the battle map. Descriptions of these tiles and their effects are described below. Generally, the first side to enter a terrain tile controls it if the tile is marked with a control arrow. Rotate the tile to indicate this ownership. Any enemy units that enter a controlled tile are considered "attackers" while the owners are considered "defenders." If, during disengagement or combat, all defending units are removed from a controlled tile, immediately rotate the tile to indicate new ownership of the tile.

9.1 BATTLEFIELD CHURCH

Units occupying a battlefield church are inspired by its presence and the sense that God is on their side at the battle. Disengagement check rolls are reduced by two.

9.2 BRIDGE

A bridge makes is easier to get defending reinforcements across a stream, as well as retreat across it if necessary. Units controlling a bridge location have disengagement checks reduced by one. The orders (Retreat and Deploy) cost to move a unit from the reserve area is increased by one by the controlling side when entering units through the bridge tile.

Battlefield Church

Town

Bridge

Woods

Hill

Wall

Improved Position

Impassable

Stream
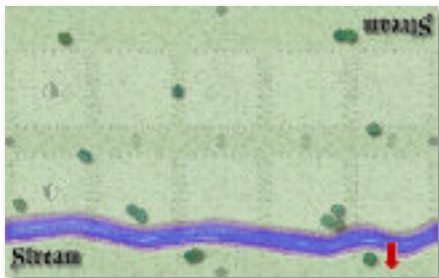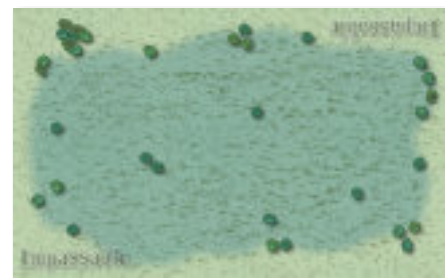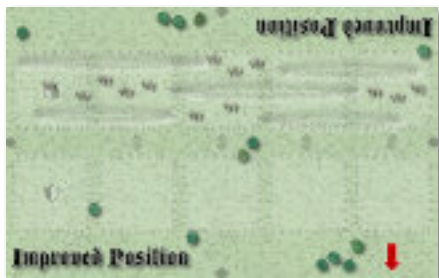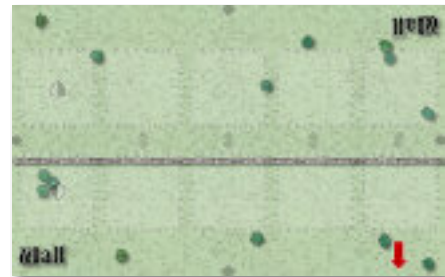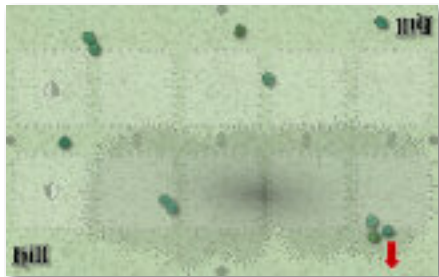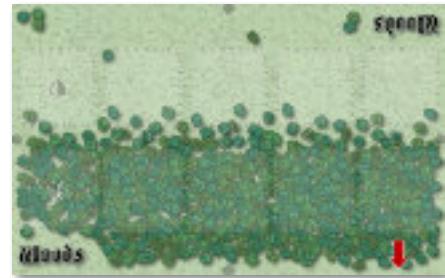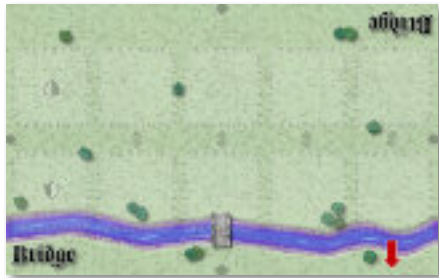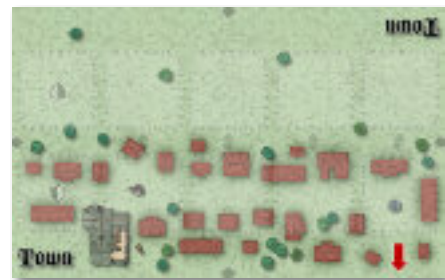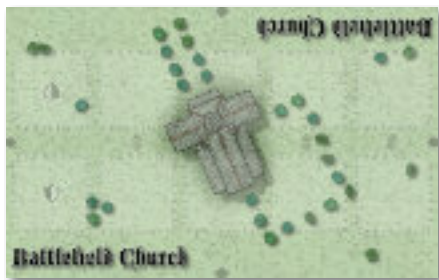
9.3 HILLS

Hills represent more easily defensible high ground. Units belonging to the controlling side are enhanced with the following benefits: Longbow and Crossbow units have their ranged ability value increased by one. Pikes and Billmen have their ability value increased by one. Mounted units may charge as if a Charge event card were played when activated for movement from hill terrain. Intervening hills disallow longbow units from firing at a distance of two areas.

9.4 IMPROVED POSITIONS

Improved Positions represent terrain that is difficult to traverse, particularly for cavalry. It represents artificial terrain such as trenches or other anti-cavalry devices. Charges are not allowed into or through improved positions. Troops moving into improved positions must stop (leaders may move on if they have a movement point left). Mounted units can only enter improved positions from if they started in an adjacent area (they cannot move through an intervening area beforehand). It costs attack-

ing troops who moved into improved positions an extra command point to leave the area (forward or withdrawal). Defenders and attackers subtract three from all disengagement rolls when in improved positions. The impetuous card cannot be played against troops defending improved positions. Attackers in improved positions have their close combat ability reduced by one (to a minimum of one).

9.5 STREAM

A water hazard exists to the backs of defenders in this terrain that severely impedes movement.

9.5.1 **Stream Effects** – The disengagement checks for defending units in stream terrain are reduced by two. The orders cost to move units from the reserve into stream terrain is increased by three.

9.5.2 **Bridge Conversion** – At the start of each turn where an unengaged unit occupies stream terrain, one or more command cards may be discarded to discover a passable location. Roll a die and compare it to the value of the sum of the command card values discarded. If the result is less than or equal to the value of the card, replace the stream terrain tile with a bridge tile. A roll of six is always a failure. Individual rolls can be made for each controlled stream tile, but only one bridge tile may be placed.

> ***Bridge Conversion Example****: A two and a one command card are discarded for a total value of three. A crossing is found upon a roll of three or less.*

9.6 TOWN

The defenders are located in and among the buildings of a town. Defender disengagement checks are reduced by one. Additionally, attacker ranged fire is automatically ineffective. Knights and Cavalry may not charge into or through Town terrain. Knights and Cavalry attack units in Towns with one less die (to a minimum of one). Intervening towns disallow longbow units from firing at a distance of two areas.

9.7 WOODS

Defenders occupy dense woods. Units must stop upon entering woods terrain. Halve the number of ranged missile hits (rounding down) sustained in woods before applying them. Knights and Cavalry units may not charge into or through woods. Knights attack units in Woods with one less die (to a minimum of one). Intervening woods disallow longbow units from firing at a distance of two areas.

9.8 WALL

Units are protected by strong defenses. Longbow and crossbow units have their ranged abilities increased by one. The orders cost to enter an uncontrolled walled area from a center-to-approach or approach-to-rear areas is increased by one for foot units and by three for mounted units. Disengagement check rolls are reduced by two for any units defending within wall terrain. Mounted units may not charge through wall terrain, but may charge units within it.

9.9 IMPASSABLE

Impassable terrain is only placed in flank areas to deny movement to one or both sides into or through a flank area.

9.10 CAPTURED

Place this terrain tile over each of the rear areas of a left or right battle that has been captured to indicate that the battle may no longer be entered.

10.0 WEATHER

Not all battles were fought under blue skies and in mild temperatures. This section describes changes to the base rules when environmental conditions were less than perfect. Place the appropriate marker on the map as a reminder during play.

10.1 FOG

When fighting in foggy conditions, the ranged combat ability of longbow, crossbow, and artillery units are reduced by one (to a minimum of one). Additionally, the order cost of Deployment is increased to two.

10.2 HEAT

When fighting under heat conditions, for units that are not stacked with leaders, the stratagem cost for each movement order is increased by one with the exception of Rash Advance and Rash control, which are unaffected.

10.3 RAIN

When fighting under rain conditions, the ranged combat ability of longbow, crossbow, and artillery units are reduced by one (to a minimum of one). For units that are not stacked with leaders, the stratagem cost for each movement order is increased by one with the exception of Rash Advance and Rash control, which are unaffected.

10.4 WINTER

When fighting under winter conditions, the ranged combat ability of longbow, crossbow, and artillery units are reduced by one (to a minimum of one). Additionally, all disengagement rolls are increased by one.

11.0 VICTORY

There are several ways to win *Chivalry At Bay*. Below are the various levels of victory that might be achieved.

11.1 DECISIVE VICTORY

An army wins decisively if it causes the enemy army to rout prior to the end of the game. An army routs when the opposing army captures the central battle or both the left and right battles on the battlefield. A battle is captured at the end of a turn where at least one friendly combat unit occupies an enemy rear battle area alone.

11.1.1   **Left or Right Battle Capture** – When the left or right battle is captured, follow these steps:

11.1.1.1   **Flank Unit Removal** – Remove all units within the flank areas adjacent to the captured battle. These units are eliminated, but do not count as army losses (make no adjustments to the Army Loss Track).

11.1.1.2   **Leader Adjustment** – Move any leaders within the captured battle to the reserve area.

11.1.1.3   **Rear Area Effects** – Friendly units in the enemy rear area are eliminated (they are pursuing the enemy and looting the enemy camp). These units are eliminated, but do not count as army losses (make no adjustments to the Army Loss Track).

11.1.1.4   **Enemy Approach Area Effects** – Friendly units in the enemy approach area must each make a disengagement check. Failure results in a unit's elimination without adjustment to army losses. If successful, move the unit to the enemy flank area.

11.1.1.5   **Middle Ground Effects** – Friendly units in the middle ground must each make a disengagement check, reducing the die by one. Failure results in a unit's elimination without adjustment to army losses. If successful, move the unit to the shared flank area.

11.1.1.6   **Friendly Approach Area Effects** – Friendly units in the friendly approach area must each make a disengagement check, reducing the die by two. Failure results in a unit's elimination without adjustment to army losses. If successful, move the unit to the friendly flank area.

11.1.1.7   **Friendly Rear Area Effects** – Friendly units in the friendly rear area are moved to the reserve.

11.1.2   **Flank Panel Placement** – Once the status of each unit within the captured battle has been determined, slide the adjacent flank panel over the captured battle so that it aligns with the center battle.

11.2   **Army Loss Level Effects** – At the end of every turn, if an army has sustained losses in excess of its army loss level, roll a die for each additional loss. If any of these die rolls is a six, that army routs and the game is over. Note that it is possible for both armies to rout simultaneously. If this happens a tactical victory may be possible.

11.2 Substantial Victory

If a decisive victory has not occurred by the end of the game, determine a substantial victory by awarding a number of points to each player depending upon the status of the battlefield. A player gains two victory points for capturing a battle. The defender (only) earns a point for each uncaptured battle. A player gains a victory point if the opposing army has exceeded its Army Loss level, while his or her army has not. The player with the greater number of victory points gains a substantial victory.

11.3 Tactical Victory

If neither side has won a substantial victory or if both armies have routed, the side that has sustained the fewest losses has achieved a tactical victory. If still tied, the scenario defender has squeaked out a marginal (somewhat less than tactical and not worth bragging about) victory.

12.0 THE BATTLES

This section includes the historical battles that can be refought by the players. Each indicates the sides involved in the battle and the army make-up.

12.1 Scenario Definition

The initial setup locations for each combat unit and leader are noted by battle (left, center, and right) and the reserve. Units are noted by type and (parenthetically) the unit's values presented as Ability-Cohesion. In the case of ranged combat units, the values are Ranged Ability/Melee Ability-Cohesion. Steadfast units are noted with an asterisk. Units may be placed as desired within their starting position. Each side begins a scenario with its full complement of stratagem cards.

12.1.1   **Scenario Attacker** – The first army listed is the scenario attacker and wins initiative ties during the first turn. Each army is noted with its panic level and its value for design purposes if players would like to tweak a historical army's makeup for "what-if" purposes.

12.1.2   **Battlefield Terrain** – Terrain is noted along with unit setup where initially controlled by a particular side. Uncontrolled terrain is noted within special rules.

12.1.3   **Weather Effects** – Special weather effects are listed within the Special Rules section.

12.1.4   **Scenario Special Rules** – Special rules for each battle are noted after the individual unit setups. These rules may "break" standard rules.

12.1.5   **Free Setup** – Rather than adhere to the historical setups provided, players may opt to shuffle their units around. When doing so, deploy units face down into battle areas and the reserve. If a side has less than 16 units in play, allocated a few dummy markers to further mask deployment. After both sides have deployed their forces, flip all of the units over and remove the dummy markers.

12.2 Scenario Listing

The following scenarios are included with *Chivalry at Bay*. They are listed in historical order.

12.2.1 La Capelle (hypothetical)

23 October 1339 – *Prior to the English naval victory at Sluys in June of 1340, the beginning of the Hundred Years war amounted to little more than raids on the Low Countries. Only once did two substantially sized armies come together on a bat-*

tlefield, but nothing happened. In early 1339, Edward III invaded the Low Countries with an army of 12,000 men; a substantial proportion of which was made up of German mercenaries. The goal was the siege and capture of Cambrai, but this goal was not achieved, and the army turned to a chevauchée – a large scale raid focused more on destruction than loot – across the French countryside. The French King, Philip VI, assembled an army to shadow the English. The exact size of this army is unknown, but believed to outnumber the English by a substantial number. These two forces came together in mid-October 1339 near the towns of La Capelle and La Flamengrie in Picardy. Edward, expecting a French assault arrayed is forces between these two towns in a fashion that would become common throughout the Hundred Years war, with dismounted men-at-arms in the center flanked on either side by longbowmen. The English were convinced of an assault by the French on 23 October and were ready for it, but it never came. The previous evening, the French leaders debated if it were in their best interest to attack and the king finally decided to dig in and await an assault by the English. Edward, his army running low on supplies and unwilling to assault a larger force, opted to withdraw instead. Phillip's reputation was somewhat stained by his unwillingness to engage an army that had been laying waste to a large tract of French territory, and his advisors were accused of craftiness by French noblemen. However, avoiding this engagement was likely for the best as it did not result in what could have been an early disaster on the scale of a Crêçy. For Edward's part, even though the foray was called a moral victory, he achieved none of his goals. He did not capture Cambrai. He did not get a chance to defeat a French army. In short, he was in debt for a campaign that had little effect. This hypothetical scenario allows players to see what might have happened had Philip decided to attack Edward.

French

Army Panic: 12; Army Value: 145

Left Rear:	*Woods*, CB (1/2-3), MA (2-4), MA (2-3), BL (1-3), LDR (1-1-0)
Center Rear:	KT (3-5*), KT (3-3*), KT (3-3*), KT (3-3*), LDR (3-1-1)
Right Rear:	*Woods*, CB (1/2-3), MA (2-4), MA (2-3), BL (1-3), LDR (1-1-0)
Reserve:	MA (2-3), BL (1-3), BL (1-3), BL (1-3)

English

Army Panic: 16; Army Value: 88

Left Rear:	MA (2-3), LDR (1-1-1)
Left Approach:	*Improved Positions*, LB (2/1-2), LB (2/1-2), LB (2/1-2)
Center Rear:	MA (2-4), MA (2-4), LDR (3-1-1)
Center Approach:	*Improved Positions*, LB (2/1-2), LB (2/1-2)
Right Rear:	MA (2-3), LDR (1-1-2)
Right Approach:	*Improved Positions*, LB (2/1-2), LB (2/1-2), LB (2/1-2)

Special Rules

The flank area to the French left and English right battle is not usable due to heavy woods.

12.2.2 SAINT-OMER

26 July 1340 – Following his success at the naval battle of Sluys, Edward III of England remained in Flanders to build a large army. While waiting, he ordered Robert of Artois (a pretender to the title Count of Artois) on a raiding party into France in order to goad the French into early action and possibly capture the fortified town of Saint-Omer. The French King, Philip VI, did respond by ordering a small force to occupy Saint-Omer before Robert could get there. Realizing he could not tarry in the area or be overrun by Philip's approaching army, Robert offered battle to the garrison at Saint-Omer. Unfortunately, the French garrison commanders could not keep their own knights at bay, who rode out to engage Robert's forces that included a large number of English archers. The French knights were held up by the Flemish defenses and withdrew. The Flemish infantry followed the retreating French, the latter that turned to engage creating a melee that lasted most of the afternoon. The French took advantage of the confusion to launch another charge that overran the Flemish flanks, cutting off the center. This forced Robert to withdraw with his remaining forces. During the battle, Robert lost nearly 80% of his army and in the process left southern Flanders vulnerable to a French counter attack.

Flemish

Army Panic: 12; Army Value: 85

Left Rear:	*Wall*, MA (2-3), BL (1-3), BL (1-3), BL (1-3), LDR (1-1-1)
Center Rear:	*Wall*, MA (2-3*), MA (2-3*), LB (2/1-2), LB (2/1-3), LDR (3-1-1)
Right Rear:	*Wall*, MA (2-3), BL (1-3), BL (1-3), BL (1-3), LDR (1-1-0)
Reserve:	BL (1-2), BL (1-2), BL (1-2), BL (1-2)

French

Army Panic: 12; Army Value: 101

Left Rear:	*Town*, BL (1-2), BL (1-2), MA (2-3), MA (2-3), LDR (2-1-1)
Center Rear:	*Town*, BL (1-3), BL (1-3), MA (2-4), LDR (1-1-0)
Right Rear:	*Town*, MA (2-3), MA (2-3), BL (1-2), BL (1-2), LDR (1-1-1)
Reserve:	LV (1-1), LV (1-1), KT (3-4*), KT (3-4*)

Special Rules

The French knights are considered rash. Unless controlled, they will perform a rash advance from the reserve.

12.2.3 MORLAIX

30 September 1342 – *In order to establish a location where the English could freely land troops on the continent, Edward the III ordered the Earl of Northampton and a small force to capture the town of Morlaix, which had a port that would suit English needs. The garrison of the town proved too much for Northampton and the latter settle down for a siege. Charles of Blois set out with a reduced force (due to expectations of a large army under Edward landing at or near the Pas-de-Calais) to relieve the siege. Northampton was warned of Charles approach and decided to advance toward Charles rather than be trapped between the approaching French army and the Morlaix garrison. Northampton set up a defensive position across the French line of approach, hiding trenches and pits in front of their position. The French charged the English position and promptly fell into the concealed trenches where they were massacred. Northampton did not take advantage of this victory and instead retreated and was eventually besieged himself with heavy losses.*

French

Army Panic: 12; Army Value: 141

Left Rear:	KT (3-5*), KT (3-3*), MA (2-3), BL (1-3), LDR (1-1-0)
Center Rear:	MA (2-3), MA (2-4), MA (2-4), MA (2-3), LDR (2-1-0)
Right Rear:	KT (3-5*), KT (3-3*), MA (2-3), BL (1-3), LDR (1-1-0)
Reserve:	BL (1-3), BL (1-3), BL (1-3), BL (1-3)

English

Army Panic: 14; Army Value: 92

Left Rear:	*Woods*
Left Approach:	MA (2-4), LDR (1-1-1)
Left Middle:	*Improved Positions*, LB (2/1-3), LB (2/1-2), LB (2/1-2)
Center Rear:	*Woods*
Center Approach:	MA (2-3), MA (2-3), MA (2-3), LB (2/1-3), LDR (3-1-1)
Center Middle:	*Improved Positions*
Right Rear:	*Woods*
Right Approach:	MA (2-4), LDR (1-1-1)
Right Middle:	*Improved Positions*, LB (2/1-3), LB (2/1-2), LB (2/1-2)

Special Rules

╲   The Improved Positions terrain only has a negative impact upon the French army.

╲   The French knights are considered rash.

12.2.4 AUBEROCHE

21 October 1345 – *The Earl of Derby was sent into Gascony to defend Gascon nobles loyal to the English crown as well as to divert French forces away from Normandy where Edward III planned to attack. A French force that was more than five times the size of Derby's army tried to run the English down, but it moved much too slowly. Derby was able to scamper out of the French army's way and initiate a surprise attack on their encampment. The surprise was so complete that the French could do nothing but retreat in poor order, leaving a wake of dead behind.*

English

Army Panic: 8; Army Value: 118

Left Middle:	LB (2/1-3), LB (2/1-2), LB (2/1-2), LB (2/1-2), LDR (1-1-1)
Center Middle:	MA (2-3), MA (2-3), MA (2-3), MA (2-3), LDR (3-1-1)
Right Approach:	CV (3-3), CV (3-3), CV (3-3), CV (3-3), LDR (1-1-2)

French

Army Panic: 14; Army Value: 157

Left Rear:	BL (1-3)
Center Rear:	BL (1-3)
Right Rear:	BL (1-3)
Reserve:	BL (1-2), BL (1-2), BL (1-2), MA (2-5), MA (2-4), MA (2-4), MA (2-4), MA (2-3), MA (2-3), MA (2-3), KT (3-4*), KT (3-4*), KT (3-5*), KT (3-5*), LDR (2-1-1), LDR (1-1-1), LDR (1-1-0)

Special Rules

╲   Place Woods terrain in the English Left Approach and Left Middle. Place Hills in the Center Middle.

- The English automatically win the Initiative on the first turn.

- When deploying a French unit from the Reserve, make a disengagement test. If the check fails, the unit may not deploy. If the roll equals the unit's cohesion, reduce the unit's cohesion by one (to a minimum of one). Otherwise, the unit deploys normally.

12.2.5 BLANCHETAQUE

24 August 1346 – Following a victory at Caen a month earlier, the Edward III and his army marched east between the Seine and Somme rivers, following the remains of the defeated French forces. This advance stretched the English supply lines thin. The English would have to establish a crossing over the Seine to reestablish supply. Unfortunately, all of the crossings over both rivers were strongly held by the French and Philip VI was approaching with a much larger army. The one option Edward had was a little-known crossing called "Blanchetaque" named for the white gravel on the riverbed. When the tide was in, the ford was usable. However, at low tide, twelve men abreast could cross in knee-deep water. According to English scouts, this location was not defended. The scouts were wrong, as Sir Godémar du Fay (a baron from Normandy) had occupied the area prior to Edward's arrival. The French were formed near the crossing and harassed the English during their crossing with crossbow fire. The English answered with longbows that managed to disorganize the French sufficiently to allow a group of knights to successfully cross the ford and establish a bridgehead. The remainder of the battle involved a melee at the river's edge, with the French unsuccessfully attempting to shove the English back across the river. Eventually enough English forces managed to cross and the French force retreated.

English

Army Panic: 14; Army Value: 166

Left Rear:	*Stream*
Center Rear:	*Bridge*, KT (3-3*), MA (2-5*), LDR (3-1-2)
Right Rear:	*Stream*

Reserve:	MA (2-5), MA (2-4), MA (2-4), MA (2-4), MA (2-3), MA (2-3), MA (2-3), KT (3-3*), KT (3-3*), LB (2/1-3), LB (2/1-2), LB (2/1-2), LB (2/1-2), LB (2/1-2), LB (2/1-2), LDR (1-2-2), LDR (1-1-0)

French

Army Panic: 8; Army Value: 74

Left Rear:	BL (1-3), BL (1-3), BL (1-3), MA (2-3)
Center Rear:	MA (2-3*), MA (2-3*), MA (2-4*), MA (2-5*), LDR (3-1-0)
Right Rear:	BL (1-3), BL (1-3), BL (1-3), MA (2-3)

Special Rules

- During setup, roll a die for each French unit and check the result as follows:

  1   (no effect),

  2   (move forward one areas),

  3   (move forward two areas),

  4   (move forward one area and apply one cohesion hit),

  5   (move forward two areas and apply one cohesion hit),

  6   (move forward one area and apply two cohesion hits).

- The English automatically win the Initiative on the first turn.

12.2.6 CRÊÇY

26 August 1346 – The French never expected that the English army would be able to ford the Seine, and therefore took no precautions concerning forage in the area. The English advanced into a lush, fertile area where they were able to resupply. King Philip set out in swift pursuit with a much larger army. Knowing that he would be overrun before he could reach the coast, Edward located good ground, turned, and awaited Philip's approach near the town of Crêçy. As the French approached late in the afternoon, rain began to fall, slowing their advance and

limiting the effectiveness of the French crossbows. The French tried to balance this loss with a cavalry charge, but muddy terrain and prepared positions slowed them sufficiently to allow the English longbows to do their work. The English were additionally armed with early artillery ("Ribalds") whose explosive effects added to the confused advance. The cream of French chivalry was cut down in swaths. King Philip himself may have taken an arrow to the jaw, and had two horses killed from under him during the battle. With the loss of the "Oriflamme" (the royal banner), Philip abandoned the field with the remains of his army. It would take a decade for Philip to rebuild his army before facing the English again.

French

Army Panic: 12; Army Value: 161

Left Rear:	CB (1/2-4), CB (1/2-3), KT (3-3*), KT (3-4*), LDR (1-1-0)
Center Rear:	CB (1/2-3), KT (3-3*), KT (3-3*), KT (3-4*), LDR (2-1-0)
Right Rear:	CB (1/2-4), CB (1/2-3), KT (3-3*), KT (3-4*), LDR (1-1-0)
Reserve:	KT (3-3*), KT (3-4*), KT (3-5*), KT (3-5*)

English

Army Panic: 12; Army Value: 114

Left Rear:	*Hill*, MA (2-3*), LDR (2-1-1)
Left Approach:	*Improved Positions*, LB (2/1-3), LB (2/1-2), LB (2/1-2)
Center Rear:	*Hill*, LB (2/1-2), LB (2/1-3), LB (2/1-3), LB (2/1-2), LDR (3-1-1)
Center Approach:	*Improved Positions*
Right Rear:	*Hill*, MA (2-3*), LDR (1-1-1)
Right Approach:	*Improved Positions*, LB (2/1-3), LB (2/1-2), LB (2/1-2)
Reserve:	LB (2/1-2), (KT 3-4*), BL (1-3), BL (1-2)

Special Rules

- ⟍ Weather conditions are "Rain."

- ⟍ The English receive an AY (artillery) unit that can be placed in any rear area.

- ⟍ Improved Position terrain only affects KT units.

- ⟍ French units that are eliminated (not routed) are placed to one side. At a cost in stratagem command points equal to the cohesion value of an eliminated unit, place that unit into the French reserve following a die roll less than or equal to three (3). Reduce the Army Losses by one for each unit restored.

12.2.7 NEVILLE'S CROSS

17 October 1346 *– Following the loss at Crêçy, King Philip needed a way to reduce the pressure of the marauding English King Edward. To do so, Philip reached out to King David II of Scotland to open up a second front in the north of England. David opted to wait until the fall when he believed the English*

forces would be at their weakest to invade. David charged into England with 12,000 men, sacking and pillaging their way to Durham and Yorkshire. So, eager were the Scots to rampage across England that they did not take the time to scout the English strength in the area. Unfortunately, it was not as weak as expected. 15,000 men assembled to a call by the Archbishop of York, roughly half of who marched north to confront the Scots. The two armies met on the eastern edge of a ravine cut out by the River Browney, west of Durham. The Scots initiated the attack when contacting the English left while attempting to avoid the ravine. The forces in each English battle included a smattering of longbowmen that harassed the Scots into action. The Scottish forces in the center and left battles managed to push the English back, but the latter were reinforced by a surprise cavalry charge that turned the tables. Both Scottish wings retreated and the center was outnumbered and overrun. King David was captured while trying to escape the battlefield during the rout. He was reputedly to have been hiding under a bridge over the River Browney and his reflection was spotted by a passing detachment of soldiers. David remained in captivity for eleven years. The year after the battle, Henry, Lord Percy mounted a campaign into Scotland that met little resistance.

Scottish

Army Panic: 14; Army Value: 81

Left Rear:	MA (2-4), BL (1-3), BL (1-3), BL (1-2), LDR (1-1-2)
Center Rear:	MA (2-4), BL (1-3), BL (1-3), BL (1-2), LDR (3-1-1)
Right Rear:	MA (2-4), BL (1-3), BL (1-3), BL (1-2), LDR (1-1-0)
Reserve:	BL (1-2), BL (1-2), BL (1-2), LV (1-1), LV (1-1), LV (1-1)

English

Army Panic: 12; Army Value: 101

Left Rear:	MA (2-3), BL (1-2), BL (1-2), LB (2/1-2), LDR (3-1-0)
Center Rear:	MA (2-3*), BL (1-2), BL (1-2), LB (2/1-2), LDR (2-2-2)

Right Rear:	MA (2-3), BL (1-2), BL (1-2), LB (2/1-2), LDR (2-2-1)
Reserve:	CV (3-3), CV (3-3), LV (1-1),LV (1-1)

Special Rules

The Flank areas to the left of the English and the right of the Scots may not be entered. The Scots may not enter any Flank area (in addition to the ravine to their right, there was a bog to their left).

12.2.8 CASSEL

8 June 1347 — King Philip wanted to drive the English from Calais. It was determined that a direct attack from the south on the city could be disastrous, as doing so might leave the French army's rear open to attacks from Flemish forces that had been marauding across the French countryside. The king and his advisors hatched a plan to attack Calais from the north. This attack would be more complex, but it had the advantage of drawing the Flemish forces back into their home territory as a French army would need to cross the border into Flanders to attack from the desired direction. Doing so would cut off the primary lines of supply used by the English to keep Calais properly fed. Of course, this course of action would leave the French lines of supply vulnerable to attack unless Flemish strongholds along the French line of march were neutralized. One of these strongholds was Cassel, which was assaulted by a French force under Edward de Beaujeu, a veteran of Crêçy and a rising star within French military circles. He would need to be talented as Cassel was a particularly tough nut to crack. This would be the third assault on Cassel over the past few months. Most of its defenses has already been reduced to rubble. However, the town was positioned at the top of a hill and defended by a determined Flemish force supported by a troop of English archers. The French army arrived at the base of the hill on 8 June 1347 and began their advance toward the heights. The Flemish held

for several hours and very nearly broke around noon, when a reserve of Flemish and German men-at-arms were committed to the defense. This added force proved too much for the French, who had sustained too many casualties and were running low on crossbow bolts. The French retired from the battlefield, having failed to take Cassel once again.

French

Army Panic: 12; Army Value: 125

Left Rear:	CB (1/2-4), MA (2-3), MA (2-3), BL (1-3), LDR (1-1-1)
Center Rear:	CB (1/2-4*), MA (2-5), MA (2-4), MA (2-4), LDR (3-1-2)
Right Rear:	CB (1/2-4), MA (2-3), MA (2-3), BL (1-3), LDR (1-1-0)
Reserve:	MA (2-4), BL (1-3), BL (1-3), BL (1-3)

Flemish

Army Panic: 10; Army Value: 75

Left Rear:	*Hill/Town*, BL (1-3), BL (1-3), BL (1-3), BL (1-2)
Center Rear:	*Hill/Town*, LB (2/1-3), MA (2-3*), MA (2-3), BL (1-2), LDR (2-2-2)
Right Rear:	*Hill/Town*, BL (1-3), BL (1-3), BL (1-3), BL (1-2)
Reserve:	MA (2-3), BL (1-2), BL (1-2), BL (1-2), LDR (1-1-2)

Special Rules

The Flemish rear areas are setup with both Hill and Town terrain and gain the benefits of both. Additionally, each Flemish advance area are set up with Improved Positions terrain.

12.2.9 BÉTHUNE

13 June 1347 — As part of King Philip's plan to assault Calais from the north, a small force under Robert de Waurin and Jacques de Bourbon advanced on Béthune to clear north eastern Artois of Flemish marauders. The Flemish were too busy sacking the area to take note of the arriving French force that fell on their encampment while sleeping. Many of the Flemish soldiers managed to escape the initial assault, regroup and counterattack the French to whom they dealt a bloody nose. Unfortunately, they could not sustain the counterattack and were eventually driven away. Rather than follow, the French force remained to take revenge upon those French villagers who had submitted to the invaders rather than fight. Given the mixed results of the French march into Flanders and the fact that Cassel was still in Flemish hands, Philip called off the operation and opted to attack Calais from the south anyway, dealing with any Flemish issues if and when they arose.

French

Army Panic: 12; Army Value: 95

Left Rear:	CB (1/2-3), MA (2-3), BL (1-3), BL (1-3), LDR (1-1-1)
Center Rear:	CB (1/2-3), MA (2-3), BL (1-3), BL (1-3), LDR (2-2-1)
Right Rear:	CB (1/2-3), MA (2-3), BL (1-3), BL (1-3), LDR (1-1-0)

Reserve: MA (2-3), BL (1-2), BL (1-2), BL (1-2)

Flemish

Army Panic: 10; Army Value: 57

Left Rear: MA (2-3), BL (1-3), BL (1-2), BL (1-2)

Center Rear: MA (2-3), BL (1-3), BL (1-2), BL (1-2),
                      LDR (2-2-2)

Right Rear: MA (2-3), BL (1-3), BL (1-2), BL (1-2)

Special Rules

Following setup, place a Fatigue marker on each Flemish unit. Unlike the standard Fatigue rules, during the Disengagement check phase, each marked unit makes a disengagement check to remove the Fatigue marker (these markers are not automatically removed when a unit does nothing). Fatigue affects French units normally.

12.2.10 POITIERS

19 September 1356 – Like the beginning of the Crêcy campaign, Gascon nobles friendly to the English called for aid against French hostility against their territory. Assistance came in the form of Edward III's son Prince Edward (otherwise known as the "Black Prince") organizing a "grand chevauchée" into French territory. This raid was slowed by bad weather at Tours, allowing King John II (Philip VI's predecessor), to intercept Edward near Poitiers. The leaders of the two armies met to resolve differences peacefully, but they were unsuccessful. The two armies drew up into battles on the morning of 19 September. While organizing his forces Edward decided to relocate his baggage camp. This action led the French to believe that the English were retreating and launched their attack. Edward positioned his forces well and in well defensible terrain. The initial charge came apart under the weight of English longbows. Although the French Knights were mostly invulnerable to the archer fire, their horses were not. Following the failure of the charge, the French infantry advanced. The clash between the French and English men-at-arms lasted for nearly two hours with heavy casualties on both sides. The final assault of the battle had narrowed down to the remains of both armies going head-to-head. By now, the French had suffered losses so substantial that the remains of their army were outnumbered by

the English. The battle was effectively over when, like at Crêcy, the French Oriflamme fell. In the final crush of men, King John was captured. The king was returned to England where his ransom was set at three million crowns. He was allowed to return to France to raise the ransom while his son Louis was held hostage. While the king was in France, Louis managed to escape, but honor being what it was at the time, John returned to captivity in England until the ransom could be raised. Unfortunately, John died in captivity in April 1364.

French

Army Panic: 12; Army Value: 164

Left Rear: KT (3-5 *), KT (3-4 *), BL (1-3),
                      BL (1-3), LDR (1-2-2)

Center Rear: BL (1-3), CB (1/2-4), CB (1/2-4),
                      BL (1-3)

Right Rear: BL (1-3), BL (1-3), KT (3-5 *),
                      KT (3-4 *), LDR (1-1-1)

Reserve: MA (2-4), MA (2-4), MA (2-4),
                      MA (2-5), LDR (2-1-2)

English

Army Panic: 20; Army Value: 124

Left Rear: MA (2-3), LDR (2-2-2)

Left Approach: *Improved Positions*, LB (2/1-2),
                      LB (2/1-2), LB (2/1-3)

Center Rear: *Hill*, MA (2-4), MA (2-3*), MA (2-3*),
                      MA (2-4)

Center Approach: *Improved Positions*

Right Rear: *Hill*, MA (2-3), LDR (1-1-2)

Right Approach: *Improved Positions*, LB (2/1-2),
                      LB (2/1-3), LB (2/1-2)

Reserve: BL (1-3), BL (1-3), BL (1-3),
                      KT (3-5*), LDR (3-2-2)

Special Rules

\   Both the French KT and MA units are considered rash.

\   French MA units (only) that are eliminated (not routed) are placed to one side. At a cost in stratagem command points equal to the cohesion value of an eliminated unit, place that unit into the French reserve following a die roll less than or equal to three (3). Reduce the Army Losses by one for each unit restored.

12.2.11 COCHEREL

16 May 1364 – During the period of John's captivity, the Treaty of Calais was signed, granting the English control of significant French territory with the understanding that English forces in French controlled territory would leave. Of course, it didn't quite work out. These remaining forces continued to raid French territory against the wishes of King Edward (or so it would seem). The chaos provided the opportunity for Charles II of Navarre (aka "Charles the Bad") to lay claim to dukedom of Burgundy. In response, the French King Charles V ordered a force under Bertrand du Guesclin (who had some previous troubles with the English raiders in the area) to return the area around Cocherel to French control. Here, Guesclin ran into a force of raiders under Jean de Grailly, the Captal de Buch. Being essentially an English army, de Grailly followed standard procedures in positioning his forces with the intent of employ-

ing the longbow against the advancing du Guesclin. Fortunately for the French, du Guesclin was able to take advantage of the impetuousness of the English forces to draw them out of their defensive position with a false retreat. A follow-up attack along with a well-timed flank attack by the French reserve successfully put the raiders to flight. For his efforts, du Guesclin was granted the county of Longueville, which had previously belonged to Navarre's brother.

hubris of the French knights had not diminished. Following a mostly ineffective archery contest, the French knights charged and became disordered in the process. Chandos took the opportunity to fall upon the French flank. Charles was killed and du Guesclin was captured. Not long after the battle, the remainder of the French forces in Brittany surrendered to de Montfort.

French

Army Panic: 10; Army Value: 130

Left Rear:	KT (3-3*), KT (3-3*), MA (2-3), BL (1-2), LDR (2-1-0)
Center Rear:	KT (3-3*), KT (3-3*), MA (2-3), BL (1-2), LDR (2-1-2)
Right Rear:	KT (3-3*), KT (3-3*), MA (2-3), BL (1-2), LDR (1-1-0)

Navarrese

Army Panic: 12; Army Value: 119

Left Rear:	KT (3-3*), MA (2-3), BL (1-3), LB (2/1-2), LDR (1-1-1)
Center Rear:	KT (3-3*), MA (2-3), BL (1-3), LB (2/1-2), LDR (2-1-1)
Right Rear:	KT (3-3*), MA (2-3), BL (1-3), LB (2/1-2), LDR (1-1-0)
Reserve:	BL (1-3), BL (1-3), BL (1-3), MA (2-5)

Special Rules

Both the Navarrese KT and MA units are considered rash.

12.2.12 Auray

29 September 1364 *– Following the battle of Cocherel, du Guesclin joined with Charles of Blois to recapture Brittany. In response, the Black Prince sent John de Montfort (the English governor of Brittany) an army under John Chandos, a knight and good friend of the prince. The armies met near the town of Auray. By this time, the French had grown wise to the effects of the English longbows and had thickened their armor and begun using raised shields as additional protection. However, the*

French

Army Panic: 12; Army Value: 138

Left Rear:	KT (3-3*), MA (2-3), CB (1/2-3), CB (1/2-3), LDR (1-1-1)
Center Rear:	KT (3-3*), MA (2-3), CB (1/2-3*), CB (1/2-3*), LDR (2-1-1)
Right Rear:	KT (3-3*), MA (2-3), CB (1/2-3), CB (1/2-3), LDR (1-1-0)
Reserve:	BL (1-2), BL (1-2), BL (1-2), BL (1-2)

English

Army Panic: 12; Army Value: 129

Left Rear:	KT (3-3*), MA (2-3), LB (2/1-3), LB (2/1-2), LDR (1-1-1)
Center Rear:	KT (3-3*), MA (2-3), LB (2/1-3), LB (2/1-2), LDR (3-1-1)
Right Rear:	KT (3-3*), MA (2-3), LB (2/1-3), LB (2/1-2), LDR (2-1-1)
Reserve:	MA (2-3), BL (1-3), BL (1-3), BL (1-3)

Special Rules

The French KT units are considered rash.

12.2.13 NAJERA

3 April 1367 – A struggle for the throne of Castile in Spain led to the pretender Henry of Trastamara appealing to the French King Charles V for an army to support his challenge. In light of this support, the legitimate king – known as "Pedro the Cruel" – escaped to the court of the Black Prince. Following his successful usurpation, Henry released all but the elite corps of his army (under the now ubiquitous du Guesclin). Prince Edward quickly snapped up these mercenaries. While the Black Prince moved south, his camp was raided by a detachment from Henry's army. This raid introduced the English to the Spanish "jinetes," quick-moving, unarmored cavalry that specialized in hit-and-run tactics. Apart from this raid, both armies mostly glared at each other from a distance until Edward decamped and moved southeast toward Burgos, the capital of Castille. Henry quickly did the same, moving to block Edward's movement at Najera. The battle began with the French infantry and jinetes charging forward. The latter were chased from the field by English longbow fire. This left the French army with one last chance to break through the English center. Several charges were unsuccessful and eventually the French forces began to peel away in routs. Eventually the English outnumbered the remaining French by four to one. The remainder of the French forces was cut down as they ran. Pedro was restored to the throne soon afterwards, but refused to pay the Black Prince for the army he had hired. This led to the loss of Edward's support and Pedro's eventual capture in battle by Henry's restored forces. An argument between the two half-brothers led to Pedro's death. Edward, the Black Prince, died five years later having nearly bankrupted the English treasury by his campaigning in France. His attempts to restore the treasury through taxation of French vassals let to their changing of allegiance to the French crown that resulted in the loss of much of the territories he has previously secured.

French

Army Panic: 12; Army Value: 135

Left Rear:	KT (3-4*), KT (3-4*), BL (1-3), BL (1-2), LDR (1-1-0)
Center Rear:	MA (2-4), CV (3-3), CB (1/2-4), BL (1-3), LDR (2-1-0)
Right Rear:	CV (3-3), CV (3-3), CB (1/2-3), CB (1/2-4), LDR (1-1-0)
Reserve:	BL (1-2), BL (1-2), BL (1-2), BL (1-3)

Spanish

Army Panic: 12; Army Value: 111

Left Rear:	LB (2/1-3), LB (2/1-2), BL (1-2), BL (1-2), LDR (3-2-2)
Center Rear:	MA (2-4), MA (2-4), LB (2/1-3), LB (2/1-3), LDR (2-1-1)
Right Rear:	MA (2-3), MA (2-3), LB (2/1-3), LB (2/1-2), LDR (1-1-1)
Reserve:	BL (1-2), BL (1-2), MA (2-3*), MA (2-3*)

12.2.14 PONTVALLAIN

4 December 1370 — In August 1370, Sir Robert Knolles landed an army in northern France to carry out another grand chevauchée, much like Edward the III had done a decade previously. For the most part, the French citizens stayed out of Knolles' way, cooping themselves up within fortified towns when he approached. Occasionally a self-important French noble would try to meet the English on the field, but all were swept aside with little fuss. A frustrated Knolles, unable to engage an army, ended up encamped southwest of Paris, the French king watching his activities but still refusing the field an army. This reticence was mostly due to the lack of necessary funds to do so. Eventually though, enough was enough. In early October, Bertrand du Guesclin arrived and received an order from the king to build an army and deal with Knolles. The funds were acquired through a (forced) loan from his subjects. The French now had possibly their best field commander and an army was assembling. Knolles, on the other hand, was starting to run into trouble now that the campaign had run from summer well into autumn with very little to show for it. Many of Knolles' commanders began to question his abilities. As winter approached, the French army's number swelled while the English army began to fracture. Each English commander seems to have his own best idea of how to dispose of his own forces. These command failures eventually caused the English army to split apart completely with Knolles taking the bulk of it with him to Brittany. The remainder broke apart into smaller corps. This was the opening that du Guesclin was waiting for. Through determined night and force marches, he fell upon an English corps near Pontvallain. The surprise attack caught the English commander Sir Thomas Grandison off guard, the latter barely having the time to form his forces. Grandison tried to get his forces to a more defensible position, but a force of French men-at-arms ran them to ground. A brief, but bloody battle followed with substantial losses on both side. The English were eventually overwhelmed and Grandison captured. The French army quickly reorganized following the battle and ran down the remainder of Knolles' army and then went on a winter offensive and all but destroyed a 4,000-man army. Those leaders that managed to escape back to England directed the blame for the campaign's failure squarely on Knolles' shoulders, resulting in the forfeiture of the lands granted to him by the king for organizing the campaign (although court pressure eventually led to their return). More importantly, the failure of this campaign undid the myth of English invincibility on the battlefield.

French

Army Panic: 12; Army Value: 113

Left Rear:	CB (1/2-3), MA (2-4), BL (1-3), BL (1-3), LDR (2-2-1)
Center Rear:	CB (1/2-3), MA (2-5*), BL (1-3), BL (1-3), LDR (3-2-2)
Right Rear:	CB (1/2-3), MA (2-4), BL (1-3), BL (1-3), LDR (1-1-0)
Reserve:	MA (2-3), MA (2-3), BL (1-2), BL (1-2)

English

Army Panic: 10; Army Value: 81

Left Rear:	MA (2-3), BL (1-3), BL (1-3), BL (1-3), LDR (1-1-2)
Center Rear:	LB (2/1-3), LB (2/1-3), MA (2-3), MA (2-3), LDR (1-2-2)
Right Rear:	MA (2-3), BL (1-3), BL (1-3), BL (1-3), LDR (1-1-0)
Reserve:	BL (1-2), BL (1-2), BL (1-2), BL (1-2)

12.2.15 ROOSEBEKE

27 November 1382 – In 1379, Louis II of Flanders began an effort to centralize control over Flemish industrial cities. This led to a weaver's revolt in Ghent that devolved into a siege of that city by Louis. The populace of Ghent rallied around Philip van Artevelde who managed to sally forth and sent Louis' army to flight. Naturally, once the conflict over Flanders began to heat up, the two leaders appealed to France and England for assistance. The French fell in with Louis, while the English supported van Artevelde. The French army led by King Charles and Philip the Bold, Duke of Burgundy approached van Artevelde while he was sieging the town of Oudenaarde. He quickly broke the siege and made camp on a nearby hill. On the morning of 27 November, van Artevelde planned to assault the French in a thick fog. Unfortunately, the fog cleared before the assault could take place. The lifting of the fog is attributed to the raising of the mythical French oriflamme that had not been raised since Poitiers. The Flemish forces held off an initial French assault, and decided to charge. This was van Artevelde's undoing has he has improperly secured his flanks and the French took advantage with cavalry. The Flemish forces were surrounded and van Artevelde was killed in the crush. The French had earned a decisive victory. Despite this victory, the revolt of Ghent carried on for several more years, until the peace of Tournai was signed in 1383.

French

Army Panic: 10; Army Value: 140

Left Rear:	KT (3-3*), KT (3-3*), KT (3-3*), LDR (1-1-1)
Center Rear:	CB (1/2-3), MA (2-3), MA (2-3), CB (1/2-3), LDR (3-1-0)
Right Rear:	KT (3-3*), KT (3-3*), KT (3-3*), LDR (1-1-1)
Reserve:	BL (1-2), BL (1-2), BL (1-2), BL (1-2)

Flemish

Army Panic: 12; Army Value: 139

Left Rear:	PK (2-4*), BL (1-3), BL (1-3), CB (1/2-4), LDR (1-1-0)
Center Approach:	PK (2-4*), PK (2-4*), PK (2-5*), PK (2-5*), LDR (2-1-2)
Right Rear:	CB (1/2-4), BL (1-3), BL (1-3), PK (2-4*), LDR (1-1-0)
Reserve:	KT (3-5*), CB (2/1-4*), BL (1-3), BL (1-3)

12.2.16 ALJUBARROTA

14 August 1385 — *Not every conflict occurred between England and France or their allies during the Hundred Years War. A few years following his coronation in 1379, John of Trastámara (king of Castile) looked to taking control of Portugal, a claim he believed to be legal due his marriage to the daughter of the Portuguese king Ferdinand I following the latter's death in 1383 (Beatrice was his only child). Portuguese nobility did not see it that way, resulting in John's campaign to capture Lisbon during the summer of 1385. His invasion plans continually changed owing to setbacks that occurred several times when small forces were sent into Portugal and either repulsed or destroyed outright. John finally decided upon a punitive assault with his entire army that included 6,000 men-at-arms and 2,000 "jinetes" (light cavalry). Roughly twenty percent of his infantry were French and a good portion of the opposing force was comprised of English soldiers, the main aggressors in this century long effort were still suitably represented when they met in August. At the end of July the Portuguese commander, John of Avis, met with his counsellors to discuss the on-coming Castilian army. Most of these preferred to avoid battle and await English reinforcement rather than relying upon a single cast of the die. However, much of the Portuguese army had been drawn from the Lisbon garrison and if they did not stand in the Castilian's way now, nothing would stop them from capturing the city. On 14 August, the Portuguese took an initial position about eight miles north of Aljubarrota which lay upon the road to Lisbon. Their numbers were about a third of the Castilian host. The Portuguese position was strong and the Castilian commanders knew it. Rather than initiate a frontal assault that would likely end badly, the entire Castilian army moved off the road in a broad flanking maneuver to bypass the Portuguese defenders. The Portuguese, in response, turned their army around and marched another mile down the road. Their position was not as good as they would now be down-hill from the Castilians, but they took advantage of the time spent by the invaders to complete their flanking maneuver to build hasty defenses (trenches and stakes). John of Trastámara was advised that their army was tired and hungry from marching and that the Portuguese army was nearly out of supplies in addition to being much smaller. John decided that it would be best to hold and attack the next day when the army was refreshed and better organized for an assault. The order was sent to the Castilian host that was some distance away. By the time the order arrived, it was too late, as the forward units of the Castilian army had already begun the assault. The only means of attacking was head-long as creeks existed to both sides of the Portuguese, denying any effort to outflank the defenders. The battle began with a charge by the jinetes in an effort to break through the Portuguese line and attack them from the rear. This was thrown back in disarray by heavy missile fire. John had no choice but to order the rest of his forces into battle. These were disorga-*

nized by the Portuguese defenses and torn apart by flanking fire. The entire army collapsed as John of Avis advanced his center to crush those attackers who managed to make it through the defenses. Within an hour, the Castilian king's standard fell and John of Trastámara was gathered up and moved away to safety. The rest of his army took this as a signal to do the same. The Castilians lost nearly half of their strength in men-at-arms and cavalry, with total losses estimated at around 9,000 which was roughly the size of the Portuguese army at the outset of the battle. John of Trastámara fled back home to consolidate his strength in Castile. He died a few years later after a fall from his horse in October 1390. John of Avis became the king of Portugal and his line ruled for two centuries.

Castilian

Army Panic: 12; Army Value: 162

Left Rear:	CV (3-3), CV (3-3), CV (3-3), KT (3-3*)
Center Rear:	CB (1/2-3), MA (2-4), MA (2-4), MA (2-4), LDR (2-1-0)
Right Rear:	CV (3-3), CV (3-3), CV (3-3), KT (3-3*)
Reserve:	MA (2-3), MA (2-3), BL (1-3), BL (1-3), BL (1-2), LDR (3-1-0)

Portuguese

Army Panic: 10; Army Value: 98

Left Rear:	MA (2-3), LDR (1-1-1)
Left Approach:	*Improved Positions*, LB (2/1-2), LB (2/1-2), LB (2/1-2)
Center Rear:	PK (2-3*), PK (2-3*), PK (2-3*), PK (2-3*), LDR (3-1-2)
Center Approach:	*Improved Positions*
Right Rear:	MA (2-3), LDR (1-1-1)
Right Approach:	*Improved Positions*, LB (2/1-2), LB (2/1-2), LB (2/1-2)
Reserve:	BL (1-2), BL (1-2), BL (1-2), BL (1-2)

Special Rules

\ No units from either side may be deployed to a flank area.

\ The Portuguese automatically win the initiative on the first turn.

\ The Castillian CV and MA units are considered rash.

12.2.17 HUMBLETON HILL

14 September 1402 — During the turn of the 15th Century, King Henry IV was embroiled in a series of uprisings throughout his realm. His attention was drawn to Wales where he marched his army to put down assaults lead by Owen Glendower. Although the English army broke up the Welsh forces, the campaign bogged the bulk of the English army down into the muck of the Welsh terrain. This provided an opportunity for the Scots to invade Northumberland with an army of 10,000 men and a goal to sack, loot, and pillage. The only force in their way was that of Henry Percy (the 1st Earl of Northumberland) and his son, Harry "Hotspur" Percy. The Percys, whose force numbered less than half that of the Scots (and its majority made up of archers) moved quickly to intercept being led by Archibald, Earl of Douglas. The English formed their army near the town of Wooler, while the Scots formed on the downward slope of Humbleton (or "Homildon" per Shakespeare) Hill. Douglas formed his troops into the classic Scottish "schiltron" formations expecting an uphill charge by the English (which Hotspur would have preferred, but was fortunately restrained). Instead, the English advanced their archers and began to lay waste to the tightly packed Scottish units. Following this attack, many units broke and ran, but were blocked by the river Tweed with several drowned. Only a small force of Scots managed to charge the English, but were quickly cut down. The entire battle lasted less than an hour, resulting in a crushing Scottish defeat. Humbleton Hill was the only battle of the Hundred Years War that was strictly won by archery. How it was won so decisively is a bit of a mystery given the Scottish numbers. One can speculate that the loss was due to Douglas' failure to take the initiative at the outset. If this is the case, this decision not only lost the battle, but lost most of Scotland to King Henry as well. The Scottish losses read like a who's-who of Scottish nobility. There was such a power vacuum left behind that it was easy for King Henry to assume control of the Scottish Lowlands. Much to the chagrin of the French King Charles VI, Scotland would no longer be a concern to the English. However, the story was not completely finished. Following the battle, King Henry decreed that the captured Scottish noblemen would not be paroled without his approval. This led to the loss of substantial ransoms for Henry Percy and the Northumberland noblemen and a substantial batch of sour grapes between the northerners and their king. This discontent would eventually lead to the Battle of Shrewsbury, arguably one of the causes of the Wars of the Roses.

English

Army Panic: 10; Army Value: 111

Left Rear:	LB (2/1-2), LB (2/1-3), MA (2-4*), MA (2-3), LDR (2-2-2)
Center Rear:	LB (2/1-3), LB (2/1-3), MA (2-5*), MA (2-4), LDR (3-2-0)
Right Rear:	LB (2/1-2), LB (2/1-3), MA (2-4), MA (2-3), LDR (2-1-1)

Scottish

Army Panic: 12; Army Value: 181

Left Rear:	*Hill*, PK (2-3*), PK (2-3*), PK (2-3*), BL (1-3), LDR (1-1-1)
Center Rear:	*Hill*, MA (2-4*), PK (2-4*), PK (2-4*), PK (2-4*), LDR (2-2-1)
Right Rear:	*Hill*, PK (2-3*), PK (2-3*), PK (2-3*), BL (1-3), (1-1-0)
Reserve:	BL (1-2), BL (1-2), BL (1-2), BL (1-2)

Special Rules

Scottish units located on Hill terrain deduct two (-2) from their disengagement check rolls.

12.2.18 AGINCOURT

25 October 1415 – It was roughly fifty years following the signing of the Treaty of Brétigny that had promised the handover of several French territories to England. Additionally, the ransom for King John, who had been captured following the battle of Poitiers, had never been paid. These failures, and no small amount of disrespect, eventually led to young King Henry V to invade France to continue to Hundred Years War. Henry's first target was the town of Harfleur, whose siege took longer than expected and took a great toll on the English forces. Following that victory, Henry marched toward winter quarters at Calais. A formidable French army under Charles d'Albert, the Constable of France, intercepted the English near the town of Agincourt (Azincourt). The French army vastly outnumbered the English, and had a number of mounted knights that may have outnumbered the entire English army. Henry used the terrain to his advantage, setting his army between two thick woods that would funnel the French attack and thereby minimize its frontage. Once again, the French underestimated the English army and its condition. Choosing again to charge with knights first, the English longbowmen shot down the French horses, causing panic and devastation as they tried to escape the onslaught. The French followed with dismounted knights in full armor that had to slog through mud, dead, and another arrow storm before they could engage the English. Essentially blinded and suffocated by their own visors, the English cut them down by the hundreds. The only success the French had on that bloody day was a small force that managed to flank the battle to attack the English baggage train. Thinking this might be part of a renewed assault, Henry ordered the killing of prisoners. The casualty count following the battle is unknown, but based upon available accounts it can be estimated at a ratio of nine or ten dead French to each English soldier killed. Henry continued to Calais following the battle and eventually returned to England a conquering hero. France, with its nobility decimated, fell into chaos that allowed Henry to regroup and return to France eighteen months later to renew his campaign.

French

Army Panic: 12; Army Value: 168

Left Rear: CB (1/2-3), MA (2-3), MA (2-3*),
                      KT (3-3*), LDR (1-1-0)

Center Rear: MA (2-3), MA (2-4), MA (2-4),
                      MA (2-4), LDR (1-1-0)

Right Rear: KT (3-3*), KT (3-3*), MA (2-3),
                      MA (2-3), LDR (2-1-2)

Reserve: KT (3-3*), KT (3-3*), KT (3-3*)

English

Army Panic: 14; Army Value: 99

Left Approach: *Improved Positions*, MA (2-3*),
                      LB (2/1-2), LB (2/1-2), LB (2/1-2),
                      LDR (3-2-1)

Center Approach: *Improved Positions*, MA (2-4*),
                      LB (2/1-3), LB (2/1-2), LB (2/1-2),
                      LDR (3-1-2)

Right Approach: *Improved Positions*, MA (2-3*),
                      LB (2/1-2), LB (2/1-2), LB (2/1-2),
                      LDR (3-1-1)

Special Rules

⚔ No units from either side may be deployed to a Flank area.

⚔ The French KT units are considered rash.

12.3 Design Your Own

In addition to the eighteen scenarios included with ***Chivalry At Bay***, you can also create your own scenarios using the values indicated below. Both players should agree on an army value and then select a number of units whose total value does not exceed that amount. After determining forces, check for weather and terrain.

12.3.1 **Combat Unit Costs** – In the listing below, each combat unit type is noted with its variations based upon agility, cohesion, and steadfast status (if any). Note that Crossbows and Longbows have their abilities listed as range/melee abilities. To the right of each entry is the cost of that variation followed by the number of available units in parenthesis. Following the combat units is a list of leaders available. Leaders are defined by the command, ability, and leadership values. The cost and availability of each unit is also noted to the right of each leader.

12.3.2 **Leader Purchase Limits** – An army may only purchase four leaders, regardless of price.

12.3.3 **Scenario Balancing** – When designing a scenario where one side is clearly a defender and the onus is on the attacker to force its rout, the defender's army value should not exceed 60% of the attacker's army value. An army's Loss Level is typically 80% (rounded down) of its size in units. However, a defending army's Loss Level is 120% of its size.

12.3.4 **Dummy Units** – If less than 16 units are purchased in an army, use a number of dummy units equal to the difference during initial deployment to mask the setup.

Artillery	
2/0-6	8 (3)
Bills	
1-2	2 (6)
1-3	3 (6)
Cavalry	
3-3	11 (6)
3-4	14 (4)
3-5	17 (2)
Crossbows	
1/2-3	7 (4)
1/2-3 (steadfast)	8 (2)
1/2-4	9 (2)
1/2-4 (steadfast)	10 (1)
Knights	
3-3 (steadfast)	15 (6)
3-4 (steadfast)	18 (4)
3-5 (steadfast)	21 (2)
Levies	
1-1	1 (12)
Longbows	
2/1-1	4 (6)
2/1-2	5 (8)
2/1-3	6 (4)
Men-at-Arms	
2-3	6 (4)
2-3 (steadfast)	7 (2)

Men-at-Arms (con't)	
2-4	8 (3)
2-4 (steadfast)	9 (1)
2-5	10 (1)
2-5 (steadfast)	11 (1)
Pikes	
2-3 (steadfast)	7 (6)
2-4 (steadfast)	9 (4)
2-5 (steadfast)	11 (2)
Leaders	
3-2-2	17 (1)
3-2-1	13 (1)
3-2-0	11 (1)
3-1-2	14 (1)
3-1-1	12 (1)
3-1-0	10 (1)
2-2-2	12 (1)
2-2-1	10 (1)
2-2-0	8 (1)
2-1-2	11 (1)
2-1-1	9 (1)
2-1-0	7 (1)
1-2-2	9 (1)
1-2-1	7 (1)
1-2-0	5 (1)
1-1-2	8 (1)
1-1-1	6 (2)
1-1-0	4 (2)

12.3.5 **Weather –** To randomly determine the weather, roll a die. On a result of six, roll again and check the result against the weather result table:

Weather Result Table

1. Fog
2. Heat
3. Rain
4. Winter
5. Attacker's Choice
6. Defender's Choice

12.3.6 **Terrain –** To randomly determine battlefield terrain, the defending player (only) rolls a die and deducts three from the result. If the result is zero (or less), the defender gets no terrain. Otherwise, the defender may place a number of terrain tiles equal to the result. The defender may select any terrain type other than Stream (or Bridge), and may place these tiles in any of their own Approach or Rear areas.

13.0 SUN OF YORK CONVERSION

Likely the largest complaint received about ***Sun of York*** following its publication by *GMT Games* was that it did not come with a map. Unfortunately, once you start to play the game, you realize that the map would have to be over four feet wide and

two to three feet deep. That game was designed to work without a map. The purpose of these rules is to appease the "where's the map" crowd by allowing *Sun of York* to be played using the map and components included with *Chivalry At Bay*.

13.1 REQUIREMENTS

In order to play *Sun of York* with *Chivalry At Bay* components, you'll need copies of each game.

13.2 MAP CHANGES

An important difference between *Sun of York* and *Chivalry At Bay* is the number of areas within each battle (the former only employs three areas). Therefore, when using this alternative to play *Sun of York*, ignore the rear areas on the map and treat the approach areas as the rear areas (i.e., units deploy to and rout from the approach areas).

NOTE: Rather than limit play to three battles per area, use all five areas to extend the size of the battlefield. Doing so will make it harder on the scenario-defined attacker as it takes longer to engage the defender. To account for this, allow attacking units (only) to move one extra area when deploying from the reserve (the attacker's hand). This does not constitute a "charge."

13.3 SETUP

After deciding which scenario to play, deal out the initial deployment cards according to the scenario setup rules. Once both players have created their initial deployments, reveal the cards and replace them with matching units (and possibly terrain) from the *Chivalry At Bay* counters and tiles. Place these counters and tiles on the map board per the initial deployment. Do the same with leader cards. If there is not a leader counter that matches a leader card being played, approximate the leader card as closely as possible and make a note as to the differences. Discard the initial deployment cards played.

13.4 STRATAGEM CARDS

When using this variant, the card deck from *Chivalry At Bay* is not used. Set it aside. All card play uses the decks from *Sun of York*.

13.5 REINFORCING

When a player needs to move a combat unit card from his or her hand to the battle board, discard the unit and place a matching piece on the battle board. There is a chance that the unit type being deployed to the battle board is unavailable due to the available mix of game pieces. In these instances, select a unit with equal or lower ability and cohesion (neither may exceed the values of the unit drawn), unless there is no other option. In this case, select a unit whose values are closest to the unit drawn and apply sufficient cohesion hits to match the value of the unit played (these hits may be restored). A non-steadfast unit may be chosen if no steadfast units are available, but a steadfast unit may never be selected for a drawn non-steadfast unit. When playing a late arriving leader to the battle board, select a leader marker that matches the leader's value as closely as possible. If a matching leader marker is unavailable, make a note as to the differences (or place the leader card at the foot of the battle where he's been placed for easy reference).

13.6 GAME PLAY

Other than the necessary swapping of cards for counters and the movement of those counters on the battle board, continue to play the game according to the *Sun of York* rules.

14.0 REFERENCES

Below is a listing of various sources used to define the scenarios included in *Chivalry At Bay*.

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15.0 CREDITS