

Ancients - Tactical battles before the age of gunpowder

Home	Overview	History	Get the Game	Scenarios	Variants	Play Aids	Questions	Web Links
----------------------	--------------------------	-------------------------	------------------------------	---------------------------	--------------------------	---------------------------	---------------------------	---------------------------

Admatgetobriga

61 BC

Barbarian battle: Gauls vs. Germans

Map: C

Special Rules:

- Both sides may use barbarian charge on any one turn.

Side 1: Gauls

Color: Yellow

Panic: 12

- 2-6 (D2), 2-3 (D3), 2-3 (D-4), 2-3 (D5), 2-3 (D6), 2-3, x2 (D7) 2-3, (D8), 2-3 (D9), 2-3 (D10), 4-5 (D11)

Side 2: Germans

Color: Red

Panic: 14

- 4-5 (H1), 2-3 (H2), 2-3 (H3), 2-3 (H4), 2-3 (H5), 2-3 (H6), 2-3,x2,(H7), 2-3 (H8), 2-3 (H9), 2-3 (H10), 2-6 (H11), 2-6 (H12)

Author: [Steven Guy](#)

[[Home](#)] [[Overview](#)] [[Game History](#)] [[Get the Game](#)] [[Scenario Library](#)] [[Variants](#)] [[Play Aids](#)] [[Clarifications](#)] [[Web Links](#)]

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Ancients - Tactical battles before the age of gunpowder

Home	Overview	History	Get the Game	Scenarios	Variants	Play Aids	Questions	Web Links
----------------------	--------------------------	-------------------------	------------------------------	---------------------------	--------------------------	---------------------------	---------------------------	---------------------------

Adys

256 BC

Roman attack on the hilltop camp of the Carthaginians.

Map: F

Special Rules:

- Ignore stream and town.
- Carthaginians deploy first on hill, facing as desired. Romans deploy second anywhere but no closer than two hexes from the hill.

Side 1: Romans

Color: Red

Panic: 16

- 4-2, 4-2, 4-2, 4-2, 4-2, 4-2, 2B3, 2B3, 2-6, 2-6, x2

Side 2: Carthaginians (Hamilcar)

Color: Yellow

Panic: 12

- 6-3, 2-3, 2-3, 2-3, 4-2, 4-5, 2-6, 2A0, x2

Author: [Steven Guy](#)

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Ancients - Tactical battles before the age of gunpowder

Home	Overview	History	Get the Game	Scenarios	Variants	Play Aids	Questions	Web Links
----------------------	--------------------------	-------------------------	------------------------------	---------------------------	--------------------------	---------------------------	---------------------------	---------------------------

Aegospotami

405 BC

The Spartan fleet under Lysander pays a surprise visit on the beached and unready Athenian fleet.

Map: G

Special Rules:

- At start of game roll a die for each Athenian ship. On a roll of 1-2 it gets a marine. 3-6, no marine. Roll only takes place on turn 1 (note, this represents the fact that many of the Athenian crews/marines were ashore foraging).
- Spartans win by sinking or capturing all Athenian ships. Athenians win (sort of) by having at least one ship still afloat and uncaptured by end of game.
- Movement allowances for the Spartans and Athenians are 4 and 2, respectively, for the first turn.

Side 1: Sparta

Color: Red

Crew Quality: 4

- *Direction 4:* 10 triremes (1 marine each) in I5, J5, K4, L4, M3, N3, O2, P2, Q1, R1.

Side 2: Athens

Color: Yellow

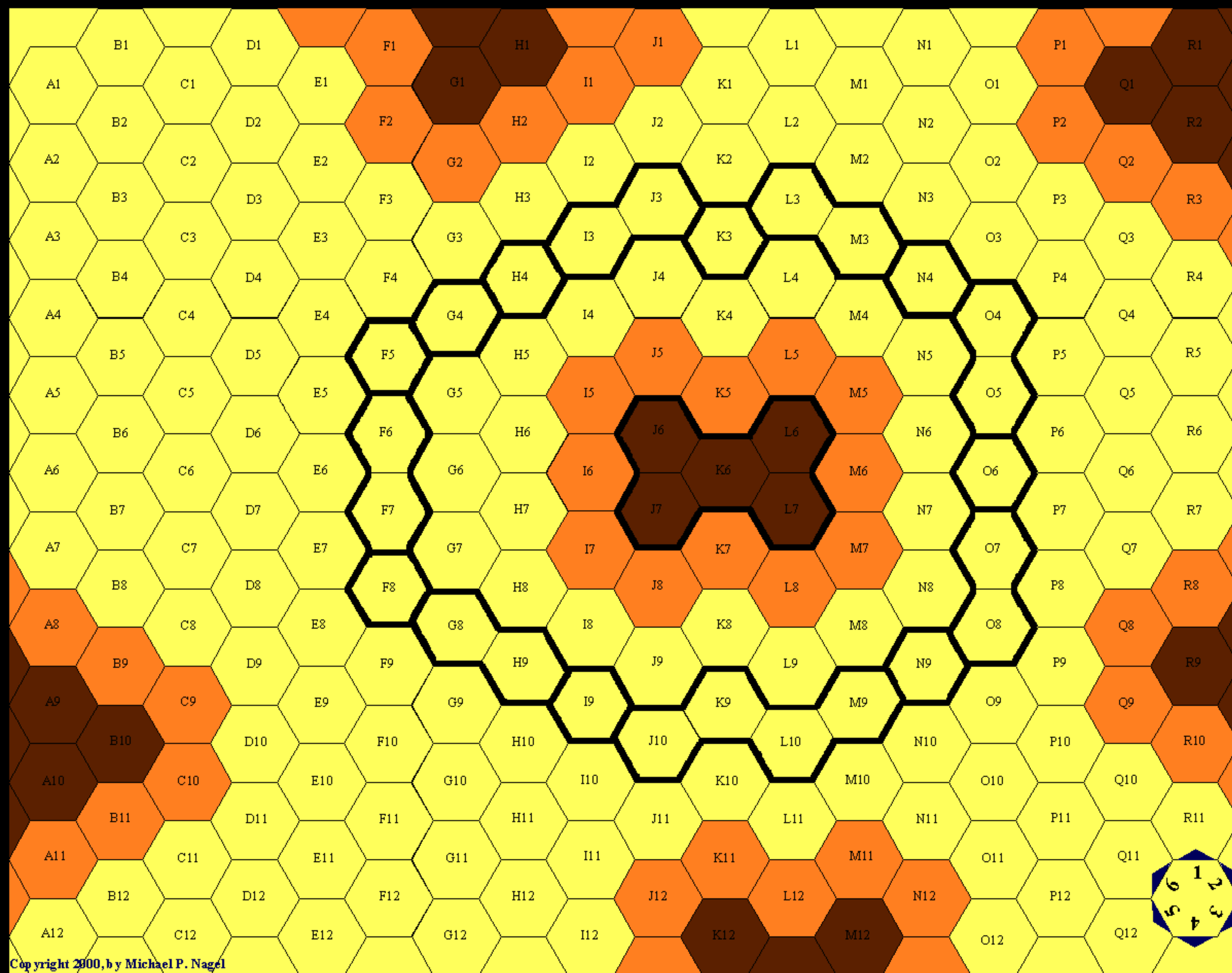
Crew Quality: 4

- *Direction 4:* 9 triremes (for marines see special rule) in J10, K9, L9, M8, N8, O7, P7, Q6, R7.

Author: [Steven Guy](#)

[[Home](#)] [[Overview](#)] [[Game History](#)] [[Get the Game](#)] [[Scenario Library](#)] [[Variants](#)] [[Play Aids](#)] [[Clarifications](#)] [[Web Links](#)]

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10	6	8	7	6
5	4	3	2	1

MISSILE FIRE TABLE						
Missile Type A	Range			Missile Type B	Range	
Target	1	2	3	Target	1	2
Balance	1-2	1	-	Balance	1-4	-
Infantry & Other	1-3	1-2	1	Infantry & Other	1-2	1
Cavalry	1-4	1-2	1	Cavalry	1-3	1
Note the numbers indicate the die roll needed to cause a "B" result.						



1	2	3	4	5	6
---	---	---	---	---	---

COMBAT RESULTS TABLE					
die roll	1-2	1-1	2-1	3-1	
1	ad	ad	m	m	m
2	ad	m	m	dd	dd
3	ad	m	dd	dd	dd
4	ad	m	dd	de	de
5	m	m	dd	de	de
6	dd	dd	de	de	de

1	2	3	4	5
6	7	8	9	10



Ancients - Tactical battles before the age of gunpowder

Home	Overview	History	Get the Game	Scenarios	Variants	Play Aids	Questions	Web Links
----------------------	--------------------------	-------------------------	------------------------------	---------------------------	--------------------------	---------------------------	---------------------------	---------------------------

Alesia

52 BC

Caesar's epic siege of Alesia and the defeat of the Gallic Revolt

Map: [Alesia](#)

Special Rules:

- Extra camp units (2A0) will be needed for this scenario.
- The three Gallic leaders have special restrictions on placement throughout the game, two leaders must always be placed with units of the Gallic relieving force and one leader (Vercingetorix) must always be placed with the units starting in Alesia (i.e., the Gallic 4-2 units).
- Units in fortification hexes cannot be subject to flank attack except by an enemy unit within the fortifications.
- Units in fortification hexes receive the same defensive bonuses as village hexes provided the defending unit is attacked through the fortified side of the hex (i.e., the heavy black line).
- All Gallic units must stop when entering a hex adjacent to the Roman fortifications and cannot move until the next turn unless advancing as a result of successful combat (the Roman fortifications were surrounded by "lilies" and "goats").
- If any Gallic unit from the Gallic relieving force is able to move into the interior of the Roman fortifications and survive there for a full turn, add + 10 to the panic level of the Roman side. If such unit(s) are subsequently eliminated, subtract -10 to the Roman panic level. This can continue again and again if necessary.
- Gallic relieving force units enter on game turn one through hexes A12-H12, A1-A7 or B1-D1 divided in such numbers and manner as the Gallic side player desires.
- The Roman side wins automatically if the Vercingetorix leader is killed or if the Gallic side reaches its panic level before the Roman side does. The Gallic side wins automatically if a Gallic 4-2 unit is able to move outside the Roman fortifications or the Roman player reaches its panic level before the Gallic side does. The game should continue until one side reaches automatic victory.
- The Barbarian charge rule is in effect and can be used three times during the game but ONLY by the Gallic relieving force units.
- Attacks at odds of less than 1 to 2 are allowed and treated as attacks of 1 to 2.

Side 1: Romans (Caesar)

Color: Red

Panic: 36

- 2A0 (F5), 2A0 (F8), 2A0 (H4), 2A0 (K3), 2A0 (N4), 2A0 (O6), 2A0 (N9), 2A0 (I9), 4-2 (G4), 4-2 (F6), 4-2 (F7), 4-2 (H9), 4-2 (G6), 4-2 (O7), 4-2 (O4) 4-2 (M3), 4-2 (L3), 4-2 (M9), 4-2 (J3), 2B3 (J10), 2B3 (O5), 4-5 (G5), 4-5 (G7), x2, x2, x2

Side 2: Gauls (Vercingetorix)

Color: Yellow

Panic: 46

- 4-2 (J6), 4-2 (J7), 4-2 (K6), 4-2 (L6), 4-2 (L7), x2 (K6); Entering on game turn one in any of the entry hexes identified in the Special Rules: eighteen 2-3s, three 2B3s, three 1A3s, three 2-6s and two x2s.

Historical Note: Caesar was besieging the town/fortress of Alesia with the leader of the Gallic revolt, Vercingetorix trapped inside with his troops on the verge of starvation. The siege was threatened by a large Gallic relieving force of Gallic tribesman who did not have the training of Vercingetorix's troops. Caesar built a double line of fortifications to trap the troops in Alesia and to keep out the Gallic relieving force. For several days the Gallic relieving force tried to break the siege aided at times by sorties from the troops in Alesia. The Romans were able to beat back the attacks but just barely. The Gallic relieving force eventually disheartened and dispersed giving Vercingetorix not choice but to surrender to Caesar, ending the Gallic Revolt.

Author: [Stephen Kling](#)

[[Home](#)] [[Overview](#)] [[Game History](#)] [[Get the Game](#)] [[Scenario Library](#)] [[Variants](#)] [[Play Aids](#)] [[Clarifications](#)] [[Web Links](#)]

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Ancients - Tactical battles before the age of gunpowder

Home	Overview	History	Get the Game	Scenarios	Variants	Play Aids	Questions	Web Links
----------------------	--------------------------	-------------------------	------------------------------	---------------------------	--------------------------	---------------------------	---------------------------	---------------------------

Allia River

390 BC

Vae Victis! The Gauls under Brennus face a hastily arrayed force of Roman *hoplites* north of Rome.

Map: E

Special Rules:

- Gauls may use barbarian charge.

Side 1: Gauls

Color: Red

Panic: 16

- Direction 4: 2-6 (E6), 2-6 (E5), 2-3 (F6), 2-3 (F5), 2-3 (G5), 2-3 (G4), 2-3 (H4), 2-3 (H5), 2-3 (I4), x2 (I4), x2 (I4), 2-3 (I3), 2-3 (J4), 2-3 (J3), 2-3 (K3), 2-3 (K2), 2-6 (L3), 2-6 (L2), 2A0 (H2)

Side 2: Romans

Color: Yellow

Panic: 12

- Direction 1: 2B3 (G8), 6-1 (H8), 6-1 (I7), x2 (I7), 6-1 (J7), 2B3 (K6), 2-6 (L6), 2A0 (J9)

Author: [Steven Guy](#)

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Updated on 30 January 2004
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Ancients - Tactical battles before the age of gunpowder

Home	Overview	History	Get the Game	Scenarios	Variants	Play Aids	Questions	Web Links
----------------------	--------------------------	-------------------------	------------------------------	---------------------------	--------------------------	---------------------------	---------------------------	---------------------------

The Anegawa

28 June, 1570

Map: F

Special Rules:

- *Reinforcements:* Enter during Reinforcements phase on a die roll less than or equal to the current turn.
- Ignore all non-river terrain.
- Refer to [Japanese Scenario Rules](#).

Side 1: Asai Nagamasa

Color: Yellow

Panic: 16

- *Direction 1:* 2-3(G9), 3A2(G10), 2-3(H9), 2-3(H10), 2A0(H12), x2(H12), 2-6(I8), 4-5(I9), 3A2(I10), 2-6(M7), 4-5(M8), 2-3(N7), 2-3(N8), 2-3(O6), 2-3(O7), x2(O7), 2-6(P6), 2-3(P7)

Side 2: Oda Nobunaga

Color: Red

Panic: 14

- *Direction 4:* 2-3(N5), 2-3(N4), 2-3(N3), 2-6(M5), 2-6(M4), 4-5(M3), x2(M3), 2-6(I5), 2-6(I4), 2-3(H6), 2-3(H5), 2-3(G6), 2-3(G5), 2-3(F7), 2-3(F4), 2-6(G2), 2-6(G1), 2-3(F3), 2-3(F2), 2-3(E3), 2-3(E2), 2A0(E1), x2(E1)
- *Reinforcements:* Enter within hexes A1-I1 inclusive: 2 x 2-6, 4-5

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Updated on 9 June 2002
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Ancients - Tactical battles before the age of gunpowder

Home	Overview	History	Get the Game	Scenarios	Variants	Play Aids	Questions	Web Links
----------------------	--------------------------	-------------------------	------------------------------	---------------------------	--------------------------	---------------------------	---------------------------	---------------------------

Antioch

1097 AD

A desperate push by the Crusaders to capture the Turkish stronghold.

Map: F (North is equivalent to Direction 4)

Special Rules:

- The Turks set up heavy cavalry within one hex of the town, camp in the town.
- The Crusaders set up north of the stream within one hex of the stream.
- The Turks set up light cavalry anywhere south of the stream.
- The Crusader knights units are impetuous.
- The Turk cavalry units have a 'B' missile rating.
- The first time a Crusader general is stacked with a unit which attacks the town, the unit receives a one-time bonus x2 multiplier.

Side 1: Crusaders

Color: Red

Panic: 42

- 8-4, 8-4, 8-4, 8-4, 8-4, 8-4, 8-4, 3A2, 3A2, 3A2, 3A2, 3A2, 3A2, x2, x2

Side 2: Turks

Color: Yellow

Panic: 25

- 2-6, 2-6, 2-6, 2-6, 2-6, 2-6, 2-6, 2-6, 4-5, 4-5, 4-5, 4-5, 4-5, 4-5, 4-5, 2A0, x2, x2

Author: [Chris Boote](#)

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Updated on 9 June 2002
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Ancients - Tactical battles before the age of gunpowder

Home	Overview	History	Get the Game	Scenarios	Variants	Play Aids	Questions	Web Links
----------------------	--------------------------	-------------------------	------------------------------	---------------------------	--------------------------	---------------------------	---------------------------	---------------------------

Aquae Sextae

102 BC

Marius' small professional Roman army attacked by a huge Teutonic barbarian force.

C (North is equivalent to Direction 6)

Special Rules:

- The Romans win if they can escort their camp off the northwest map edge with at least two ordered units or if they can destroy both Teutonic camps.
- The Roman camp has a movement value of ‘2.’
- Teutons are impetuous barbarians.

Side 1: Romans (Marius)

Color: Red

Panic: 25

- 4-2 (E1), 4-2 (G1), 4-2 (E2), 4-2 (G2), 4-2 (E3), 4-2 (G3), 4-2 (E4), 4-2 (G4), 2B3 (D3), 2B3 (D4), 2B3 (H3), 2B3 (H4), 2-6 (F5), 2-6 (F4), 2-6 (F2), 2-6 (F1), 2A2 (F3), x2 (F4), x2 (G4)

Side 2: Teutones

Color: Yellow

Panic: 35

- 2-6 (C10), 2-6 (D11), 2-3 (C2), 2-3 (C3), 2-3 (C4), 2-3 (C5), 2-3 (C6), 2-3 (C7), 2-3 (C8), 2-3 (C9), 2-3 (B4), 2-3 (B53), 2-3 (B6), 2-3 (B8), 2-3 (B9), 2-3 (I3), 2-3 (I4), 2-3 (I5), 2-3 (I6), 2-3 (I7), 2-3 (I8), 2-3 (I9), 2-3 (I10), 2-3 (J5), 2-3 (J7), 2-3 (J8), 2-3 (J9), 2-3 (J10), 2-3 (K7), 2-3 (K8), 2-3 (K9), 2-3 (H11), 2A0 (B7), 2A0 (J6), x2

Author: [Chris Boote](#)

[\[Home\]](#) [\[Overview\]](#) [\[Game History\]](#) [\[Get the Game\]](#) [\[Scenario Library\]](#) [\[Variants\]](#) [\[Play Aids\]](#) [\[Clarifications\]](#) [\[Web Links\]](#)

Updated on 9 June 2002
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Ancients - Tactical battles before the age of gunpowder

Home	Overview	History	Get the Game	Scenarios	Variants	Play Aids	Questions	Web Links
----------------------	--------------------------	-------------------------	------------------------------	---------------------------	--------------------------	---------------------------	---------------------------	---------------------------

Arausio

105 BC

The army of Quintus Servilius Caepio is trapped against the Rhone River by a horde of Cimbri and Teutones.

Map: C

Special Rules:

- Cimbri/Teutones may use barbarian charge.
- Romans set up first anywhere within two hexes of camp, facing as desired. Cimbri/Teutones set up second, no closer than two hexes from a Roman unit, facing as desired.

Side 1: Cimbri/Teutones

Color: Red

Panic: 18

- 2-3, 2-3, 2-3, 2-3, 2-3, 2-3, 2-3, 2-3, 2-3, 2-3, 2-3, 2-3, 2-3, 2-3, 2-3, 2-3, x2

Side 2: Romans

Color: Yellow

Panic: 16

- 2A0 (F11), 4-2, 4-2, 4-2, 4-2, 4-2, 4-2, 2B3, 2B3, 2-6, 2-6, x2

Author: [Steven Guy](#)

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Ancients - Tactical battles before the age of gunpowder

Home	Overview	History	Get the Game	Scenarios	Variants	Play Aids	Questions	Web Links
----------------------	--------------------------	-------------------------	------------------------------	---------------------------	--------------------------	---------------------------	---------------------------	---------------------------

Arbedo

1422 AD

Milanese dismounted men-at-arms and crossbowmen versus Swiss pikemen and halberdiers.

Map: D

Special Rules:

- None

Side 1: Milanese

Color: Red

Panic: 24

- 3A2 (F5), 4-2 (F6), 4-2 (F7), 4-2 (F8), 4-2 (F9), 3A2 (F10), 3A2 (G4), 4-2 (G5), 4-2 (G6), x2, 4-2 (G7), 4-2 (G8), 4-2 (G9).

Side 2: Swiss

Color: Yellow

Panic: 24

- 4-2 (J4), 6-1 (J5), 6-1, x2 (J6), 6-1 (J7), 6-1 (J8), 6-1 (K4), 6-1 (K5), 6-1 (K6).

Author: [Steven Guy](#)

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Ancients - Tactical battles before the age of gunpowder

Home	Overview	History	Get the Game	Scenarios	Variants	Play Aids	Questions	Web Links
----------------------	--------------------------	-------------------------	------------------------------	---------------------------	--------------------------	---------------------------	---------------------------	---------------------------

Armenia

114 AD

Trajan's final eastern battle against the Armenians and their Parthian allies.

Map:G

Special Rules:

- Treat islands as hills.
- Armenians set up first, all units within one hex of the hills or on them, one camp per hill.
- Romans then set up anywhere in hex rows 1-3
- Romans must capture both camps to win.
- Heavy Cavalry are cataphracted and have a ‘B’ missile rating.
- Light cavalry have a ‘B’ missile rating.
- The light archers may fire three times against cavalry units.

Side 1: Armenians

Color: Red

Panic: 22

- 4-5, 4-5, 1A3, 1A3, 2B3, 6*1, 6*1, 2-6, 2-6, 2-6, 2-6, 2-6, 2-6, 2-6, 2A0, 2A0, x2

Side 2: Romans (Trajan)

Color: Yellow

Panic: 23

- 4-2, 4-2, 4-2, 4-2, 4-2, 4-2, 4-2, 4-2, 2B3, 2B3, 2-6, 2-6, 2-6, 2-6, 2A0, x2, x2

Author: [Chris Boote](#)

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Ancients - Tactical battles before the age of gunpowder

Home	Overview	History	Get the Game	Scenarios	Variants	Play Aids	Questions	Web Links
----------------------	--------------------------	-------------------------	------------------------------	---------------------------	--------------------------	---------------------------	---------------------------	---------------------------

Ascalon

1099 AD

Outnumbered Crusaders try to keep Palestine from the Egyptians.

Map: F (North is equivalent to Direction 1)

Special Rules:

- Crusaders set up, camp in town, heavy archers adjacent to camp, knights adjacent to heavy archers.
- Crusader knights are impetuous.
- Egyptians setup anywhere two or three hexes from map edge.
- Egyptian cavalry units have a 'B' missile rating.
- Winner is the holder of camp after six turns.

Side 1: Crusaders

Color: Red

Panic: 28

- 8-4, 8-4, 8-4, 8-4, 8-4, 8-4, 3A2, 3A2, 3A2, 2A0, x2

Side 2: Egyptians

Color: Yellow

Panic: 19

- 1A3, 1A3, 1A3, 1A3, 1A3, 1A3, 4-5, 4-5, 4-5, 4-5, 4-5, 4-5, 4-5, 4-5, x2

Author: [Chris Boote](#)

[[Home](#)] [[Overview](#)] [[Game History](#)] [[Get the Game](#)] [[Scenario Library](#)] [[Variants](#)] [[Play Aids](#)] [[Clarifications](#)] [[Web Links](#)]

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Ancients - Tactical battles before the age of gunpowder

Home	Overview	History	Get the Game	Scenarios	Variants	Play Aids	Questions	Web Links
----------------------	--------------------------	-------------------------	------------------------------	---------------------------	--------------------------	---------------------------	---------------------------	---------------------------

Auberoche

1345 AD

The English try a surprise attack to lift a siege by French Footmen.

Map: E

Special Rules:

- English knights start in the town.
- French set up five heavy infantry (disordered) adjacent to the town, the camp adjacent to any one disordered heavy infantry, and the other two heavy infantry plus General adjacent to camp.
- Remaining English forces set up anywhere.
- English General cannot stack with knights unless another English unit has been adjacent at least once in the battle.
- English archers may fire three times vs. cavalry.

Side 1: English

Color: Red

Panic: 8

- 8-4, 1A3, 1A3, 1A3, 4-2, x2, x2

Side 2: French

Color: Yellow

Panic: 15

- 4-2, 4-2, 4-2, 4-2, 4-2, 4-2, 4-2, 2A0, x2

Author: [Chris Boote](#)

[[Home](#)] [[Overview](#)] [[Game History](#)] [[Get the Game](#)] [[Scenario Library](#)] [[Variants](#)] [[Play Aids](#)] [[Clarifications](#)] [[Web Links](#)]

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Ancients - Tactical battles before the age of gunpowder

Home	Overview	History	Get the Game	Scenarios	Variants	Play Aids	Questions	Web Links
----------------------	--------------------------	-------------------------	------------------------------	---------------------------	--------------------------	---------------------------	---------------------------	---------------------------

Ayn Jalut

1260 AD

Egyptian Mamelukes attempt to break the power of the Mongols.

Map: E (North is equivalent to Direction 6)

Special Rules:

- Egyptians set up with the camp in the town, infantry within one hex of the camp or on hills, and cavalry within 3 hexes of the town.
- Mongols enter from northeast ,map edge.
- Mongols win by reducing Egyptians to less than twelve strength points and capturing the camp. Egyptians win by panicking the Mongols. Any other result is a draw.
- The Egyptian light infantry are spearmen and are doubled vs. cavalry.
- The Mongol cavalry all have a 'B' missile rating.

Side 1: Egyptians

Color: Red

Panic: 28

- 4-5, 4-5, 4-5, 4-5, 4-5, 4-5, 1A3, 1A3, 1A3, 1A3, 1A3, 1A3, 2-3, 2-3, 2-3, 2-3, 2-3, 2-3, 2-6, 2-6, 2-6, 2-6, 2-6, 2-6, 2A0, x2, x2

Side 2: Mongols

Color: Yellow

Panic: 30

- 4-5, 4-5, 4-5, 4-5, 4-5, 4-5, 4-5, 4-5, 4-5, 4-5, 4-5, 2-6, 2-6, 2-6, 2-6, 2-6, 2-6, 2-6, 2-6, 2-6, 2-6, x2, x2

Author: [Chris Boote](#)

[[Home](#)] [[Overview](#)] [[Game History](#)] [[Get the Game](#)] [[Scenario Library](#)] [[Variants](#)] [[Play Aids](#)] [[Clarifications](#)] [[Web Links](#)]

Updated on 9 June 2002
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Ancients - Tactical battles before the age of gunpowder

Home	Overview	History	Get the Game	Scenarios	Variants	Play Aids	Questions	Web Links
----------------------	--------------------------	-------------------------	------------------------------	---------------------------	--------------------------	---------------------------	---------------------------	---------------------------

Balathista

1014 AD

While part of a Byzantine army demonstrates in front of Bulgarians defending a mountain pass, the other part makes a flank march and attacks the defenders from the rear.

Map: C

Special Rules:

- All cavalry units on both sides have B missile rating.
- The hill running from P7 to M12 is mountainous terrain and impassible to all units.
- Byzantine reinforcements--2x2-6's, 3x 8-4's--enter R 10 through 12 on die roll of 1-2 at start of each Byzantine turn.

Side 1: Byzantines

Color: Red

Panic: 19

- Direction 4: 3A2 (P5), x2, 4-2 (Q4), 3A2 (R4).

Side 2: Bulgarians

Color: Yellow

Panic: 11

- Direction 1: 6-1 (Q6), 6-1 (R6), x2 (R6), 2-3 (Q7), 2-3 (R7), 2-6 (P9), 4-5 (Q8).

Author: [Steven Guy](#)

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Ancients - Tactical battles before the age of gunpowder

Home	Overview	History	Get the Game	Scenarios	Variants	Play Aids	Questions	Web Links
----------------------	--------------------------	-------------------------	------------------------------	---------------------------	--------------------------	---------------------------	---------------------------	---------------------------

Barnet

1471 AD

King Edward vs. Warwick (the King Maker)

Map: F

Special Rules:

- Treat the hill as Woods terrain.
- Missile range is limited to one hex owing to fog.

Side 1: Yorkists (King Edward)

Color: Yellow

Panic: 12

- *Direction 4:* 1A3 (K9), 2-3 (K8), 4-2 (L8), x2 (L8), x2 (L8), 2A0 (M5), 2-3 (M7), 1A3 (M8), 4-2 (N7), 1A3 (N8), 2-3 (O6), 4-2 (P6), 1A3 (P7)

Side 2: Lancastrians (Warwick)

Color: Red

Panic: 13

- *Direction 1:* 2-3 (L12), 4-2 (M11), 1A3 (M10), 2-3 (N11), 1A3 (N10), 2A0 (O12), 4-2 (O10), x2 (O10), 1A3 (O9), 4-2 (P10), 1A3 (P9), 2-3 (Q9), 1A3 (Q8), 4-2 (R9)

Author: [Steven Guy](#)

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Ancients - Tactical battles before the age of gunpowder

Home	Overview	History	Get the Game	Scenarios	Variants	Play Aids	Questions	Web Links
----------------------	--------------------------	-------------------------	------------------------------	---------------------------	--------------------------	---------------------------	---------------------------	---------------------------

Benevento

1266 AD

King Edward vs. Warwick (the King Maker)

Map: E

Special Rules:

- All Hohenstauffen units (except their camp) must cross river at bridge in first two turns.

Side 1: Hohenstauffen

Color: Red

Panic: 18

- *Deploy within two hexes of D10:* 8-4, 8-4, 8-4, 8-4, 1A3, 1A3, 2-3, 2A0, x2

Side 2: Angevins

Color: Yellow

Panic: 19

- *Deploy within two hexes of J5:* 8-4, 8-4, 8-4, 8-4, 1A3, 1A3, 2-3, 2-3, 2A0, x2

Author: [Steven Guy](#)

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Ancients - Tactical battles before the age of gunpowder

Home	Overview	History	Get the Game	Scenarios	Variants	Play Aids	Questions	Web Links
----------------------	--------------------------	-------------------------	------------------------------	---------------------------	--------------------------	---------------------------	---------------------------	---------------------------

Bibracte

58 BC

Caesar vs. the Helvetii

Map: E

Special Rules:

- Roman 4-2's in Q4 through Q6 start disordered.
- Helvetii may use barbarian charge once.

Side 1: Helvetii

Color: Red

Panic: 19

- **Direction 2:** 2-3 (E5), 2-3 (F5), 2-3 (F6), 2A0, x2 (F7), 2-3 (K3), 2-3 (K4), 2-3 (K5), 2-3 (K6), 2-3 (K7), 2-3 (K8), 2-3 (K9), 2-6 (L2), 2-3 (L3), 2-3 (L4) 2-3 (L5), 2-3 (L6), 2-3 (L7), 2-3 (L8), 2-3 (L9).

Side 2: Romans

Color: Yellow

Panic: 18

- **Direction 5:** 2B3 (O3), 4-2 (O4), 4-2 (P5), 4-2 (P6) 4-2 (P7), 4-2 (P8), 2-6 (P9), 3-2 (Q4), 3-2 (Q5), 3-2 (Q6), 2A0, x2, x2 (R5).

Author: [Steven Guy](#)

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Ancients - Tactical battles before the age of gunpowder

Home	Overview	History	Get the Game	Scenarios	Variants	Play Aids	Questions	Web Links
----------------------	--------------------------	-------------------------	------------------------------	---------------------------	--------------------------	---------------------------	---------------------------	---------------------------

Blore Heath

1459 AD

Lancaster vs. York

Map: F

Special Rules:

- Lancastrian 8-4s are impetuous.

Side 1: Lancaster (Audley)

Color: Red

Panic: 20

- **Direction 4:** 8-4 (I5), 3A2 (J5), 8-4, x2 (K4), 3A2 (L4), 8-4 (M3), 3A2 (N3), 3A2 (O7), 2A0 (K2).

Side 2: York (Salisbury)

Color: Yellow

Panic: 14

- **Direction 1:** 3A2 (I10), 4-2 (J10), 3A2 (K9) 4-2 (L9), 3A2 (M8), x2, 4-2 (N8), 3A2 (O7), 2A0 (P8).

Author: [Steven Guy](#)

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Ancients - Tactical battles before the age of gunpowder

Home	Overview	History	Get the Game	Scenarios	Variants	Play Aids	Questions	Web Links
----------------------	--------------------------	-------------------------	------------------------------	---------------------------	--------------------------	---------------------------	---------------------------	---------------------------

Bosworth Field

1485 AD

The last battle of the Wars of the Roses, where everything depends upon which side Stanley will support.

Map: F (North is equivalent to between Directions 2 and 3)

Special Rules:

- Hex-rows G,H and I, east of the stream, are marshland (2 mp), which is impassable to knights, and heavy infantry and light archers become disordered upon entering.
- The Yorkists set up anywhere east and north of the stream.
- Then the Tudors set up anywhere north of the hills.
- Stanley's forces (1A3, 4-2, 4-2, 8-4, x2) enter on Turn 3, from the northern map-edge. Just prior to entry, deduct the number of Yorkist strength points lost from Tudor strength points lost. Add this value to a die roll. If the result is greater than six, Stanley joins the Yorkist force. Otherwise he joins with Henry.
- All archers may fire three times vs. cavalry.
- The time limit for this battle is eight turns, not six.

Side 1: Tudors (Henry VII)

Color: Red

Panic: 15 (+9 if reinforced)

- 1A3, 1A3, 1A3, 1A3, 4-2, 4-2, 4-2, 8-4, 8-4, x2

Side 2: Yorkists (Richard III)

Color: Yellow

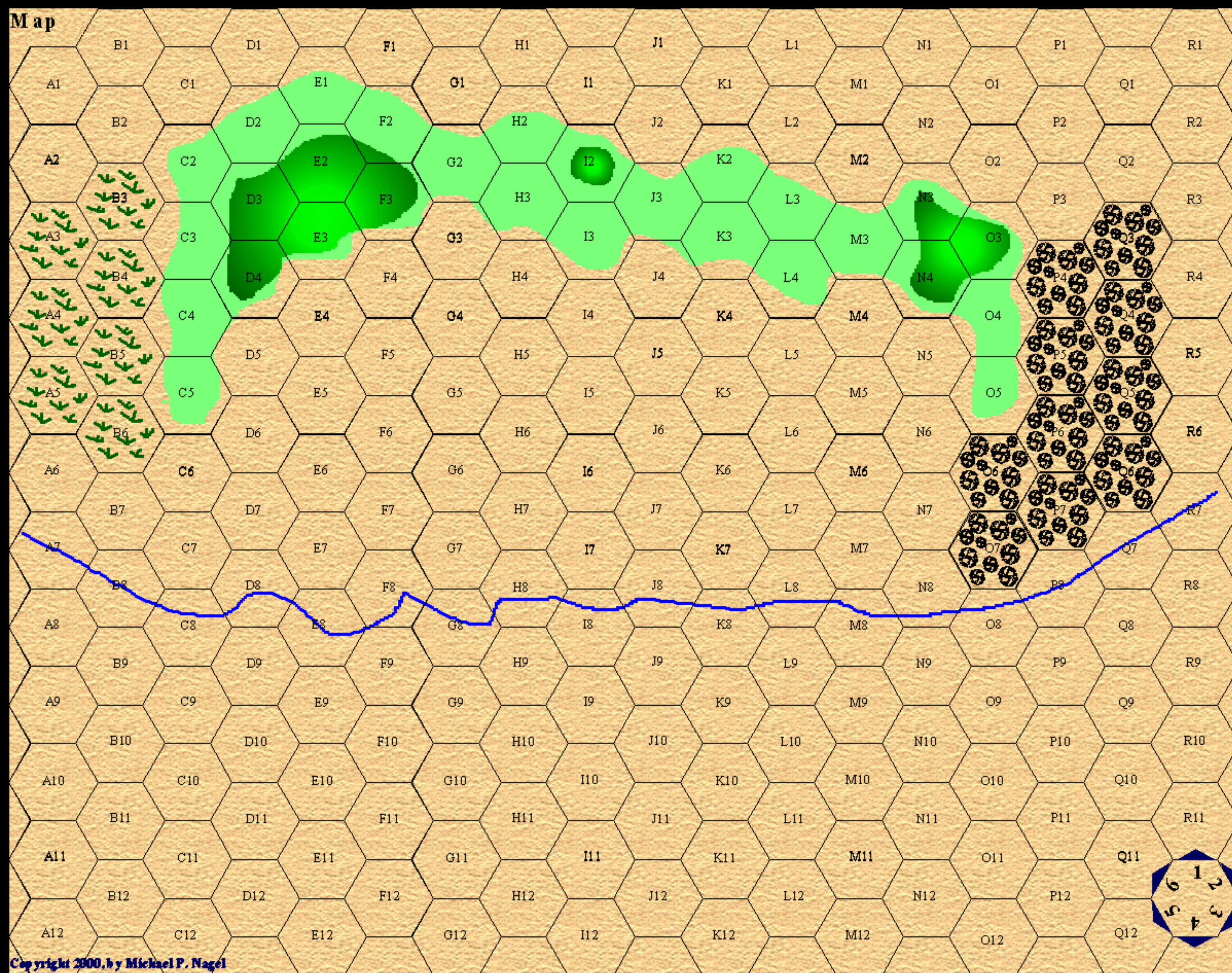
Panic: 29 (+9 if reinforced)

- 1A3, 1A3, 4-2, 4-2, 4-2, 4-2, 4-2, 4-2, 8-4, 8-4, 8-4, 8-4, x2

Author: [Chris Boote](#)

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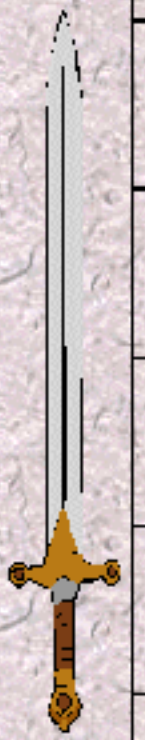
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1	2	3	4	5	6
6	5	4	3	2	1

MISSILE FIRE TABLE					
Missile Type A	Range			Missile Type B	Range
Target	1	2	3	Target	1
Results	1-2	1	-	Results	1-4
Intensity & Other	1-3	1-2	1	Intensity & Other	1-2
Cover	1-4	1-2	1	Cover	1-3

Note the numbers indicate the die roll needed to cause a 'hit' result.



1	2	3	4	5	6
---	---	---	---	---	---

COMBAT RESULTS TABLE					
die roll	1-2	1-1	2-1	3-1	
1	ad	ad	m	m	
2	ad	m	m	dd	
3	ad	m	dd	dd	
4	ad	m	dd	de	
5	m	m	dd	de	
6	dd	dd	de	de	

Notes
Attacks at odds of less than 1-2 are not allowed.
Odds greater than 3-1 are treated as 3-1.
Results
ad: Attacker Discarded
m: Male
dd: Defender Discarded
de: Defender Eliminated

1	2	3	4	5
6	7	8	9	10

Ancients - Tactical battles before the age of gunpowder

Home	Overview	History	Get the Game	Scenarios	Variants	Play Aids	Questions	Web Links
----------------------	--------------------------	-------------------------	------------------------------	---------------------------	--------------------------	---------------------------	---------------------------	---------------------------

Brentwood

44 AD

The culmination of C-C-C-Claudius' campaign against the Britons. (Note: This is based upon Robert Graves' fictionalized account in Claudius the God, rather than the real battle!)

Map: [Brentwood](#) (North is equivalent to Direction 1), 595k

Special Rules:

- The Roman 2*6 unit represents camels (CAM).
- The Roman Infantry are all doubled in defence against uncontrolled CH Any British LC or CH within one hex of the Roman EL or CAM become disordered.
- The British Camps are set up at D4, I2 and N4 (These represent Hill forts) All their units set up on or within one hex of the hills, or in the Woods up to hexrow 6. Then the Romans may set up 2 HI and 1 MM in the Marsh to the W, and may set up the EL and 2 MM in O7, P7 and Q6, and the remainder S of the stream.
- The Romans win if they capture all three CP and do not lose more than 2 HI or any general. The British win if they kill 3 HI or a General. Any other result is a draw.

Side 1: Roman (Claudius)

Color: Red

Panic: 26

- 4-2, 4-2, 4-2, 4-2, 4-2, 4-2, 4-2, 4-2, 2-3, 2-3, 2B3, 2B3, 2B3, 2B3, 6*3, 2*6, x2, x2

Side 2: Britons (Caractacus)

Color: Yellow

Panic: 37

- 4B4, 4B4, 4B4, 4B4, 4B4, 4B4, 4-2, 4-2, 2-6, 2-6, 2-3, 2-3, 2-3, 2-3, 2-3, 2-3, 2-3, 2-3, 2-3, 2-3, 2-3, 2-3, 2-3, 2-3, x2, 2A0, 2A0, 2A0

Author: [Chris Boote](#)

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Ancients - Tactical battles before the age of gunpowder

Home	Overview	History	Get the Game	Scenarios	Variants	Play Aids	Questions	Web Links
----------------------	--------------------------	-------------------------	------------------------------	---------------------------	--------------------------	---------------------------	---------------------------	---------------------------

Catterick

Circa 600 AD

A last ditch attempt by Pictish heroes to defeat the invading Angles, the subject of the epic poem Goddodin.

B (North is equivalent to Direction 1)

Special Rules:

- The Angles set up first, anywhere in hex rows A12 - H9.
- Then the Picts set up, anywhere in hex rows E1 - P4. Both generals must start with the heavy cavalry.

Side 1: Picts (Mynnydogg)

Color: Red

Panic: 17

- 4-2, 4-2, 4-2, 4-2, 4-2, 4-2, 4-5, 4-5, 4-5, 4-5, 2-6, 2-6, 2B3, 2B3, x2, x2

Side 2: Angles (Aethelfrid)

Color: Yellow

Panic: 25

- 4-2, 4-2, 4-2, 4-2, 4-2, 4-2, 4-2, 4-2, 1A3, 1A3, 2-3, 2-3, 2-3, 2-3, 2-3, 2-3, 2-3, 2-3, x2

Author: [Chris Boote](#)

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Ancients - Tactical battles before the age of gunpowder

Home	Overview	History	Get the Game	Scenarios	Variants	Play Aids	Questions	Web Links
----------------------	--------------------------	-------------------------	------------------------------	---------------------------	--------------------------	---------------------------	---------------------------	---------------------------

Civitate

1053 AD

Pope Leo IX leads a combined force of local levies, Lombards and others against the invading Normans.

Map: F (North is equivalent to being between Directions 5 and 6)

Special Rules:

- Everything south and west of the stream is woods.
- Norman camp is set up in village.
- Papal army sets up all except light infantry anywhere east of river and hex-rows N-R.
- Norman army sets up. Heavy cavalry must begin within two hexes of camp, light archers may begin anywhere north and east of river.
- Papal light infantry set up anywhere in woods.
- Normans must keep at least three heavy cavalry within two hexes of camp at all times.
- Pope wins if they capture the Norman camp or destroy at least four Norman heavy cavalry.
- Any other result is a win for the Normans.

Side 1: Normans (Robert Guiscard)

Color: Red

Panic: 14

- 4-5, 4-5, 4-5, 4-5, 4-5, 4-5, 1A3, 1A3, 2A0, x2

Side 2: Papists (Pope Leo IX)

Color: Yellow

Panic: 11

- 4-2, 4-2, 2-3, 2-3, 2-3, 2-3, 1A3, 1A3, 1A3, 1A3, 2A0, x2

Author: [Chris Boote](#)

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Home	Overview	History	Get the Game	Scenarios	Variants	Play Aids	Questions	Web Links
----------------------	--------------------------	-------------------------	------------------------------	---------------------------	--------------------------	---------------------------	---------------------------	---------------------------

Corinth

146 BC

Last of Greeks.

Map: B

Special Rules:

- Hill/Ridge B2-H5 is crossable only for 2B3.

Side 1: Mummius (Rome)

Color: Yellow

Panic: 26

- *Direction 6:* 2B3 (G4), 2B3 (H5), 4-2 (F5), 4-2 (G5), 4-2 (F6), 4-2 (G6), 4-2 (E6), x2 (E6), 4-2 (F7), 2A0 (G7), 4-2 (E7), 4-2 (F8), 4-2 (D8), 4-2 (E8), 2-6 (D6), 2-6 (E9), 2-6 (D10), 2-6 (E10).

Side 2: Diaios (Achaea)

Color: Red

Panic: 16

- *Direction 3:* 2B3 (D3), 6*1 (D4), 6*1 (D5), 6*1 (C5), 6*1 (C6), x2 (C6), 2B3 (B7), x2 (B7), 4-5 (A8), 2A0 (A4).

Author: [Aleksandar Pesic](#)

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Home	Overview	History	Get the Game	Scenarios	Variants	Play Aids	Questions	Web Links
----------------------	--------------------------	-------------------------	------------------------------	---------------------------	--------------------------	---------------------------	---------------------------	---------------------------

Courtrai

1302 AD

The Flemish militia defend their independence against a French army.

Map: F

Special Rules:

- The French knights are impetuous.
- This isn't exactly a balanced scenario. Historically the missile troops and infantry deployed in front of the knights--at least according to the source map I used--and there is some dispute as to whether they got out of the way of the charging knights or not. If the knights lose control early you can guess what happens--you may want to deploy a second leader for the French (also in L4) to lessen the chance of early control loss and/or balance the scenario.

Side 1: French

Color: Red

Panic: 31

- *Direction 4:* 8-4 (I5), 2-3 (I6), 8-4 (J5), 4-2 (J6), 2A0 (K2), 8-4 (K4), 3A2 (K5), x2 (L4), 8-4 (L4), 4-2 (L5), 8-4 (M3), 3A2 (M4), 8-4 (N3), 2-3 (N4)

Side 2: Flemish

Color: Yellow

Panic: 23

- *Direction 1:* 3A2 (H9), 3A2 (I8), 6-1 (K8), 6-1 (L8), 2A0 (M10), 6-1 (M7), x2 (M7) ,6-1 (N7) , 6-1 (O6) ,3A2 (P6)

Author: [Steven Guy](#)

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[Home](#)[Overview](#)[History](#)[Get the Game](#)[Scenarios](#)[Variants](#)[Play Aids](#)[Questions](#)[Web Links](#)

Cunaxa

401 BC

Cyrus the Younger's Orientals and Greek mercenaries against the Persians under his brother Artaxerxes.

Map: F (North is equivalent to between Directions 2 and 3)

Special Rules:

- Ignore the village hex.
- The Persians set up first anywhere, as desired in hex rows M-R.
- The Greek rebels set up after seeing the Persians army.
- Any units without a setup hex may be deployed anywhere in hex rows C-I.
- The Greek phalanx must remain adjacent to each other, and may not voluntarily move more than two hexes from the stream.
- The Greek mixed missiles may not voluntarily move more than four hexes from any phalanx.
- The Greek camp may not voluntarily move more than two hexes from any phalanx.
- One Greek general must remain with the phalanx or the mixed missile while the other is alive.

Side 1: Greeks (Cyrus)

Color: Red

Panic: 20

- 4-5 (D4), 4B4, 2B3 (H7), 2B3 (H6), 2B3 (G5), 2B3 (F5), 2-6, 2-6, 6*1 (G6), 6*1 (G7), 6*1 (F8), 2A0 (F7), x2 (G7), x2 (D4)

Side 2: Persians (Artaxerxes)

Color: Yellow

Panic: 24

- 4B4, 4B4, 4B4, 2-3, 2-3, 2-3, 2-3, 2-3, 2-3, 2B3, 2B3, 2B3, 2B3, 2B3, 2B3, 2-6, 2-6, 2-6, 2-6, 2-6, x2

Author: [Chris Boote](#)

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Ancients - Tactical battles before the age of gunpowder

Home	Overview	History	Get the Game	Scenarios	Variants	Play Aids	Questions	Web Links
----------------------	--------------------------	-------------------------	------------------------------	---------------------------	--------------------------	---------------------------	---------------------------	---------------------------

Delium

424 BC

The Athenian hoplites (including a guy named Socrates) do battle with the Thebans.

Map: D

Special Rules:

- None

Side 1: Athens

Color: Red

Panic: 16

- *Direction 2:* 6-1 (G2), 6-1 (G3), 6-1 (G4), 6-1 (G5), x2 (G5), 6-1 (G6), 2-6 (G7), 2A0 (E5)

Side 2: Thebes

Color: Yellow

Panic: 18

- *Direction 5:* 2-6 (I1), 2-6 (I2), 6-1 (I3), x2 (I3), x2 (I3), 6-1 (I4), 6-1 (I5), 6-1 (I6), 2-6 (I7), 6-1 (J4), 2A0 (K5)

Author: [Steven Guy](#)

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Ancients - Tactical battles before the age of gunpowder

Home	Overview	History	Get the Game	Scenarios	Variants	Play Aids	Questions	Web Links
----------------------	--------------------------	-------------------------	------------------------------	---------------------------	--------------------------	---------------------------	---------------------------	---------------------------

Dertosa

215 BC

Hannibal’s brother tries to make another Cannae.

Map: D

Special Rules:

- None

Side 1: Scipio brothers (Rome)

Color: Yellow

Panic: 24

- Direction 1: 2-6 (D9), 2B3 (F9), 4-2 (G8), 4-2 (G9), 4-2 (H9), x2 (H9), 4-2 (H10), 4-2 (I8), 4-2 (I9), 4-2 (J9), x2 (J9), 4-2 (J10), 4-2 (K8), 4-2 (K9), 2B3 (L9), 2-6 (N9), 2A0 (I11).

Side 2: Hasdrubal (Carthage)

Color: Red

Panic: 25

- Direction 4: 4-5 (D4), 6*3 (E4), 4-2 (F4), 2B3 (JF3), 4-2 (G4), 2-3 (G3), 2-3 (H4), 2-3 (I4), 2-3 (J4), 4-2 (K4), 2-3 (K3), 4-2 (L4), 2B3 (L3), 6*3 (M4), 4-5 (N4), x2 (I4), x2 (I4), 2A0 (I2).

Author: [Aleksandar Pesic](#)

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Ancients - Tactical battles before the age of gunpowder

Home	Overview	History	Get the Game	Scenarios	Variants	Play Aids	Questions	Web Links
----------------------	--------------------------	-------------------------	------------------------------	---------------------------	--------------------------	---------------------------	---------------------------	---------------------------

Dublin

1171 AD

A well defended city manned by the Norman invaders is besieged by O'Connor.

Map: E (North is equivalent to between Directions 2 and 3)

Special Rules:

- The Norman knights and camp set up in the town, heavy infantry and heavy cavalry set up adjacent to the town, light archers set up adjacent to the heavy infantry.
- Treat the river as if it were stream terrain.
- The Irish setup anywhere over the stream.

Side 1: Normans

Color: Red

Panic: 15

- 8-4, 4-5, 4-5, 1A3, 1A3, 1A3, 1A3, 4-2, 4-2, 2A0, x2

Side 2: Irish (O'Connor)

Color: Yellow

Panic: 22

- 4-5, 4-5, 2-6, 2-6, 2-3, 2-3, 2-3, 2-3, 2-3, 2-3, 2-3, 2-3, 2-3, 2-3, 2-3, x2, x2

Author: [Chris Boote](#)

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[Home](#)[Overview](#)[History](#)[Get the Game](#)[Scenarios](#)[Variants](#)[Play Aids](#)[Questions](#)[Web Links](#)

Dyle

891 AD

A pitched battle ensues when the Vikings attempt to land near a main Frankish encampment at Dyle.

Map: E (North is equivalent to Direction 2)

Special Rules:

- Everything south of the river is sea.
- Vikings secretly nominate a coastline hex.
- Franks set up first. Camp must be in village. Heavy infantry must be within two hexes of camp. Light infantry and heavy archers can be anywhere north of the coastline.
- Vikings now set up, all units within one hex of entry point (note that this means Vikings will take at least two turns to land) Viking general lands on Turn 1.
- Vikings win if they capture the camp or they eliminate all Frankish heavy archers and light infantry. Franks win if they kill the Viking general or they lose no light infantry or heavy archers and keep their camp. Any other result is a draw.

Side 1: Franks

Color: Red

Panic: 16

- 3A2, 3A2, 4-2, 4-2, 4-2, 4-2, 2-3, 2-3, 2A0, x2, x2

Side 2: Vikings

Color: Yellow

Panic: 18

- 2-3, 2-3, 2-3, 2-3, 4-2, 4-2, 4-2, 4-2, 4-2, 4-2, 1A3, 1A3, 1A3, 1A3, x2

Author: [Chris Boote](#)

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Home	Overview	History	Get the Game	Scenarios	Variants	Play Aids	Questions	Web Links
----------------------	--------------------------	-------------------------	------------------------------	---------------------------	--------------------------	---------------------------	---------------------------	---------------------------

Elephant Victory

273 BC

Terrible war beasts!

Map: D

Special Rules:

- None

Side 1: Antiochus I (Seleucids)

Color: Yellow

Panic: 26

- *Direction 1:* 2-6 (D9), 4-5 (E8), 6*3 (G8), 4-2 (H8), 4-2 (I8), 2-3 (I9), 4-2 (J8), x2 (J8), x2 (J8), 2-3 (J9), 4-2 (K8), 2B3 (K9), 2A0 (J10), 4-2 (L8), 6*3 (M8), 4-5 (O8), 2-6 (P9).

Side 2: Galatians (Gauls)

Color: Red

Panic: 37

- *Direction 4:* 2-6 (D4), 2-6 (E4), 4B4 (G5), 2-3 (G4), 2-3 (G3), 2-3 (G2), 2-3 (H5), 2-3 (H4), 2-3 (H3), 4B4 (I5), 2-3 (I4), 2-3 (I3), 2-3 (I2), 2-3 (J5), x2 (J5), 2-3 (J4), 2-3 (J3), 2A0 (J2), 4B4 (K5), 2-3 (K4), 2-3 (K3), 2-3 (K2), 2-3 (L5), 2-3 (L4), 2-3 (L3), 4B4 (M5), 2-3 (M4), 2-3 (M3), 2-3 (M2), 2-6 (O4), 2-6 (P4).

Author: [Aleksandar Pesic](#)

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Ancients - Tactical battles before the age of gunpowder

Home	Overview	History	Get the Game	Scenarios	Variants	Play Aids	Questions	Web Links
----------------------	--------------------------	-------------------------	------------------------------	---------------------------	--------------------------	---------------------------	---------------------------	---------------------------

Eryx

227 BC

Pyrrhus and his Greek allies storm a Carthaginian-held fortress city.

Map: A (North is equivalent to Direction 1)

Special Rules:

- The island to the southeast is actually the city with the coastline as its walls.
- Units within the city adjacent to the walls are doubled in defense and attack, and may not retreat before or advance after combat.
- The island to the southwest is treated as a hill.
- The Carthaginian cavalry may be set up anywhere in hex rows 10-12.
- The Greeks may then set up anywhere in hex rows 1-3.
- Carthaginian units may freely enter and leave the city by moving adjacent to the walls, and then next turn moving to any adjacent hex on the other side of the walls, provided they are not in an enemy zone of control.
- The only way for the Greeks to cross the walls is by advancing after combat.
- The Greek light cavalry and heavy cavalry may not enter the city.

Side 1: Pyrrhus (Greeks)

Color: Red

Panic: 20

- 6*3, 2-6, 2-6, 6*1, 6*1, 6*1, 6*1, 1A3, 2B3, 4-5, x2, x2

Side 2: Carthaginians

Color: Yellow

Panic: 23

- 4-5, 4-5, 2B3, 2B3, 2B3, 2B3, 2-6, 2-6, 4-2, 4-2, 4-2, 4-2, 2-3, 2-3, 2-3, 2-3, 2A0, x2, x2

Author: [Chris Boote](#)

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Ancients - Tactical battles before the age of gunpowder

Home	Overview	History	Get the Game	Scenarios	Variants	Play Aids	Questions	Web Links
----------------------	--------------------------	-------------------------	------------------------------	---------------------------	--------------------------	---------------------------	---------------------------	---------------------------

Fornovo

1495 AD

The retreating French army of Charles VIII is waylaid by an army of the Italian League.

Map: B

Special Rules:

- Italian League units pay two movement points to enter row R.
- French camp has a movement value of 2 rather than 0.

Side 1: Italian League

Color: Red

Panic: 22

- *On turn 1, enter anywhere on hex row R:* 3x 8-4, 4x 3A2, 2x 2-6, 4-2, x2

Side 2: French

Color: Yellow

Panic: 23

- *Direction 1:* 8-4 (M1), 6-1 (M2), 6-1 (M3), 8-4 (M4), x2 (M4), 3A2 (M5), 8-4 (M6), 3A2 (M7), 3A2 (M8), 2A0 (M9)

Author: [Steven Guy](#)

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Ancients - Tactical battles before the age of gunpowder

Home	Overview	History	Get the Game	Scenarios	Variants	Play Aids	Questions	Web Links
----------------------	--------------------------	-------------------------	------------------------------	---------------------------	--------------------------	---------------------------	---------------------------	---------------------------

Fourth Kawanakajima

10 September, 1561

Map: D

Special Rules:

- *Reinforcements:* Enter during Reinforcements phase on a die roll less than or equal to the current turn.
- Refer to [Japanese Scenario Rules](#).

Side 1: Uesugi Kenshin

Color: Yellow

Panic: 18

- *Direction 3:* 2-6(K3), 2-3(J4), X2(J3), 2-6(J3), 2-3(I3)
- *Direction 2:* 2-3(H4), 2-6(H3), 2-3(G4), 2-6(G3), 2-6(F4)
- *Direction 1:* 3A2(G7), 2-3(G6), 2-3(G5), 2-6(F7), X2(F6), 4-5(F6)
- *Reinforcements:* Enter within hexes J12-M12 inclusive: 2 x 2-3, 4-5

Side 2: Takeda Shingen

Color: Red

Panic: 12

- *Direction 6:* 2-3(K9), 2-3(K8), 2-6(K10), 2-6(L9), 2-3(L8), 2-6(M8), 2-3(M7), 1A3(N8), 4-5(N7), 2-3(N6), 2-3(N5), 2-3(N4), X2(O7), 2A0(O7), 1A3(O6), 2-6(O5), 2-6(O4), 2-3(O3), 2-6(P3)
- *Reinforcements:* Enter within hexes G1-J1 inclusive: x2, 4-5, 4 x 2-6, 6 x 2-3

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Ancients - Tactical battles before the age of gunpowder

Home	Overview	History	Get the Game	Scenarios	Variants	Play Aids	Questions	Web Links
----------------------	--------------------------	-------------------------	------------------------------	---------------------------	--------------------------	---------------------------	---------------------------	---------------------------

Frigidus

394 AD

Theodosius Christian Emperor of the Eastern Roman Empire: You have brought your army west to confront Arbogast the pagan Frankish magister and emperor maker of the western Roman empire who has elevated his puppet Eugenius to the purple, restore the empire to Christianity and avenge the overthrow and murder of Emperor Valentinian II.

Arbogast Pagan Field Marshall of the Western Roman Army: Having murdered Emperor Valentinian II after a quarrel and replaced him with the pagan Eugenius, you are about to discover just how far you have incurred the wrath of Theodosius. This is civil war and you face the might of a combined eastern Roman army.

Map: E

Special Rules:

- The following optional rules should be used:
 - Zones of Control (5.1)
 - Elevation (5.4)
 - Barbarian Charges (5.8 - from turn two on day one, the eastern Roman army may use the barbarian charge rule and triple the strength of all LI units for any one turn that day)
 - Dismounting (5.10)
 - Leader Survival (5.11)
 - Missile Units (5.12)
- Hex J6 is clear terrain.
- All Day One forces of the eastern Roman army are removed at the end of Day One.
- On Day Two, starting turn two for the eastern army and each turn thereafter before the start of its melee combat, roll a die. On a die roll of 1-3, add one to the melee combat die roll to simulate the effects of a cyclonic wind bearing down in the face of the western Roman army.
- At the start of day two, if the western Roman army is undefeated, it should regroup to its approximate position at the start of day one.
- Each day lasts six turns.

Side 1:

Color: Red

Panic: 8 (Day One) / 32 (Day Two)

- Day One: 4-5 (G3), 4-5 (L3), 2-3 (H3), 2-3 (I3), X2 (I3) 2-3 (J3), 2-3 (K3) - All Direction 4
- Day Two: 4-2 (G3), 4-2 (H3), 4-2 (I3), 4-2 (J3), X2 (J3), 4-2 (K3), 4-2 (L3), 2-3 (G4), 2-3 (H4), 2-3 (I4), 2-3 (J4), 2-3 (K4), 1A3 (F5), 1A3 (L5), 2B3(G5), 2B3 (H5), 2B3 (J5), 2B3 (K5), 2-6 (D5), 2-6 (F4), 2-6 (N4), 4-5 (E4), 4-5 (E5), X2 (E5), 4-5 (M4), 2A-O (M1) - All Direction 4

Side 2:

Color: Yellow

Panic: 41

Day One: 4-2 (H9), 4-2 (I8), 4-2 (I9), X2 (I9), 4-2 (J9), 4-2 (J10), 4-2 (K9), 4-2 (L9), 4-2 (L10), 2-3 (F9), 2-3 (G8), 2-3 (H8), 2-3 (H10), 2-3 (L11), 2-3 (M8), 2-3 (M9), 2-3 (P9), 2B3 (G9), 2B3 (Q7), 1A3 (K10), 1A3 (P8), 2-6 (E8), 2-6 (N9), 2-6 (N10), 4-5 (E7), 4-5 (F8), 4-5 (M7), 4-5 (N8), 4-5 (O8), 2A-O (I10) - All Direction 1

Historical Note: The battle involved two separate actions over two days. On day one Theodosius ordered his Gothic allies to make a frontal assault against the western army. This was repulsed and on day two the western army regrouped to face an assault from Theodosius's Roman army aided by a fierce wind known as the 'bora'. The western army broke after hard fighting. Eugenius was captured and beheaded whilst Arbogast escaped to the hills and committed suicide. Theodosius was left as the emperor of a united Roman Empire.

Author: [Terence Williams](#)

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Ancients - Tactical battles before the age of gunpowder

Home	Overview	History	Get the Game	Scenarios	Variants	Play Aids	Questions	Web Links
----------------------	--------------------------	-------------------------	------------------------------	---------------------------	--------------------------	---------------------------	---------------------------	---------------------------

Garigliano

1503 AD

El Gran Capitan Gonsalvo De Cordoba surprises a dispersed French army.

Map: A

Special Rules:

- Owing to Cordoba achieving tactical surprise, all French units begin disrupted.

Side 1: Spanish

Color: Red

Panic: 25

- *Deploy on north side of river within four hexes of the bridge:* 5x 4-2, 2x 8-4, 2x 2-6, 3x 3A2, 3x x2

Side 2: French

Color: Yellow

Panic: 29

- *Deploy anywhere in hexrows E through I in the V formed by the stream and the river:* 5x 4-2, 4x 8-4, 2x 3A2, 2x x2

Author: [Steven Guy](#)

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Ancients - Tactical battles before the age of gunpowder

Home	Overview	History	Get the Game	Scenarios	Variants	Play Aids	Questions	Web Links
----------------------	--------------------------	-------------------------	------------------------------	---------------------------	--------------------------	---------------------------	---------------------------	---------------------------

Germania

179-180 AD

The last campaign of Marcus Aurelius to pacify the Germanic tribes. "At my signal ... unleash Hell!"

Map: D

Special Rules:

- On game turn 3, the following Roman units enter the map through hexes A1-R12: 4-5, 4-5, 4-5, x2. The Germans may not turn any units toward these reinforcements until one of the reinforcing Roman units attacks a German unit.
- Roman cavalry are not disordered upon entering woods hexes.
- New 1C0 units are part of this scenario representing Roman artillery. These units have a range of 7 and use the following chart for missile fire to determine the die roll need to get a “DD” result:

Target	Range 1-3	Range 4-5	Range 6-7
Phalanx	1-2	1	-
Inf. and others	1-3	1-2	1
Cavalry	1-2	1	-

- Germans may invoke the ferocity rule three times during the scenario.
- The Romans win by panicking the Germans. The Germans win by panicking the Romans or capturing the Roman camp.
- Hexes A4-A6, B5-B6, C4-C5, D4-D6, E3-E5, F4-F5, G3-G5, H4-H5, I3-I5, J4-J6, K3-K5, L4-L5, M3-M5, N4-N5, O3-O5, P4-P6, Q3-Q5 and R3-R5 are all woods hexes.
- Hexes A12, B12, C11-C12, D11-D12, E10-E12, F11-F12, G10-G12, H11-H12, I10-I12, J11-J12, K10-K12, L10-L12, M10-M12, N11-N12, O11-O12 and P12 are all level one hill hexes.
- The 4-2 unit in hex I11 (the praetorian guard) must stay adjacent to the Roman camp at all times.
- The scenario lasts 12 game turns.

Side 1: Romans (Maximus)

Color: Red

Panic: 45

- 4-2 (B9), 4-2 C9), 4-2 (D9), 4-2 (E9), 4-2 (F9), 4-2 (G9), 4-2 (H9), 4-2 (I9), 4- 2 (J9), 4-2 (K9), 4-2 (L9), 4-2 (M9), 4-2 (N9), 4-2 (O9), 4-2 (P9), 4-2 (Q9), 1A3 (F10), 1A3 (H10), 1A3 (J10), 1A3 (L10), 1C0 (E10), 1C0 (H11), 1C0 (J11), 1C0 (M10), 4-2 (I11), 2A0 (I12), x2, x2, x2

Side 2: Germans

Color: Yellow

Panic: 40

- 2-6 (A5), 2-6 (A6), 2-3 (B5), 2-3 (B6), 1A3 (B7), 2-3 (C5), 2-3 (C6), 2-3 (D5), 2B3 (D6), 2-3 (E5), 2-3

(E6), 2-3 (F5), 2B3 (F6), 2-3 (G5), 2-3 (G6), 2-3 (H5), 1A3 (H6), 2-3 (I5), 2-3 (I6), 2-3 (J5), 1A3 (J6), 2-3 (K5), 2-3 (K6), 2-3 (L5), 2-3 (L6), 2-3 (M5), 2-3 (M6), 2-3 (N5), 2-3 (N6), 2-3 (O5), 2-3 (O6), 2-3 (P5), 1A3 (P6), 2-6 (Q4), 2-3 (Q5), 2-3 (Q6), 2-6 (R5), x2, x2, x2

Historical Note: This exact scenario is hypothetical and based upon the movie “Gladiator.” Few detailed records of the battles with the Germans remain. However, we do know that Marcus Aurelius did successfully engage the Germans in a series of wars during this period, dying around 180 A.D. To give the Germans a little more balance, a variant could be used requiring one of the x2 Roman leaders to be stacked with the 4-2 praetorian guard unit which has to be adjacent to the Roman camp at all times.

Author: [Stephen Kling](#)

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Ancients - Tactical battles before the age of gunpowder

Home	Overview	History	Get the Game	Scenarios	Variants	Play Aids	Questions	Web Links
----------------------	--------------------------	-------------------------	------------------------------	---------------------------	--------------------------	---------------------------	---------------------------	---------------------------

Halidon Hill

1333 AD

Edward III's archers and men at arms versus the Scottish schiltroms.

Map: B

Special Rules:

- English archers fire three volleys a turn.

Side 1: Scots

Color: Red

Panic: 20

- Direction 1:* 6-1 (A4), 6-1 (B5), x2 (C5), 6-1 (C5), 6-1 (D6), 6-1 (E6), 6-1 (E7), 4-5 (G7)

Side 2: English

Color: Yellow

Panic: 10

- Direction 4:* 4-2 (C2), 4-2 (E3), 4-2 (G4), x2 (E3), x2 (E3), 1A3 (B3), 1A3 (D3), 1A3 (F4), 1A3 (H5)

Author: [Steven Guy](#)

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Ancients - Tactical battles before the age of gunpowder

Home	Overview	History	Get the Game	Scenarios	Variants	Play Aids	Questions	Web Links
----------------------	--------------------------	-------------------------	------------------------------	---------------------------	--------------------------	---------------------------	---------------------------	---------------------------

Harlaw

1411 AD

Highlanders vs. Lowlanders

Map: F

Special Rules:

- Highlanders may use barbarian charge for one turn.

Side 1: Lowlanders (Mar)

Color: Red

Panic: 20

- **Direction 2:** 4-5 (L9), 4-5 (L10), 4-5 (L11), 4-5 (L12), 4-5 (M8), 4-5 (M9), 4-5, x2 (M10), 4-5 (M11).

Side 2: Highlanders (Donald)

Color: Yellow

Panic: 18

- **Direction 5:** 2-3 (O6), 2-3 (O7), 2-3, x2 (O8), 2-3 (O9), 2-3 (O10), 2-3 (O11), 2-3 (P6), 2-3 (P7), 2-3 (P8), 2-3 (P9), 2-3 (P10), 2-3 (P11).

Author: [Steven Guy](#)

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Ancients - Tactical battles before the age of gunpowder

Home	Overview	History	Get the Game	Scenarios	Variants	Play Aids	Questions	Web Links
----------------------	--------------------------	-------------------------	------------------------------	---------------------------	--------------------------	---------------------------	---------------------------	---------------------------

Ipsus

310 BC

Climax of the struggle between Alexander's successors.

Map: D

Special Rules:

- Use of the elephant rule 13.11 is strongly recommended.

Side 1: Antigonus

Color: Red

Panic: 33

- *Direction 2:* 4-5 (E3), 2A0 (E7), 4-5 (F4), 6-1 (G4), x2 (G5), 6-1 (G5), 6-1 (G6), 6-1 (G7), 6-1 (G8), 4-5 (G9), 4-5 (G10), 4-5 (G11), 4-5 (G12), x2 (G12), 6-3 (H6), 6-3 (H8)

Side 2: Seleucus

Color: Yellow

Panic: 33

- *Direction 5:* 2B3 (J3), 2B3 (J5), 2B3 (J7), 2-6 (K1), 6-1 (K2), 6-1 (K3), 6-1 (K4), 6-1 (K5), 6-1 (K6), 2-6 (K7), 2-6 (K8), 2-6 (K9), 2-6 (K10), x2 (K10), 2-6 (L1), 6-3 (M3), 6-3 (M4), 6-3 (M5), x2 (M3), 2A0 (O4)

Author: [Steven Guy](#)

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Ancients - Tactical battles before the age of gunpowder

Home	Overview	History	Get the Game	Scenarios	Variants	Play Aids	Questions	Web Links
----------------------	--------------------------	-------------------------	------------------------------	---------------------------	--------------------------	---------------------------	---------------------------	---------------------------

Optional Rules for the Sengoku Jidai Scenarios

Several scenarios are (fast and) loose adaptations of those provided with GMT's Japanese entry into the *Great Battles of History* series: **Samurai** (by Mark Herman and Richard Berg). All of these scenarios should be played with the following optional rules.

Samurai Combat

In order to bring the Duels variant more in line with the Japanese scenarios, the following variant is provided.

Before combat results are rolled, any adjacent leaders (attacking or defending, but the attacker gets first option) may challenge the other to hand-to-hand combat. If the leader receiving the challenge declines, that side's Panic value is automatically decreased immediately by two. If the challenge is accepted, both players roll a die and add one to the result. If one player's roll is at least three times the other player's roll, the low roller's leader is immediately removed and the victor immediately raises his side's Panic value by two. If one roller's result is at least twice that of the other, the low roller's leader is wounded (flip the leader unit to indicate this status). A wound lasts for the duration of the scenario. If the two combatant's rolls are not sufficiently different to yield one of the noted results, there is no effect.

Assuming that both leaders are still standing after a combat roll, the leader who received the challenge, followed by the challenger, are given the option to withdraw. Withdrawing from Samurai combat results in an immediate decrease in the withdrawing player's Panic value by one if the leader is wounded or two if unharmed. If neither leader opts to withdraw, another round of Samurai combat ensues per the procedure noted above. Combat continues until either one leader is killed (resulting in a two point increase in the victor's panic level) or withdraws.

At the moment of challenge, both players (the challenger first), may opt to send in a Samurai warrior rather than put their leader in harms way. In order to make this substitution, a player must roll a die result greater than the number of leaders currently in play in their army. Failure means that their leader must fight. Both players must declare the intent to use (or not) Samurai before either makes the substitution die roll. Combat with substitute Samurai is handled in the same manner as described above, except that the Samurai get no modifications to their combat die rolls. Also, victory over a Samurai — as opposed to a Leader proper — results in immediate increase in the victor's Panic value by one, instead of the two points garnered for whacking a Leader unit.

Hari-Kiri

During different points in a player's turn, he may opt to have one or more of his leaders commit ritual suicide. At the beginning of the Route phase, removal of a leader from play will void an army routing for that turn (even if it results in the last leader on a side being removed). During combat, all adjacent units to the leader being removed may add one to their combat result rolls. During the Rally phase, all units beneath and adjacent to the removed leader automatically rally to their full strength sides.

Withdrawals from Combat

Any unit stacked with a leader which opts to withdraw from combat automatically results in a one point decrease in the withdrawing unit's side's Panic value.

[[Home](#)] [[Overview](#)] [[Game History](#)] [[Get the Game](#)] [[Scenario Library](#)] [[Variants](#)] [[Play Aids](#)] [[Clarifications](#)] [[Web Links](#)]

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Ancients - Tactical battles before the age of gunpowder

Home	Overview	History	Get the Game	Scenarios	Variants	Play Aids	Questions	Web Links
----------------------	--------------------------	-------------------------	------------------------------	---------------------------	--------------------------	---------------------------	---------------------------	---------------------------

Crossing the Jaxartes

330 BC

Alexander's Greeks first encounter with the Scythian horse archers. Alexander found a ford and massed his cavalry there to defend his infantry as they crossed the river.

Map: A (North is equivalent to Direction 5)

Special Rules:

- The Greeks set up first, anywhere in the hills south of the stream.
- Then the Scythians may set up anywhere north of the stream.
- No Greek unit may cross the stream at K6 until a mixed missile has crossed and survived.
- The Scythians win if they can kill either general or all of the Greek cavalry or the Greek camp.
- The Scythian horse archers are light cavalry units with a ‘B’ class missile ability.

Side 1: Greeks (Alexander)

Color: Red

Panic: 15

- 2B3, 2B3, 2B3, 2B3, 4-2, 4-2, 4-5, 4-5, 4-5, 2A0, x2, x2

Side 2: Scythians

Color: Yellow

Panic: 8

- 2-6, 2-6, 2-6, 2-6, 2-6, 2-6, 2-6, 2-6, x2

Author: [Chris Boote](#)

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Ancients - Tactical battles before the age of gunpowder

Home	Overview	History	Get the Game	Scenarios	Variants	Play Aids	Questions	Web Links
----------------------	--------------------------	-------------------------	------------------------------	---------------------------	--------------------------	---------------------------	---------------------------	---------------------------

Kosovo

1389 AD

Turkish invasion.

Map: D

Special Rules:

- None

Side 1: Lazar (Serbs)

Color: Yellow

Panic: 28

- *Direction 1:* 2-3 (D9), 8-4 (E8), 2-3 (E9), 2-3 (G9), 8-4 (H9), 2-3 (H10), 8-4 (I8), x2 (I8), 2A0 (I11), 8-4 (J9), 2-3 (J10), 2-3 (K9), 8-4 (M8), x2 (M8), 2-3 (M9), 2-3 (N9).

Side 2: Murat (Turks)

Color: Red

Panic: 26

- *Direction 4:* 2-3 (D5), 2-6 (D3), 2-3 (E5), 2-6 (JE3), 2-3 (F5), 2-6 (F3), 2-3 (G5), 2-6 (G3), 3A2 (H5), 4-5 (H3), 3A2 (I5), 2-3 (I3), 2A0 (I1), 3A2 (J5), 4-5 (J3), 2-3 (K5), 2-6 (K3), 2-3 (L5), 2-6 (L3), 2-3 (M5), 2-6 (M3), 2-3 (N5), 2-6 (N3).

Author: [Aleksandar Pesic](#)

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Ancients - Tactical battles before the age of gunpowder

Home	Overview	History	Get the Game	Scenarios	Variants	Play Aids	Questions	Web Links
----------------------	--------------------------	-------------------------	------------------------------	---------------------------	--------------------------	---------------------------	---------------------------	---------------------------

Kulikovo

1380 AD

Showdown between the Russians and the Mongols/Tartars.

Map: E

Special Rules:

- All Light Cavalry (2-6) have B fire rating.

Side 1: Mongols/Tartars

Color: Red

Panic: 40

- *Direction 4:* 2-6 (G4), 2-6 (G5), 2A0 (H1), x2 (H1), 4-5 (H4), 4-5 (H5), 4-2 (I2), 4-5 (I4), 4-5 (I5), 4-2 (J2), 2-6 (J4), 2-6 (J5), 4-2 (K2), 2-6 (K4), 2-6 (K5), 4-2 (L2), 4-5 (L4), 4-5 (L5), 4-2 (M2), 4-5 (M4), 4-5 (M5), 4-2 (N2), 4-5 (N4), 4-5 (N5), 2-6 (O4), 2-6 (O5)

Side 2: Russians

Color: Yellow

Panic: 36

- *Direction 2:* 2-6 (D7), 4-5 (E7), 2-6 (E8)
- *Direction 1:* 2A0 (E12), 2-6 (G9), 2-6 (G8), 4-5 (H9), 4-5 (H8), x2 (H8), 4-2 (I9), 4-2 (I8), 4-2 (J9), 4-2 (J8), 4-2 (K9), 4-2 (K8), 4-2 (L9), 4-2 (L8), 4-2 (M9), 4-2 (M8), 4-5 (N9), 4-5 (N8), x2 (N8), 2-6 (O9), 2-6 (O8)

Author: [Steven Guy](#)

[[Home](#)] [[Overview](#)] [[Game History](#)] [[Get the Game](#)] [[Scenario Library](#)] [[Variants](#)] [[Play Aids](#)] [[Clarifications](#)] [[Web Links](#)]

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Ancients - Tactical battles before the age of gunpowder

Home	Overview	History	Get the Game	Scenarios	Variants	Play Aids	Questions	Web Links
----------------------	--------------------------	-------------------------	------------------------------	---------------------------	--------------------------	---------------------------	---------------------------	---------------------------

Lake Peipus

1242 AD

Novgorod prince Alexander Nevsky marches out to meet invading Teutonic knights on the frozen surface of Lake Peipus.

Map: G

Special Rules:

- The Teutonic knights are impetuous.
- The Russian LC have a 'B' missile rating.

Side 1: Teutonic Knights

Color: Red

Panic: 21

- *Direction 4:* 4-2 (F2), 3A2 (G1), 8-4 (G2), 4-2 (H2), 8-4 (H3), x2 (H3), 3A2 (I1), 8-4 (I2), 4-2 (J2), 2A0 (H1)

Side 2: Russian (Alexander Nevsky)

Color: Yellow

Panic: 16

- *Direction 1:* 4-5 (F10), 4-2 (I9), 4-2 (G9), 2A0 (H12), 4-2 (H10), 4-2 (H9), 4-5 (J10), 4-5 (K9), x2 (K9), x2 (K9), 2B6 (L10), 2B6 (M10)

Author: [Steven Guy](#)

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Ancients - Tactical battles before the age of gunpowder

Home	Overview	History	Get the Game	Scenarios	Variants	Play Aids	Questions	Web Links
----------------------	--------------------------	-------------------------	------------------------------	---------------------------	--------------------------	---------------------------	---------------------------	---------------------------

Lake Regillus

496 BC

The Romans attempt to throw off the Etruscan yoke.

Map: H

Special Rules:

- None

Side 1: Romans

Color: Red

Panic: 10

- *Direction 5:* 2B3 (L6), 2-3 (M5), 2-3 (N5), 2-3 (O4), 4-2 (P4), 4-2 (Q3), 4-5 (R3), x2, x2 as desired.

Side 2: Etruscans

Color: Yellow

Panic: 11

- *Direction 3:* 2-3 (P2), 2-3 (O2), 2-3 (N3), 4-2 (M3), 4-2 (L4), 4-5 (K4), 4-5 (J5), x2 as desired.

Author: [Steven Guy](#)

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Ancients - Tactical battles before the age of gunpowder

Home	Overview	History	Get the Game	Scenarios	Variants	Play Aids	Questions	Web Links
----------------------	--------------------------	-------------------------	------------------------------	---------------------------	--------------------------	---------------------------	---------------------------	---------------------------

Las Navas de Tolosa

1212 AD

A coalition of Spanish Christian Kingdoms and crusaders defeats the Almohads with their Andalusian allies in a major battle of the Reconquista.

Map: D

Special Rules:

- Each side has some light cavalry with missile capacity designated as “2B6”.
- The Almohads must keep two light infantry next to the Almohad camp at all times.
- One Almohad leader must remain in the Almohad camp at all times.
- The Spanish Christians win if they capture the Almohad camp. The Almohads win if they capture the Spanish Christian camp. Any other result is a draw.
- The scenario lasts 10 game turns.

Side 1: Spanish Christians

Color: Red

Panic: 50

- 2-3 (B11), 8-4 (C10), 1A3 (C11), 2-3 (D11), 8-4 (E10), 4-2 (F10), 8-4 (G10), 2A0 (G12) 2-3 (H10), 8-4 (I9), 2-3 ((I11), 2B6 (J9), 2-6 (J10), 8-4 (J11), 2-6 (J12), 8-4 (K9), 2-3 (K11), 2-3 (L10), 8-4 (M9), 1A3 (M10), 2-3 (N10), 2-3 (O10), 8-4 (P10), 1A3 (P11), 2-3 (Q10), x2, x2, x2

Side 2: Almohads

Color: Yellow

Panic: 42

- 2-6 (A3), 2-6 (B3), 8-4 (C3), 2B6 (D3), 2-6 (E3), 2B3 (G4), 2B6 (H1), 2-3 (H4), 2-3 (H5), 2B3 (H6), 2-3 (I1), 2-3 (I3), 2-3 (I4), 2-6 (I5), 2A0 (J2), 8-4 (J3), 4-5 (J4), 4-5 (J5), 2-3 (K1), 2-3 (K3), 2-6 (K4), 2-6 (K5), 2-6 (L1) “camel unit”, 2-3 (L4), 2-3 (L5), 2B3 (L6) 2B3 (M4), 2B6 (N3), 2-6 (O2), 8-4 (P3), 2-6 (P2), x2, x2

Historical Note: The battle of Las Navas de Tolosa was the result of a crusade against the Moslem occupation of southern Spain organized by Alfonso VIII of Castile, Rodrigo Ximenez, the archbishop of Toledo and Pope Innocent III. The Almohad caliph, Muhammad al-Nasir, gathered a large army including Andalusian allies many of whom were armed as well as the Spanish Christians. The defeat of the Almohads signaled the beginning of a long decline in power of the Moslems in the Iberian peninsula and gave further impetus to the Spanish Reconquista.

Author: [Stephen Kling](#)

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Ancients - Tactical battles before the age of gunpowder

Home	Overview	History	Get the Game	Scenarios	Variants	Play Aids	Questions	Web Links
----------------------	--------------------------	-------------------------	------------------------------	---------------------------	--------------------------	---------------------------	---------------------------	---------------------------

Laupen

1339 AD

Troops of the Swiss Confederation versus a mixed League force.

Map: E

Special Rules:

- None.

Side 1: League Army

Color: Red

Panic: 23

- *Direction 2:* 8-4 (K5), 8-4 (K6), 2-3 (K7), 2-3 (K8), 2-3 (K9), 4-2 (L7), x2 (L8), 4-2, (L8), 4-2 (L9), 4-2 (L10), 8-4 (O10)

Side 2: Swiss

Color: Yellow

Panic: 16

- *Direction 5:* 6-1 (O4), 4-5 (P5), x2 (P6), x2 (P6), 6-1 (P6), 4-5 (P7), 6-1 (P8).

Author: [Steven Guy](#)

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Ancients - Tactical battles before the age of gunpowder

Home	Overview	History	Get the Game	Scenarios	Variants	Play Aids	Questions	Web Links
----------------------	--------------------------	-------------------------	------------------------------	---------------------------	--------------------------	---------------------------	---------------------------	---------------------------

Lewes

1264 AD

A small force lead by Simon de Montfort attacks a much larger disordered Royal Army.

Map: E (North is equivalent to Direction 1)

Special Rules:

- John sets up first, camp in the town, all heavy infantry within one hex of camp.
- de Montfort enters on Turn 1 from the northern map edge.
- The Royal infantry and camp begins disordered.

Side 1: Nobles (de Montfort)

Color: Red

Panic: 20

- 8-4, 4-2, 4-2, 4-2, 4-2, 4-2, 4-2, 4-2, 4-2, x2, x2

Side 2: Royal Army (John)

Color: Yellow

Panic: 29

- 4-2, 4-2, 4-2, 4-2, 4-2, 4-2, 4-2, 4-2, 4-2, 4-2, 4-2, 4-2, 4-2, 4-2, 2A0, x2

Author: [Chris Boote](#)

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Ancients - Tactical battles before the age of gunpowder

Home	Overview	History	Get the Game	Scenarios	Variants	Play Aids	Questions	Web Links
----------------------	--------------------------	-------------------------	------------------------------	---------------------------	--------------------------	---------------------------	---------------------------	---------------------------

Lincoln

1141 AD

Showdown between King Stephen and the Rebel Barons.

Map: E

Special Rules:

- All non-missile units are impetuous.

Side 1: Barons

Color: Red

Panic: 25

- *Direction 1:* 8-4 (G7), 8-4 (H8), 4-2 (I8), 2A0 (J10), 4-2 (J9), 4-2 (J8), x2 (J8), 4-2 (K8), 8-4 (L8), 1A3 (M8), 8-4 (M7), 1A3 (N8)

Side 2: King Stephen

Color: Yellow

Panic: 24

- *Direction 4:* 8-4 (G2), 8-4 (H3), 4-2 (I2), 2A0 (J1), 4-2 (J2), 4-2 (J3), x2 (J3), 4-2 (K2), 8-4 (L3), 8-4 (M2)

Author: [Steven Guy](#)

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Ancients - Tactical battles before the age of gunpowder

Home	Overview	History	Get the Game	Scenarios	Variants	Play Aids	Questions	Web Links
----------------------	--------------------------	-------------------------	------------------------------	---------------------------	--------------------------	---------------------------	---------------------------	---------------------------

Maldon

991 AD

Viking raiders are confronted by a hastily called English levy.

Map: C

Special Rules:

- To simulate the variable makeup of the hastily gathered English reaction force, roll a die five times. A roll of 1-3 generates a 4-2 heavy infantry. A 4-6 generates a 2-3 light infantry. The force is then deployed in hexes E8, F9, G9, H10 and I10 as the English player sees fit, plus a Leader (x2). Panic level will have to be figured by adding the final strengths of the units and dividing by 2, rounding up.

Side 1: Danish Vikings

Color: Red

Panic: 12

- *Direction 2:* 2A0 (A12), 4-2 (C9), 4-2 (D10), x2 (E10), 4-2 (E10), 4-2 (F11), 4-2 (G11), 1A3 (H12)

Side 2: English

Color: Yellow

Panic: see Special Rules

- *Direction 5:* 2A0 (I7), 1A3 (J11), plus Special Rules

Author: [Steven Guy](#)

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Ancients - Tactical battles before the age of gunpowder

Home	Overview	History	Get the Game	Scenarios	Variants	Play Aids	Questions	Web Links
----------------------	--------------------------	-------------------------	------------------------------	---------------------------	--------------------------	---------------------------	---------------------------	---------------------------

Medway

43 AD

Distracted by a crossing of light troops in their rear, the Britons turn and assault the legionaries who have made a surprise river crossing in their rear.

Map: B

Special Rules:

- Britons are impetuous.

Side 1: Britons

Color: Red

Panic: 28

- 20 LI (2-3), 4 CH (4B4), x2: Enter Turn 1 between K1 and R1.

Side 2: Romans

Color: Yellow

Panic: 24

- *Direction 1:* 4-2 (R7), 4-2 (Q7), x2, 4-2 (P7), 4-2 (O7), x2, 4-2 (N7), 4-2 (M7), 2B3 (L8), 2B3 (K8), 2-6 (M9), 2-6 (O9).
- *Reinforcements:* Enter Turn 2 at R9: 3 HI (4-2), 1 MI (2B3), 1 LC (2-6).

Author: [Steven Guy](#)

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Ancients - Tactical battles before the age of gunpowder

Home	Overview	History	Get the Game	Scenarios	Variants	Play Aids	Questions	Web Links
----------------------	--------------------------	-------------------------	------------------------------	---------------------------	--------------------------	---------------------------	---------------------------	---------------------------

Megalopolis

330 BC

With Alexander busy conquering Persia, his governor in Greece, Antipater, faces a Spartan led rebel army.

Map: B

Special Rules:

- Phalanxes cannot enter hill hexes.

Side 1: Rebel Greeks (Agis of Sparta)

Color: Red

Panic: 12

- *Direction 5:* 2-6 (J4), 6-1 (J5), 6-1 (J6), x2 (J6) 6-1 (K4), 2B3 (K5)

Side 2: Macedonians (Antipater)

Color: Yellow

Panic: 21

- *Direction 4:* 2-6 (E4), 6-1 (E5), 6-1 (E6), 2B3 (E7), 6-1 (F5), 6-1 (F6), 6-1 (F7), x2 (F7), 4-5 (F8)

Author: [Steven Guy](#)

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Home	Overview	History	Get the Game	Scenarios	Variants	Play Aids	Questions	Web Links
----------------------	--------------------------	-------------------------	------------------------------	---------------------------	--------------------------	---------------------------	---------------------------	---------------------------

Mello

1358 AD

French nobles try to crush the Jacquerie peasant revolt.

Map: E

Special Rules:

- None

Side 1: Charles II of Navare

Color: Yellow

Panic: 40

- **Direction 2:** 10 8-4's, x2 deploy from L1 to L10.

Side 2: Guillaume Cale

Color: Red

Panic: 20

- **Direction 5:** 14 2-3's, 2 4-5's, 4 1A3's, x2 deploy on hill in rows P through R.

Author: [Steven Guy](#)

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Home	Overview	History	Get the Game	Scenarios	Variants	Play Aids	Questions	Web Links
----------------------	--------------------------	-------------------------	------------------------------	---------------------------	--------------------------	---------------------------	---------------------------	---------------------------

Metaurus

207 BC

Nero combines two Roman Consular armies to take on Hasdrubal's advance force.

Map: E (North is equivalent to Direction 5)

Special Rules:

- Ignore the village.

Side 1: Romans (Nero)

Color: Red

Panic: 21

- 4-2 (K1), 4-2 (K2), 4-2 (L2), 4-2 (L3), 4-2 (M2) , 4-2 (M3), 4-2 (N3), 4-2 (N4), 2B3 (O4), 2B3 (P5), 2-6 (I1), 2-6 (J2), 2A0 (P4), x2 (J2), x2 (M3)

Side 2: Carthaginians (Hasdrubal)

Color: Yellow

Panic: 20

- 2-3 (G9), 2-3 (J10), 2-3 (L11), 2-6 (O12), 2-6 (P12), 2-6 (Q12), 4-2 (H9), 4-2 (I9), 2B3 (I10), 2B3 (K10), 6*3 (F9), 4-5 (F7), 4-5 (F8), 2A0 (H10), x2 (F8), x2 (Q12)

Author: [Chris Boote](#)

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Home	Overview	History	Get the Game	Scenarios	Variants	Play Aids	Questions	Web Links
----------------------	--------------------------	-------------------------	------------------------------	---------------------------	--------------------------	---------------------------	---------------------------	---------------------------

Mikata-Ga-Hara

22 December, 1572

Map: B

Special Rules:

- Refer to [Japanese Scenario Rules](#).

Side 1: Tokugawa Ieyasu

Color: Yellow

Panic: 16

- *Direction 2:* 4-2(J5), 2-6(J6), 2-6(J8), 4-2(J9), 4-5(I5), 2-3(I6), 4-5(I7), 3A2(I8), 2-3(H6), 2A0(H7), 3A2(H8), x2(H7), x2(I7)

Side 2: Takeda Shingen

Color: Red

Panic: 20

- *Direction 5:* 4-2(N4), 2-6(N5), 4-2(N6), 4-5(O3), 2-3(O4), 2-3(O5), 2-6(O6), 2-3(P3), 3A2(P4), 2A0(P5), x2(P5), 2-3(P6), 4-2(P7), 2-3(Q4), 3A2(Q5), 4-5(Q6), 2-3(R6)

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Ancients - Tactical battles before the age of gunpowder

Home	Overview	History	Get the Game	Scenarios	Variants	Play Aids	Questions	Web Links
----------------------	--------------------------	-------------------------	------------------------------	---------------------------	--------------------------	---------------------------	---------------------------	---------------------------

Morat

1476 AD

The famous Swiss pikemen go forth to defend their independence against the Burgundian army.

Map: F (North is equivalent to Direction 1)

Special Rules:

- The Swiss set up first, all units within three hexes of the town.
- The Burgundians set up, all units south of stream.

Side 1: Burgundy (Charles)

Color: Red

Panic: 34

- 4-2, 4-2, 4-2, 4-2, 4-2, 4-2, 3A2, 3A2, 3A2, 3A2, 8-4, 8-4, 8-4, 8-4, x2, x2

Side 2: Swiss

Color: Yellow

Panic: 24

- 6*1, 6*1, 6*1, 6*1, 3A2, 3A2, 3A2, 3A2, 4-5, 4-5, 4-5, x2

Author: [Chris Boote](#)

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Ancients - Tactical battles before the age of gunpowder

Home	Overview	History	Get the Game	Scenarios	Variants	Play Aids	Questions	Web Links
----------------------	--------------------------	-------------------------	------------------------------	---------------------------	--------------------------	---------------------------	---------------------------	---------------------------

Morlaix

1342 AD

The first battle between the English Longbow and the impetuous French Knights.

Map: B (North is equivalent to between Directions 5 and 6)

Special Rules:

- English set up first, anywhere on or within one hex of the large hills.
- French then enter from eastern map edge.
- The English archers may fire three times against cavalry.
- The French knights are impetuous.

Side 1: English

Color: Red

Panic: 13

- 1A3, 1A3, 1A3, 1A3, 1A3, 1A3, 1A3, 1A3, 4-2, 4-2, 4-2, 4-2, 2A0, x2, x2

Side 2: French

Color: Yellow

Panic: 42

- 2-3, 2-3, 2-3, 2-3, 2-3, 2-3, 8-4, 8-4, 8-4, 8-4, 8-4, 8-4, 4-2, 4-2, 4-2, 4-2, 4-2, x2

Author: [Chris Boote](#)

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Ancients - Tactical battles before the age of gunpowder

Home	Overview	History	Get the Game	Scenarios	Variants	Play Aids	Questions	Web Links
----------------------	--------------------------	-------------------------	------------------------------	---------------------------	--------------------------	---------------------------	---------------------------	---------------------------

Mount Badon

500 AD

King Arthur vs. the Teuton invaders.

Map: F

Special Rules:

- Ignore the village.
- Britons enter on Turn 1 in any hex between G12 and I12 (inclusive).
- Teutons set up within one hex of the hill.

Side 1: Britons

Color: Red

Panic: 15

- 4x 4-5's, 1x 2-6, 3x 2-3's, 3x2B3's

Side 2: Teutons

Color: Yellow

Panic: 12

- 8x 2-3's, 4x 2B3's, x2

Author: [Steven Guy](#)

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Home	Overview	History	Get the Game	Scenarios	Variants	Play Aids	Questions	Web Links
----------------------	--------------------------	-------------------------	------------------------------	---------------------------	--------------------------	---------------------------	---------------------------	---------------------------

Myton

1319

Battle hardened veterans of Bannockburn vs. a scratch force of English levies.

Map: B

Special Rules:

- None

Side 1: Scots (Douglas and Moray)

Color: Red

Panic: 16

- **Direction 4:** 4-5 (L4), 6-1 (M4), 6-1 (N5), 6-1, x2 (O5), 6-1 (P5), 6-1 (Q4), 4-5, (R4)

Side 2: English (Archbishop of York, et. al.)

Color: Yellow

Panic: 11

- **Direction 1:** 1A3 (L7), 2-3 (M7), 2-3 (M8), 2-3(N7), 2-3 (N8), 2-3 (O7), 2-3, x2 (O8), 2-3 (P7), 2-3 (P8), 2-3 (Q7), 2-3 (Q8), 1A3 (R7).

Author: [Steven Guy](#)

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Ancients - Tactical battles before the age of gunpowder

Home	Overview	History	Get the Game	Scenarios	Variants	Play Aids	Questions	Web Links
----------------------	--------------------------	-------------------------	------------------------------	---------------------------	--------------------------	---------------------------	---------------------------	---------------------------

Nagashino

29 June, 1575

Map: C

Special Rules:

- Oda starts with one victory point.
- Refer to [Japanese Scenario Rules](#).

Side 1: Oda Nobunaga

Color: Red

Panic: 16

- *Direction 6:* 2-6(P7), 2A0(P8), x2(P8), 2-3(O4), 4-2(O5), 6*1(O6), 3A2(O7), 6*1(O8), 4-2(O9), 4-5(N10), 4-2(M10), x2(M10), 4-2(M11), 2-3(M12)

Side 2: Takeda Nobunaga

Color: Yellow

Panic: 18

- *Direction 3:* 2-6(J4), 4-5(J5), 2A0(J6), x2(J6), 4-2(J7), 2-3(J9), 2-3(K5), 4-5(K6), 4-5(K7), 4-5(K8)
- *Direction 2:* 4-5(J11), 2-6(J12)

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Ancients - Tactical battles before the age of gunpowder

Home	Overview	History	Get the Game	Scenarios	Variants	Play Aids	Questions	Web Links
----------------------	--------------------------	-------------------------	------------------------------	---------------------------	--------------------------	---------------------------	---------------------------	---------------------------

Najera

1367 AD

The Black Prince goes to Spain!

Map: E

Special Rules:

- English archers fire three volleys per turn.

Side 1: French and Castillians

Color: Red

Panic: 20

- Direction 2:* 2A0 (D7), 2-3 (F5), 2-3 (F6), 2-3 (F7), 2-3 (F8), 2-3 (F8), 4-5 (G6), 4-5 (G7), 4-5 (H4), 3A2 (H5), x2 (H6), 4-2 (H6), 4-2 (H7), 3A2 (H8), 4-5 (H9)

Side 2: English

Color: Yellow

Panic: 18

- Direction 5:* 1A3 (K3), 4-2 (K4), 4-2 (K5), 1A3 (K6), 4-2 (M1), 1A3 (M2), x2 (M3), 4-2 (M3), 4-2 (M4), 1A3 (M5), 4-2 (M6), 4-2 (N3), 4-2 (N4), 2A0 (O2)

Author: [Steven Guy](#)

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Ancients - Tactical battles before the age of gunpowder

Home	Overview	History	Get the Game	Scenarios	Variants	Play Aids	Questions	Web Links
----------------------	--------------------------	-------------------------	------------------------------	---------------------------	--------------------------	---------------------------	---------------------------	---------------------------

Nancy

1477 AD

Charles the Bold's last battle.

Map: F

Special Rules:

- Hill is considered woods. Swiss units initially deployed in it are not disordered.
- Burgundian camps (2A0's) represent artillery. Each artillery unit can fire two volleys per turn.

Side 1: Swiss

Color: Yellow

Panic: 30

- *Direction 2:* 4-5 (D5), 6-1 (E5), x2 (F6), 6-1 (F6), 6-1 (G6), 4-5 (G7)
- *Direction 1:* 4-5 (I9), 3A2 (J10), 6-1 (J9), 3A2 (K9), 6-1 (K8), x2 (K8), 3A2 (L9), 6-1 (L8), 4-5 (M7)

Side 2: Burgundian

Color: Red

Panic: 16

- *Direction 4:* 8-4 (H6), 4-2 (I7), 2A0 (J6), 2A0 (K6), 4-2 (L5), 4-2 (M5), 8-4 (N4), x2 (where desired)

Author: [Steven Guy](#)

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Ancients - Tactical battles before the age of gunpowder

Home	Overview	History	Get the Game	Scenarios	Variants	Play Aids	Questions	Web Links
----------------------	--------------------------	-------------------------	------------------------------	---------------------------	--------------------------	---------------------------	---------------------------	---------------------------

Neville's Cross

1346 AD

A ragbag of English Monks and farm workers defend England from a Scottish invasion.

Map: F (North is equivalent to Direction 3)

Special Rules:

- The English archers may fire three times vs. cavalry.
- The knights and heavy infantry in both forces are impetuous.
- The English knights and one of the Generals start in the town.
- The English light archers start adjacent to the town.
- The English heavy infantry and one of the Generals start within two hexes of the town.
- The Scots start north of the river, at least two hexes away.
- The Scots win if they hold the town at the end of two consecutive turns, or at the end of the scenario. The English win if they keep the Scots out of the town and keep their knights alive. Any other result is determined through victory points.

Side 1: English

Color: Red

Panic: 15

- 4-2, 4-2, 4-2, 4-2, 4-2, 1A3, 8-4, x2, x2

Side 2: Scots

Color: Yellow

Panic: 22

- 8-4, 4-2, 4-2, 4-2, 4-2, 4-2, 4-2, 4-2, 4-2, 4-2, x2

Author: [Chris Boote](#)

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Ancients - Tactical battles before the age of gunpowder

Home	Overview	History	Get the Game	Scenarios	Variants	Play Aids	Questions	Web Links
----------------------	--------------------------	-------------------------	------------------------------	---------------------------	--------------------------	---------------------------	---------------------------	---------------------------

Nicopolis

1396 AD

French Knights attempt to retake Nicopolis from the Turks.

Map: B (North is equivalent to between Directions 5 and 6)

Special Rules:

- The Turkish camp sets up inside the town, the heavy infantry set up adjacent to the town, the light archers set up adjacent to the heavy infantry.
- The French set up anywhere in hex rows O4-S10.
- The Turkish light cavalry and light infantry set up anywhere in hex-rows A7-D7.
- The French knights are impetuous.
- The Turkish infantry are doubled when defending against 'uncontrolled' French knights.
- The Turkish cavalry have a 'B' missile rating.

Side 1: Turks (Bajazet)

Color: Red

Panic: 20

- 2-6, 2-6, 2-6, 2-6, 2-6, 2-6, 1A3, 1A3, 1A3, 1A3, 1A3, 1A3, 2-3, 2-3, 2-3, 2-3, 2-3, 2-3, 4-2, 4-2, 2A0, x2, x2, x2

Side 2: French

Color: Yellow

Panic: 37

- 8-4, 8-4, 8-4, 8-4, 8-4, 2-6, 2-6, 4-2, 4-2, 4-2, 4-2, 4-2, 4-2, 3A2, 3A2, x2, x2

Author: [Chris Boote](#)

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Ancients - Tactical battles before the age of gunpowder

Home	Overview	History	Get the Game	Scenarios	Variants	Play Aids	Questions	Web Links
----------------------	--------------------------	-------------------------	------------------------------	---------------------------	--------------------------	---------------------------	---------------------------	---------------------------

Nicopolis in Armenia

66 BC

A rare night attack by Pompey's legions on the army of Mithridates VI.

Map: B

Special Rules:

- Before play begins roll a die for each Pontine unit. A roll of 1-3 means the unit starts the scenario disrupted (surprise and confusion stemming from the night attack).

Side 1: Pompey

Color: Red

Panic: 23

- *Direction 1:* 2-6 (D9), 4-2 (E9), 4-2 (F9), 4-2 (G9), 4-2 (G10), 4-2 (H9), 2A0 (I12), x2 (I12), x2 (I12), 4-2 (I9), 2B3 (I8), 4-2 (J9), 4-2 (K9), 2B3 (K8), 4-2 (L9), 4-2 (M9), 2-6 (N9)

Side 2: Mithridates (Pontines)

Color: Yellow

Panic: 24

- *Direction 4:* 4-5 (E5), 2A0 (F3), x2 (F3), x2 (F3), 4-2 (F5), 4-2 (G5), 4B4 (G6), 4-2 (H5), 4-2 (I5), 4B4 (I6), 4-2 (J5), 4-2 (K5), 4B4 (K6), 4-2 (L5), 4-5 (M5)

Author: [Steven Guy](#)

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Ancients - Tactical battles before the age of gunpowder

Home	Overview	History	Get the Game	Scenarios	Variants	Play Aids	Questions	Web Links
----------------------	--------------------------	-------------------------	------------------------------	---------------------------	--------------------------	---------------------------	---------------------------	---------------------------

Okehazama

19 May, 1560

Map: A

Special Rules:

- *Reinforcements:* Enter during Reinforcements phase on a die roll less than or equal to the current turn.
- Refer to [Japanese Scenario Rules](#).

Side 1: Oda Nobunaga

Color: Yellow

Panic: 10

- *Direction 3:* 2-3(P7), 2-3(P10), 2-3(O8), 2-3(L10), 2-3(L11), 2A0(K6), x2(K6)
- *Reinforcements:* Enter within hexes A12-R12 inclusive: x2, 2 x 4-5, 2 x 2-3, 2 x 1A3

Side 2: Imagawa Yoshimoto

Color: Red

Panic: 10

- *Direction 6:* 2-6(R12), 2-3(Q12), 2-3(Q11), 2-3(N12)
- *Direction 5:* 2-3(R7), 2-3(R8)
- *Direction 2:* 2-3(B9), 2-3(B10), 4-5(B11), 1A3(A8), 2-3(A9), 2-3(A10), 2-6(A11), x2(B11)

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Ancients - Tactical battles before the age of gunpowder

Home	Overview	History	Get the Game	Scenarios	Variants	Play Aids	Questions	Web Links
----------------------	--------------------------	-------------------------	------------------------------	---------------------------	--------------------------	---------------------------	---------------------------	---------------------------

Palmyra

273 AD

Aurelian's veteran legions reconquest of Palmyra from Queen Zenobia's mixed forces.

Map: E (North is equivalent to Direction 6)

Special Rules:

- Treat the river as a stream.
- Persians set up anywhere east and north of the stream, one camp in the town, one in the hills.
- Romans enter anywhere along west map edge.
- Romans win immediately if they control both Persian camp at any time.
- Four of the Persian light cavalry are camels. Place unused markers under these units to distinguish them from other light cavalry units. These units are also impetuous and are doubled vs. cavalry.
- Two of the Persian light cavalry have a ‘B’ missile rating.
- The Persian heavy cavalry units have a ‘B’ missile rating.

Romans (Aurelian)

Color: Red

Panic: 24

- 4-2, 4-2, 4-2, 4-2, 4-2, 4-2, 4-5, 4-5, 4-5, 4-5, 2-6, 2-6, 2B3, 2B3, x2, x2

Side 2: Persians (Zenobia)

Color: Yellow

Panic: 26

- 2-6, 2-6, 2-6, 2-6, 1A3, 1A3, 1A3, 1A3, 2B3, 2B3, 2B3, 2B3, 2B3, 2B3, 2B3, 2B3, 2B3, 2B3, 4-5, 4-5, 4-5, 4-5, 2-6, 2-6, 2A0, 2A0, x2, x2

Author: [Chris Boote](#)

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Ancients - Tactical battles before the age of gunpowder

Home	Overview	History	Get the Game	Scenarios	Variants	Play Aids	Questions	Web Links
----------------------	--------------------------	-------------------------	------------------------------	---------------------------	--------------------------	---------------------------	---------------------------	---------------------------

Panion

200 BC

Ptolemaics vs. Seleucids again.

Map: B

Special Rules:

- Use the Elephant rule.

Side 1: Ptolemaics

Color: Red

Panic: 16

- **Direction 2:** 2A0 (A9), 2-6 (C5), 2-6 (C6), 2B3 (C7), 6-1 (C8), x2, 6-1 (C9), 6-1 (C10), 6-1 (C11), 2B3 (C12)

Side 2: Seleucids

Color: Yellow

Panic: 20

- **Direction 5:** 6-3 (F6), 2-6 (G2), 4-5 (G3), 2B3 (G5), 6-1 (G6), 6-1 (G7), x2, 6-1 (G8), 6-1 (G9), 2B3 (G10), 2A0 (J6)

Author: [Steven Guy](#)

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Ancients - Tactical battles before the age of gunpowder

Home	Overview	History	Get the Game	Scenarios	Variants	Play Aids	Questions	Web Links
----------------------	--------------------------	-------------------------	------------------------------	---------------------------	--------------------------	---------------------------	---------------------------	---------------------------

Pelusium

525 BC

Persian conquest of Egypt by the son of Cyrus the Great.

Map: D

Special Rules:

- None.

Side 1: Persians (Cambyses II)

Color: Red

Panic: 12

- *Direction 4:* 4-5 (B5), x2, 4-5 (C5), 3A2 (D5), 3A2 (E5), 3A2 (F5), 3A2 (G5), 2-3 (H5), 2-6 (I5)

Side 2: Egyptians (Psamtik III)

Color: Yellow

Panic: 12

- *Direction 1:* 2B3 (C8), 2-3 (D8), 6-1 (E8), 6-1 (F8), 3A2 (G8) x2, 4-5 (H8)

Author: [Steven Guy](#)

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Ancients - Tactical battles before the age of gunpowder

Home	Overview	History	Get the Game	Scenarios	Variants	Play Aids	Questions	Web Links
----------------------	--------------------------	-------------------------	------------------------------	---------------------------	--------------------------	---------------------------	---------------------------	---------------------------

Pistoria

61 BC

Lucius Sergius Catilina's last stand.

Map: B

Special Rules:

- All turn 1 attacks by Catiline units add 1 to die roll (desperation and determination to fight to the death).
- Catiline units do not panic.
- Catiline Army wins by having any unit or leader alive at end of six turns. Senatorial Army wins by destroying *all* Catiline units and killing/capturing leader.

Side 1: Catilines

Color: Red

Panic: n/a

- *Direction 1:* 2-3 (M6), 2-3 (M7), 4-2, x2 (O7), 4-2 (P8).

Side 2: Senatorial Army of Gaius Antonius

Color: Yellow

Panic: 20

- *Direction 4:* 2-6 (L3), 2-6 (L4), 4-2 (M3), 4-2 (M4), 4-2 (N4), 4-2, x2 (N5), 4-2 (O4), 4-2 (O5), 4-2 (P5), 4-2 (P6), 2B3 (Q5), 2B3 (Q6).

Author: [Steven Guy](#)

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Ancients - Tactical battles before the age of gunpowder

[Home](#)[Overview](#)[History](#)[Get the Game](#)[Scenarios](#)[Variants](#)[Play Aids](#)[Questions](#)[Web Links](#)

The Rhine Triangle (3-Player Scenario)

Here's scenario design and army lists for battles near the Rhine in the first century BC, with the emphasis on quick play and fun, for three players, and not too much historical accuracy!

New Units

- **LIW** (2-3,2-3): This is barbarian light infantry, and all will be tripled in attack value for one turn (owning players' choice), in all other ways similar to light infantry. They are disordered by bad terrain.
- **MMH** (2B3,1B3): This is light infantry with missiles specially trained to fight in bad terrain. They are not disordered by any bad terrain, otherwise same as regular MM.
- **German Camp** (2A1,1A1): This represents a wagon laager. This camp can always move one hex. Otherwise, same as a regular camp.
- **Gallic Camp** (2A0,1A0): This represents a hill fort. Another Gallic unit (and/or the Gallic Leader) can stack *with the Gallic camp, and the camp will double the mele defense value of the other units within that camp, cumulative of other factors. Otherwise same as a regular camp.
- **Roman Camp** (2A0,1A0): This represents a wooden palisade full of siege engines. This camp can fire "double range" for 'a' rating missile factor. (If the target range is actually four, treat it as two when the Roman camp is firing, max range is six hexes, treat an actual range of five as a firing range of two, treat an actual firing range of three as a firing range of one. Don't allow the Roman camp to fire at adjacent enemy units!) Otherwise same as regular camp.

Army Lists

- **German Warband:**
 - 1 x LDR
 - 7 x LIW
 - 4 x MMH
 - 1 x HC
- **Gallic Warband:**
 - 1 x LDR
 - 5 x LIW
 - 2 x HC
 - 2 x MMH
 - 1 x CH
- **Roman Cohort:**
 - 2 x LDRs
 - 4 x HI
 - 1 x HC
 - 1 x MMH

Panic

For all, panic level is half the number of units, leader(s) and camp (if used) included. If an army panics, follow the basic rules procedure.

Scenario Description

The attacker has made a bold river crossing, without supplies, making an attempt to bypass a frontier outpost and raid the enemy's homeland! This battle will be the defender and their not-too-trustworthy ally trying to defend their outpost against the onslaught of the raiders, and to try to keep them from gaining entry into the unguarded lands of innocent civilians!

To Start

You need three players, one Roman, one Celt, and one German. By any means agreeable decide who will be the attacker ("A"), who will be the defender ("D"), and who will be the mercenary("M").

Victory Conditions

- For the attacker ("A"): Your soldiers are very hungry! You have led your men across the river, and have chosen which outpost to attack. If you can make the defender panic, you will win! Also, if you can get half your army across the battlefield and exit to the unguarded countryside of the enemy, you will win! If your army panics, they will surrender in exchange for food from the enemy.(Either defeat "D", or exit at least half your army on the opposite board edge from whence you entered, between "c" and "p" rows, inclusive.
- For the defender ("D"): Your front line troops were overwhelmed by the barbaric enemy, and now they are coming to sack the lands you were granted for your veteran service! This battle is your last chance to stop this wild horde from doing any more damage. If your army panics, they will run home to save their families and you will lose. If the enemy gets past your outpost, you will also lose! (You must defeat "A", and prevent them from exiting the board, as described above).
- For the mercenary ("M"): You are the temporary ally of the defender ("D"), but in this battle you are not required to take any action until the first "D" unit or one of your own is eliminated. You will win either by supporting "D" to a victory, or by exiting at least half your force off any board edge if "A" wins. If you abandon "D" and they go on to win, you lose! If your army panics, you lose regardless.

Setup

1. "A" chooses map (any one Ancients map, a through f).
2. "D" places camp (at least four hexes between the camp placement hex and any board edge - also, note the special camp camps for these scenarios).
3. "M" places camp (at least four hexes between the camp placement hex and any board edge, more than three hexes distant from "D" camp).
4. "D" places their entire army on the map within two hexes of "D" camp.
5. "M" places their entire army on the map within two hexes of "M" camp, cannot stack with "D" units at any time in the game.
6. "A" places army (but no camp is used by "A" in this scenario) on the map. All units on either the north (1) row or the south (12) row, between "c" and "p" columns, inclusive.
7. "A" begins the game, moving first, followed by "D"/"M" army.
8. If you want a *completely unpredictable game, use the barbarian impetuosity rule on page four (section 13.9) of the basic rules. But I suggest against it!

Special Rules for "D"/"M" Coordination

- "M" makes all their moves and attacks during the "D" player turn.
- "M" units may never end a turn stacked with (or retreat into) "D" unit hexes.
- "M" and "D" units may not combine attacks on a single enemy hex, but they may attack the same enemy unit on a turn, provided one attack is completed first. The order of attacks and movement is at the "D" players' discretion. "M" player decides when his troops will have their barbarian "tripling" attack,

independent of "D" player.

- "M" and "D" leaders may not rally the others' disordered units, or provide "doubling" of the others' attack.

Notes

I hope Ancients players get a charge out of this scenario, I got the idea from Ernest Mortimer's "Mark Anthony in Parthia" for miniatures in the July 1995 issue of Battlefields, and excellent magazine (after only four issues it seems to have disappeared from the wargame store rack).

Author: [Jason Ehlers](#)

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Ancients - Tactical battles before the age of gunpowder

Home	Overview	History	Get the Game	Scenarios	Variants	Play Aids	Questions	Web Links
----------------------	--------------------------	-------------------------	------------------------------	---------------------------	--------------------------	---------------------------	---------------------------	---------------------------

Roncesvalle

778 AD

The Basques foot troops defend their independence from the Frankish Knights.

Map: B (North is equivalent to Direction 6)

Special Rules:

- The Franks set up first, on any plain hex in hex-rows A3-F7.
- The Basques then set up anywhere.
- The Basque light archers units may fire three times vs. cavalry.
- The Franks win if they capture the Basque camp, and the general lives.
- The Basques win if they kill the general or all heavy cavalry and keep their camp.
- Any other result is a draw.

Side 1: Franks (Roland)

Color: Red

Panic: 17

- 4-5, 4-5, 4-5, 4-5, 4-2, 4-2, 4-2, 4-2, 1A3, 1A3, x2

Basques (Trevino)

Color: Yellow

Panic: 22

- 2-3, 2-3, 2-3, 2-3, 2-3, 2-3, 2-3, 2-3, 2-3, 2-3, 2-3, 2-3, 1A3, 1A3, 2B3, 2B3, 2B3, 2B3, 2B3, 2B3, 2B3, 2A0, x2

Author: [Chris Boote](#)

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Ancients - Tactical battles before the age of gunpowder

Home	Overview	History	Get the Game	Scenarios	Variants	Play Aids	Questions	Web Links
----------------------	--------------------------	-------------------------	------------------------------	---------------------------	--------------------------	---------------------------	---------------------------	---------------------------

Sarmada

1119 AD

The Crusaders of Roger of Salerno are surrounded by the Moslem forces of Il-Ghazi.

Map: B

Special Rules:

- All Moslem LC have B fire rating.
- Crusaders set up first.

Side 1: Moslems

Color: Red

Panic: 12

- Set up anywhere on map but no closer than two hexes to a Crusader unit: 4-5, 4-5, 4-5, 4-5, 2B6, 2B6, 2B6, 2B6, x2.

Side 2: Crusaders

Color: Yellow

Panic: 12

- 2A0 (L7). Setup within one hex of camp: 8-4, 4-2, 4-2, 4-2, 3A2, x2.

Author: [Steven Guy](#)

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Ancients - Tactical battles before the age of gunpowder

Home	Overview	History	Get the Game	Scenarios	Variants	Play Aids	Questions	Web Links
----------------------	--------------------------	-------------------------	------------------------------	---------------------------	--------------------------	---------------------------	---------------------------	---------------------------

Saumizegetusa

105 AD

Trajan's first campaign battle against the rebellious Dacians.

Map: C (North is equivalent to Direction 4)

Special Rules:

- Dacians deploy infantry first, anywhere east of the stream
- Romans deploy infantry next., anywhere west of the stream
- Dacians then deploy cavalry, anywhere east of the stream
- Finally Romans deploy cavalry., anywhere west of the stream

Side 1: Dacians

Color: Red

Panic: 28

- 4-5, 2-6, 2-6, 2B3, 2B3, 2B3, 2B3, 4-2, 4-2, 4-2, 4-2, 1A3, 1A3, 2-3, 2-3, 2-3, 2-3, 2-3, 2-3, 2-3, 2-3, 2-3, 2-3, 2A0, x2

Side 2: Romans (Trajan)

Color: Yellow

Panic: 22

- 4-2, 4-2, 4-2, 4-2, 4-2, 4-2, 4-2, 4-2, 2B3, 2B3, 2-6, 2-6, 2-6, 2-6, 2A0, x2, x2

Author: [Chris Boote](#)

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Ancients - Tactical battles before the age of gunpowder

Home	Overview	History	Get the Game	Scenarios	Variants	Play Aids	Questions	Web Links
----------------------	--------------------------	-------------------------	------------------------------	---------------------------	--------------------------	---------------------------	---------------------------	---------------------------

Sauricourt

881

The French of Henry III catch up to a retiring force of Viking raiders.

Map: E

Special Rules:

- The Viking camp has a movement allowance of 2. The Vikings get 1 victory point for successfully moving it across the river at the bridge between Q11 and Q12.

Side 1: French

Color: Red

Panic: 10

- **Direction 3:** 4-5 (H1), 1A3 (H2), 2-3 (H3), 2-3 (H4), 2-3 (H5), 1A3 (H6), x2, 4-5 (H7), 4-5 (H8)

Side 2: Vikings

Color: Yellow

Panic: 11

- **Direction 6:** 1A3 (L3), 4-2 (L4), 4-2 (L5), x2, 4-2 (L6), 4-2 (L7), 4-2 (L8), 1A3 (L9),2A2 (L7)

Author: [Steven Guy](#)

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Ancients - Tactical battles before the age of gunpowder

Home	Overview	History	Get the Game	Scenarios	Variants	Play Aids	Questions	Web Links
----------------------	--------------------------	-------------------------	------------------------------	---------------------------	--------------------------	---------------------------	---------------------------	---------------------------

Second Megiddo

609 BC

"Necho, King of Egypt, came up to fight...and Josiah went out against him...and came to fight in the valley of Megiddo." Second Chronicles Ch. 35

Map: F (Direction 1 is north)

Special Rules:

- None

Side 1: Egyptians

Color: Red

Panic: 19

- Enter on first turn in hex row R south of stream: 2-3, 2-3, 2-3, 4-2, 4-2, 4-2, 1A3, 1A3, 2B3, 4B4, 4B4, 4B4, 4B4, x2, x2.

Side 2: Judeana

Color: Yellow

Panic: 14

- Set up within three hexes of M10: 2-3, 2-3, 2-3, 4-2 ,4-2, 1A3, 1A3, 2B3, 4B4, 4B4, x2, x2.

Author: [Steven Guy](#)

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Ancients - Tactical battles before the age of gunpowder

Home	Overview	History	Get the Game	Scenarios	Variants	Play Aids	Questions	Web Links
----------------------	--------------------------	-------------------------	------------------------------	---------------------------	--------------------------	---------------------------	---------------------------	---------------------------

Sekigahara

21 October, 1600

Map: E

Special Rules:

- *Reinforcements:* During Route phase, Tokugawa rolls a die and adds the difference in full strength losses incurred. If the result is greater than six, the reinforcements enter during the following turn's Reinforcements phase.
- Ishida's Camp (2A0) may fire two volleys during its Defensive Fire phase and may deduct one (-1) from each roll (Ishida's cannons).
- Refer to [Japanese Scenario Rules](#).

Side 1: Tokugawa Ieyasu

Color: Yellow

Panic: 20

- *Direction 1:* 4-2(G5), x2(G5), 4-2(G6), 4-2(H6), 4-2(H7), 4-5(I5), 4-2(J6), 4-5(K6), x2(K6), 4-2(K7), 4-2(L7), 4-2(L8), 4-2(M7), 4-2(N8), 4-5(O8), 2A0(J10)
- *Reinforcements:* Enter within hexes A12-R12 inclusive: x2, 8-4, 2-6

Side 2: Ishida Matsunari

Color: Red

Panic: 20

- *Direction 4:* 2-3(C3), 2-3(C4), 8-4(D4), x2(D4), 2-6(F3), 2-6(F4), 2-3(G2), 2-3(G3), 2-6(H3), 4-2(I3), x2(I3), 4-2(J3), 2-6(J4), 4-2(K3), 2-6(L3), 2-3(N3), 4-5(N4), 2-3(N5), 2A0(O3), x2(O3), 4-2(O4)

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Ancients - Tactical battles before the age of gunpowder

Home	Overview	History	Get the Game	Scenarios	Variants	Play Aids	Questions	Web Links
----------------------	--------------------------	-------------------------	------------------------------	---------------------------	--------------------------	---------------------------	---------------------------	---------------------------

Shrewsbury

1403 AD

Henry IV tries to hold his flanks against a split force of Welsh Archers and Percy's Knights.

Map: G (North is equivalent to Direction 3)

Special Rules:

- Treat the islands as hills.
- Henry sets up first, anywhere in hex-rows G3-K6.
- Percy sets up on northern hill, Owen on southern hill.
- Neither Percy nor Owen may stack with the other's troops while the other is alive.
- Welsh archers may fire three times vs. cavalry.

Side 1: English (Henry)

Color: Red

Panic: 20

- 8-4, 8-4, 4-2, 4-2, 4-2, 4-2, 1A3, 1A3, 2A0, x2, x2

Side 2: Rebels & Knights

Color: Yellow

Panic: 21

- Rebels (Percy): 8-4, 4-2, 4-2, 4-2, 4-2, 4-2, 4-2, x2
Welsh (Owen): 4-5, 1A3, 1A3, 2-3, 2-3, x2

Author: [Chris Boote](#)

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Ancients - Tactical battles before the age of gunpowder

Home	Overview	History	Get the Game	Scenarios	Variants	Play Aids	Questions	Web Links
----------------------	--------------------------	-------------------------	------------------------------	---------------------------	--------------------------	---------------------------	---------------------------	---------------------------

Silarus River

71 BC

Crassus attempts to crush the Spartacist slave revolt before Pompey arrives and steals the glory.

Map: D

Special Rules:

- For each turn on and after Game Turn 3, roll 1D6. If a six is rolled, the following Roman units enter through hexes K1 through N1: 4-2, 4-2, 4-2, 4-2, 2B3, 2-6, x2.
- Hexes I2, I3, J3, J4, K3, K4, K5, L3, L4, L5, M3, M4, M5, N4, N5, N6,)4,)5,)6, P5, P6, P7, Q5, Q6 and R6 are hill hexes.
- Hexes L12, M11, N11, O10, P10, Q8, Q9 and R8 are all River hexes and are impassible.
- The Romans will by panicking the Spartacists or capturing their camp. The Spartacists win if they are not panicked by the end of the game presuming their camp has not been captured.
- The scenario lasts 10 game turns.

Side 1: Spartacists (Spartacus)

Color: Red

Panic: 27

- **Facing Direction 5:** 2-6 (H2), 2-6 (I1), 2B3 (I3), 2-3 (J4), 2B3 (K4), 2-3 (L5), 2B3 (M5), 2-3 (N6), 2B3 (O6), 2-3 (P7), 4-2 (J3), 4-2 (K3), 4-2 (L4), 4-2 (M4), 4-2 (N5), 4-2 (O5), 4-2 (P6), 4-2 (Q6), 2A0 (Q5), x2, x2

Side 2: Romans (Crassus)

Color: Yellow

Panic: 27

- **Facing Direction 2:** 4-5 (C4), 2-6 (D5), 4-2 (E5), 4-2 (F6), 4-2 (G6), 4-2 (H7), 4-2 (I7), 4-2 (J8), 4-2 (K8), 4-2 (L9), 4-2 (F7), 4-2 (J9), 2B3 (F5), 1A3 (H6), 1A3 (J7), 2B3 (L8), 2A0 (G9), x2, x2

Historical Note: Spartacus and other former gladiators lead a successful revolt of slaves in Italy defeating several Roman armies sent against them. In the last battle of the Spartacist slave revolt, Crassus attempted to crush the Spartacist army before Pompey can arrive. After a hard fought battle, Crassus prevails, killing most of the slave army before Pompey arrives, though Pompey engages some of the fleeing slaves and still claims the victory. Several thousand slaves are captured and crucified as an example. Spartacus is presumed dead but his body is never found.

Author: [Stephen Kling](#)

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Home	Overview	History	Get the Game	Scenarios	Variants	Play Aids	Questions	Web Links
----------------------	--------------------------	-------------------------	------------------------------	---------------------------	--------------------------	---------------------------	---------------------------	---------------------------

St. Albans

1455 AD

First major battle between white and red in the War of the Roses.

Map: F (North is equivalent to Direction 2)

Special Rules:

- Somerset sets up anywhere within one hex of the hills, but may not place any units in the town.
- Henry enters from southern map edge.
- The Lancastrian camp has a movement value of 2.
- Somerset wins if he kills both Lancastrian generals or one general and captures the camp. Henry wins if he kills one Yorkist general or exits his camp over the stream, accompanied by one heavy infantry. Any other result is a draw.

Side 1: Yorkists (Somerset)

Color: Red

Panic: 15

- 1A3, 1A3, 1A3, 4-2, 4-2, 4-2, 4-2, 4-2, 2A0, x2, x2

Side 2: Lancastrians (Henry VI)

Color: Yellow

Panic: 10

- 1A3, 1A3, 4-2, 4-2, 4-2, 2A0, x2, x2

Author: [Chris Boote](#)

[[Home](#)] [[Overview](#)] [[Game History](#)] [[Get the Game](#)] [[Scenario Library](#)] [[Variants](#)] [[Play Aids](#)] [[Clarifications](#)] [[Web Links](#)]

Updated on 9 June 2002
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Ancients - Tactical battles before the age of gunpowder

Home	Overview	History	Get the Game	Scenarios	Variants	Play Aids	Questions	Web Links
----------------------	--------------------------	-------------------------	------------------------------	---------------------------	--------------------------	---------------------------	---------------------------	---------------------------

Stamford Bridge

1066 AD

Harold's well-trained army against the barbarian Norsemen before his march south to fight William.

Map: F (North is equivalent to Direction 6)

Special Rules:

- Norse camp is in the town, nine heavy infantry units begin disordered within two hexes of the camp. The tenth heavy infantry unit starts anywhere on hills.
- All Norse heavy infantry units are impetuous.
- Saxons start one hex south of stream.
- Saxons win if they capture the Norse camp. Norsemen win if they kill either Saxon general. Any other result is a draw.

Side 1: Saxons

Color: Red

Panic: 11

- 1A3, 2-3, 2-3, 2-3, 2-3, 4-2, 4-2, 4-2, x2, x2

Side 2: Norsemen (Hardrada)

Color: Yellow

Panic: 21

- 4-2, 4-2, 4-2, 4-2, 4-2, 4-2, 4-2, 4-2, 4-2, 4-2, 2A0, x2

Author: [Chris Boote](#)

[[Home](#)] [[Overview](#)] [[Game History](#)] [[Get the Game](#)] [[Scenario Library](#)] [[Variants](#)] [[Play Aids](#)] [[Clarifications](#)] [[Web Links](#)]

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Ancients - Tactical battles before the age of gunpowder

Home	Overview	History	Get the Game	Scenarios	Variants	Play Aids	Questions	Web Links
----------------------	--------------------------	-------------------------	------------------------------	---------------------------	--------------------------	---------------------------	---------------------------	---------------------------

The Standard

1138 AD

Stephen and his archers attempt to repulse the Scottish invaders supporting his cousin Maude.

Map: A (North is equivalent to Direction 5)

Special Rules:

- The English set up all units on or within one hex of the hills and the camp on hex K5.
- Knights must remain stacked with the camp at all times.
- The Scots set up anywhere north of the stream.
- The Scots win immediately if they capture the English camp at any time.
- The Scottish light infantry are impetuous and barbarian.
- The Scottish knights are impetuous.
- The English archers fire three times per turn.

Side 1: Scots

Color: Red

Panic: 37

- 2-3, 2-3, 2-3, 2-3, 2-3, 2-3, 2-3, 2-3, 2-3, 2-3, 2-3, 2-3, 2-3, 2-3, 8-4, 8-4, 4-5, 4-5, 4-2, 4-2, 4-2, 4-2, 2A0, x2, x2

Side 2: English (Stephen)

Color: Yellow

Panic: 19

- 4-2, 4-2, 4-2, 4-2, 4-2, 4-2, 1A3, 1A3, 1A3, 1A3, 1A3, 1A3, 8-4, 2A0, x2, x2

Author: [Chris Boote](#)

[[Home](#)] [[Overview](#)] [[Game History](#)] [[Get the Game](#)] [[Scenario Library](#)] [[Variants](#)] [[Play Aids](#)] [[Clarifications](#)] [[Web Links](#)]

Updated on 9 June 2002
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Ancients - Tactical battles before the age of gunpowder

Home	Overview	History	Get the Game	Scenarios	Variants	Play Aids	Questions	Web Links
----------------------	--------------------------	-------------------------	------------------------------	---------------------------	--------------------------	---------------------------	---------------------------	---------------------------

Stoke

1487 AD

A motley alliance of Irish levies and German mercenaries challenge Henry VII in a battle some call the last of the Wars of the Roses.

Map: B

Special Rules:

- None

Side 1: Irish/Germans

Color: Red

Panic: 10

- *Direction 1 (Deploy as desired on the hill from and including hexrows L through P and 10 through 12):* 2x 4-2, 5x 2-3, 1A3, x2; 2A0 (N12)

Side 2: Tudors

Color: Yellow

Panic: 23

- *Direction 4:* 3A2 (L4), 3A2 (L5), 3A2 (L8), 4-2 (M4), 4-2 (M5), 4-2 (M7), 2A0 (N2), 4-2 (N4), 4-2 (N5), x2 (N5), 4-2 (N8), 3A2 (O3), 4-2 (O4), 3A2 (O7), 3A2 (P5)

Author: [Steven Guy](#)

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Updated on 30 January 2004
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Ancients - Tactical battles before the age of gunpowder

Home	Overview	History	Get the Game	Scenarios	Variants	Play Aids	Questions	Web Links
----------------------	--------------------------	-------------------------	------------------------------	---------------------------	--------------------------	---------------------------	---------------------------	---------------------------

Talas

751 AD

Battle ending Chinese expansion and influence in Central Asia

Map: D

Special Rules:

- Both sides have 2-6 (LC) units with missile rating of B (2B6) when not disorderd.
- Tang 2B6 units (the Quarlug Turkish allies) change sides on a roll of 1 or desert on a roll of 2, which is rolled for on each of the first two game turns.
- The Arabs win by panicking the Tang or capturing their camp; the Tang win by panicking the Arabs or capturing their camp; any other result is a draw.
- Hexes A5, B5, and C1-C4 are river hexes and are impassible. Hexes A10, A11, B11, C11, D11, E11-E12, F12, P9-P11, Q8, Q11, R8 and R12 are level one hill hexes. Hexes A12, B12, C12, D12 and R9-R11 are level two hill hexes.
- The scenario lasts 10 game turns.

Side 1: Tang (Ko Sonji a/k/a Kao Hsien-chih)

Color: Red

Panic: 37

- 2B3 (E8), 2-3 (F9), 2B3 (G8), 2-3 (H9), 2B3 (I8), 2-3 (J9), 2B3 (K8), 2-3 (L9), 2B3 (M8), 2-3 (N9), 2B3 (O8), 3A2 (G9), 3A2 (I9), 3A2 (K9), 3A2 (M9), 2B6 (E10), 2B6 (F11), 2B6 (G10), 2B6 (H11), 4-5 (J11), 4-5 (K10), 4-5 (K11), 4-5 (L11), 4-5 (M10), 4-5 (M11), 4-5 (N11), 4-5 (O10), 2A0 (L12), x2, x2

Side 2: Arabs (Ziyad ibn-Salih)

Color: Yellow

Panic: 32

- 2-3 (D5), 1A3 (E4), 2-3 (F5), 2-3 (G4), 1A3 (H5), 2-3 (I4), 2-3 (J5), 1A3 (K4), 2-3 (L5), 2-3 (M4) 1A3 (N5), 2-3 (O4), 2B6 (D4), 2B6 (E3), 2B6 (F4), 2B6 (G3), 4-5 (H4), 4-5 (I3), 4-5 (J4), 4-5 (K3), 2B6 (L4), 2B6 (M3), 2B6 (N4), 2B6 (O3), 2-6 (D3), 2-6 (F3), 2-6 (H3), 2-6 (J3), 2-6 (N3), 2A0 (I2), x2, x2

Historical Note: In this battle the expansion of the Arab and Tang empires collided at the Talas River near the city of Atlakh. Ironically, the battle arose out of a local dispute between two small local rulers, each seeking aid from Arab and Tang allies respectively. Although indecisive at first, the Quarlug Turkish allies of the Tang switched sides giving the Arabs the edge in the battle. An attempted escape by the Tang army through a mountain pass to the east turned into a disaster with the Arabs decimating much of the Tang army, though the leader Ko Sonji and several subordinates escaped. This battle halted further Chinese expansion in Central Asia.

Author: [Stephen Kling](#)

[[Home](#)] [[Overview](#)] [[Game History](#)] [[Get the Game](#)] [[Scenario Library](#)] [[Variants](#)] [[Play Aids](#)] [[Clarifications](#)] [[Web](#)

[Links](#)]

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Ancients - Tactical battles before the age of gunpowder

Home	Overview	History	Get the Game	Scenarios	Variants	Play Aids	Questions	Web Links
----------------------	--------------------------	-------------------------	------------------------------	---------------------------	--------------------------	---------------------------	---------------------------	---------------------------

Tannenburg

1410

The Order of Teutonic Knights vs. a Polish-Lithuanian coalition.

Map: C

Special Rules:

- Ignore large forest and village in center of map.

Side 1: Poles and Lithuanians

Color: Red

Panic: 39

- **Direction 2:** 2A0 (B7), 2-3 (C6), 4-2 (C7), 4-5 (C10), 4-5 (C11), 8-4 (D3), 8-4 (D4), 8-4 (D5), x2, 8-4(D6), 8-4 (D7), 8-4 (D8), 8-4 (D9), 4-5 (D10), x2, 4-5 (D11)

Side 2: Teutonic Knights

Color: Yellow

Panic: 35

- **Direction 5:** 3A2 (G6), 3A2 (G7), 8-4 (H3), 8-4 (H4), 8-4 (H5), 8-4 (H6), 8-4, x2, (H7),8-4 (H8), 8-4 (H9), 8-4 (H10), 2A0 (J9)

Author: [Steven Guy](#)

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Ancients - Tactical battles before the age of gunpowder

Home	Overview	History	Get the Game	Scenarios	Variants	Play Aids	Questions	Web Links
----------------------	--------------------------	-------------------------	------------------------------	---------------------------	--------------------------	---------------------------	---------------------------	---------------------------

Telamon

225 BC

An invading Gallic army is caught between two converging Roman armies.

Map: B

Special Rules:

- Gallic Light Infantry (2-3) are impetuous and use the barbarian charge rule.
- Gauls deploy in hex row letters K through R and numbers 5 through 7 in any direction.
- Roman Group 1 deploys on the hill (hex row letters K through P and numbers 10 and 11, facing Direction 1).
- Roman Group 2 deploys in hex row letters K through R and numbers 1 and 2, facing Direction 4.

Side 1: Gauls

Color: Red

Panic: 22

- 2-3, 2-3, 2-3, 2-3, 2-3, 2-3, 2-3, 2-3, 2-3, 2-3, 2-3, 2-3, 2-6, 2-6, 2-6, 2-6, 2-6, 2-6, 2-6, 2-6, 2-6, 2-6, x2, x2, 2A0

Side 2: Roman

Color: Yellow

Panic: 38

- *Group 1:* 4-2, 4-2, 4-2, 4-2, 4-2, 4-2, 4-2, 4-2, 2-6, 2B3, 2B3, x2
- *Group 2:* 4-2, 4-2, 4-2, 4-2, 4-2, 4-2, 4-2, 4-2, 2-6, 2B3, 2B3, x2, 2A0

Author: [Steven Guy](#)

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Ancients - Tactical battles before the age of gunpowder

Home	Overview	History	Get the Game	Scenarios	Variants	Play Aids	Questions	Web Links
----------------------	--------------------------	-------------------------	------------------------------	---------------------------	--------------------------	---------------------------	---------------------------	---------------------------

Tewkesbury

1471 AD

King Edward vs. the Duke of Somerset

Map: D

Special Rules:

- At the start of each Yorkist player turn, roll a die. On a roll of 1-2, a 4-5 reinforcement enters anywhere between and including F1 to I1 (represents the detached force the Yorkists sent out before the battle to flush out any enemy troops believed to be in a wood on the Yorkist left. When the main bodies were engaged this force fell on the Lancastrian right. Different sources call them either horse or spearmen--a flank attack by the former is much more interesting, IMHO).

Side 1: Lancastrians (Somerset)

Color: Red

Panic: 23

- Direction 5:* 3A2 (G4), 3A2 (G6), 3A2 (G8), 8-4 (H4), 4-2 (H5), x2 (H6), 4-2 (H6), 4-2 (H7), 4-2 (H8), 4-2 (H9), 8-4 (H10), 2A0 (J6)

Side 2: Yorkists (King Edward)

Color: Yellow

Panic: 31

- Direction 2:* 2A0 (A6), 8-4 (C3), 4-2 (C4), 8-4 (C5), 4-2 (C6), x2 (C6), x2 (C6), 4-2 (C7), 8-4 (C8), 4-2 (C9), 8-4 (C10), 3A2 (D4), 3A2 (D7), 3A2 (D10)

Author: [Steven Guy](#)

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Ancients - Tactical battles before the age of gunpowder

Home	Overview	History	Get the Game	Scenarios	Variants	P1A3y Aids	Questions	Web Links
----------------------	--------------------------	-------------------------	------------------------------	---------------------------	--------------------------	----------------------------	---------------------------	---------------------------

Thates

310 BC

Scythian succession war.

Map: D

Special Rules:

- None

Side 1: Satyros (Scythia)

Color: Yellow

Panic: 33

- *Direction 1:* 4-5 (B8), 2B3 (C7), 2-3 (C8), 2B3 (D8), 2-3 (D9), 2B3 (E7), 2-3 (E8), 2B3 (F8), 2-3 (F9), 1A3 (G8), 4-5 (H8), x2 (H8), 2-6 (H9), 8-4 (I7), 4-5 (I8), 2A0 (I10), 4-5 (J8), x2 (J8), 2-6 (J9), 1A3 (K8), 2B3 (L8), 2-3 (L9), 2B3 (M7), 2-3 (M8), 2B3 (N8), 2-3 (N9), 2B3 (O7), 2-3 (O8), 4-5 (P8).

Side 2: Eumelos (Scythia)

Color: Red

Panic: 37

- *Direction 4:* 2-6 (A4), 4-5 (B5), 2-6 (B4), 2B3 (C4), 2-3 (C3), 2-3 (D5), 2-3 (D4), 2-3 (E4), 2-3 (E3), 2B3 (F5), 2-3 (F4), 2-6 (G4), 2-6 (G3), 4-5 (H5), 2-6 (H4), 4-5 (I4), x2 (I4), 2B3 (I3), 2A0 (I1), 4-5 (J5), 2-6 (J4), 2-6 (K4), 2-6 (K3), 2B3 (L5), 2-3 (L4), 2-3 (M4), 2-3 (M3), 2-3 (N5), 2-3 (N4), 2B3 (O4), 2-3 (O3), 4-5 (P5), 2-6 (P4), 2-6 (Q4).

Author: [Aleksandar Pesic](#)

[[Home](#)] [[Overview](#)] [[Game History](#)] [[Get the Game](#)] [[Scenario Library](#)] [[Variants](#)] [[P1ay Aids](#)] [[Clarifications](#)] [[Web Links](#)]

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Ancients - Tactical battles before the age of gunpowder

Home	Overview	History	Get the Game	Scenarios	Variants	Play Aids	Questions	Web Links
----------------------	--------------------------	-------------------------	------------------------------	---------------------------	--------------------------	---------------------------	---------------------------	---------------------------

Ticinus River

218 BC

Cavalry engagement between Hannibal and the Romans plus Gallic Irregulars.

Map: D (North is equivalent to between Directions 2 and 3)

Special Rules:

- The Romans win if they can destroy all of the Carthaginian heavy cavalry or if they can safely escort their camp off the southern map edge (it has a movement rating of ‘2’) with at least two ordered units.
- No unit may exit the west map edge.

Side 1: Carthaginians (Hannibal)

Color: Red

Panic: 18

- 2-6 (L2), 2-6 (L3), 2-6 (L4), 2-6 (L9) ,2-6 (L10), 2-6 (L11), 4-5 (N4), 4-5 (N5), 4-5 (N6), 4-5 (N7), 4-5 (N8), 4-5 (N9), x2 (L4), x2 (N8)

Side 2: Romans

Color: Yellow

Panic: 23

- 2-6 (D11), 2-6 (D12), 4-5 (B11), 4-5 (B12), 4-2 (C2), 4-2 (C3), 4-2 (C4), 4-2 (C5), 2B3 (D3), 2B3 (D4), 2B3 (D5), 2B3 (D6), 2B3 (D7), 2B3 (D8), 2B3 (D9), 2B3 (D10), 2A2 (D2), x2 (B11)

Author: [Chris Boote](#)

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Ancients - Tactical battles before the age of gunpowder

Home	Overview	History	Get the Game	Scenarios	Variants	Play Aids	Questions	Web Links
----------------------	--------------------------	-------------------------	------------------------------	---------------------------	--------------------------	---------------------------	---------------------------	---------------------------

Tinchebrai

1106 AD

The young Henry I is surrounded by the forces of his brother Robert, Duke of Normandy.

Map: B (North is equivalent to Direction 6)

Special Rules:

- One Norman heavy infantry is in the town.
- The English set up all units within two hexes of the town except light archers.
- Then the Normans set up anywhere east of the hills.
- Finally the English light archers are set up anywhere.
- The Norman knights are impetuous.
- The English archers may fire three times against cavalry units.

Side 1: Normans (Robert)

Color: Red

Panic: 27

- 8-4, 8-4, 4-5, 4-5, 4-5, 4-5, 4-5, 4-5, 4-2, 4-2, 4-2, 1A3, 1A3, x2, x2

Side 2: English (Henry)

Color: Yellow

Panic: 23

- 8-4, 4-5, 4-5, 4-2, 4-2, 4-2, 4-2, 4-2, 1A3, 1A3, 1A3, 1A3, 2A0, x2, x2

Author: [Chris Boote](#)

[[Home](#)] [[Overview](#)] [[Game History](#)] [[Get the Game](#)] [[Scenario Library](#)] [[Variants](#)] [[Play Aids](#)] [[Clarifications](#)] [[Web Links](#)]

Updated on 9 June 2002
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Ancients - Tactical battles before the age of gunpowder

Home	Overview	History	Get the Game	Scenarios	Variants	Play Aids	Questions	Web Links
----------------------	--------------------------	-------------------------	------------------------------	---------------------------	--------------------------	---------------------------	---------------------------	---------------------------

Tournament Scenario #1

Side 1 (Red)

- 2 Leaders, 4 Light Cavalry, 5 Phalanx, 4 Heavy Infantry, 3 Light Infantry, 2 Heavy Archers, 5 Mixed Missiles, 1 Heavy Cavalry, 1 Elephant, 1 Camp
- **Panic:** 46

Side 2 (Yellow)

- 2 Leaders, 5 Light Cavalry, 2 Phalanx, 6 Heavy Infantry, 10 Light Infantry, 4 Mixed Missiles, 1 Light Archer, 2 Elephants, 1 Camp
- **Panic:** 44

Map: B

Special Rules

- The Yellow army begins with ½ victory point.
- Both players roll a die and the high-roller chooses sides. The red army sets up first in hexes J4- J12, K4-K12, and L5-L12, facing in any direction. The yellow army sets up second in hexes C2- C11, D3-D12, E3-E12.
- Optional rules in play are: Zones of Control, Elevation, Elephants (a player with elephants is immune from their doubling effects vs. his own cavalry), Dismounting, and Leader Survival.

Author: Mike Fisher

[[Home](#)] [[Overview](#)] [[Game History](#)] [[Get the Game](#)] [[Scenario Library](#)] [[Variants](#)] [[Play Aids](#)] [[Clarifications](#)] [[Web Links](#)]

Updated on 9 June 2002
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Ancients - Tactical battles before the age of gunpowder

Home	Overview	History	Get the Game	Scenarios	Variants	Play Aids	Questions	Web Links
----------------------	--------------------------	-------------------------	------------------------------	---------------------------	--------------------------	---------------------------	---------------------------	---------------------------

Tournament Scenario #2

Side 1 (Yellow)

- 2 Leaders, 10 Light Cavalry, 4 Phalanx, 4 Heavy Infantry, 2 Light Infantry, 1 Camp
- **Panic:** 32

Side 2 (Red)

- 2 Leaders, 5 Chariots, 5 Knights, 5 Heavy Cavalry, 2 Elephants, 1 Camp
- **Panic:** 46

Map: B

Special Rules

- Victory is determined according to standard victory points. If the players are tied at the end of the sixth turn, play continues an additional six turns. If still tied, victory is awarded the player with the most strength points remaining on the map.
- Both players roll a die, the high-roller selecting sides. Units are then set up hidden (using a screen or duplicate maps) in the following locations: Red: G5, H6, I5, J5-J6, K4-K5, L4-L6, M4- M5, N4-N6, O4-O5, P4-P6, Q4-Q5, R4-R6, Facing: 4. Yellow: G6, H7, I6, J7-J8, K6-K8, L7- L8, M6-M8, N7-N8, O6-O8, P7-P8, Q6-Q8, R7-R8, Facing: 1.
- The player who did not get to choose sides rolls a die and units positions are adjusted thus:
 - **dr1:** All red units are moved back one hex (in direction 1).
 - **dr2:** Both sides move their units back one hex (red in direction 1, yellow in direction 4).
 - **dr3:** All red units are moved back two hexes in direction one, all yellow units are moved back one hex in direction 4.
 - **dr4:** Both sides move their units back two hexes (red in direction 1, yellow in direction 4).
 - **dr5:** All red units are moved back three hexes in direction one, all yellow units are moved back two hexes in direction 4.
 - **dr6:** Both sides move their units back three hexes (red in direction 1, yellow in direction 4).
- Both players roll a die, and the high-roller moves first.
- Optional rules in play are: Zones of Control, Elevation, Command Control for Knights, Elephants (a player with elephants is immune from their doubling effects vs. his own cavalry), Dismounting, and Leader Survival.

Author: Mike Fisher

[[Home](#)] [[Overview](#)] [[Game History](#)] [[Get the Game](#)] [[Scenario Library](#)] [[Variants](#)] [[Play Aids](#)] [[Clarifications](#)] [[Web Links](#)]

Updated on 9 June 2002
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Ancients - Tactical battles before the age of gunpowder

Home	Overview	History	Get the Game	Scenarios	Variants	Play Aids	Questions	Web Links
----------------------	--------------------------	-------------------------	------------------------------	---------------------------	--------------------------	---------------------------	---------------------------	---------------------------

Tournament Scenario #3

Side 1 (Yellow)

- 2 Leaders, 8 Light Cavalry, 2 Phalanx, 3 Heavy Infantry, 5 Light Archers, 3 Elephants, 1 Camp
- **Panic:** 32

Side 2 (Red)

- 2 Leaders, 5 Chariots, 8 Knights, 5 Mixed Missiles, 5 Heavy Cavalry, 1 Camp
- **Panic:** 56

Map: C

Special Rules

- Yellow begins with ½ victory point.
- Both players roll a die, and the high-roller selects sides. Yellow places units on the map first, followed by red, using Free Deployment. Yellow places his camp anywhere on the map, and places the enemy camp within 10 hexes of his own camp. Yellow may not place the camp in any hex adjacent to the river.
- Optional rules in play are: Zones of Control, Command Control for Knights, Elephants (a player with elephants is immune from their doubling effects vs. his own cavalry), Dismounting, and Leader Survival.

Author: Mike Fisher

[[Home](#)] [[Overview](#)] [[Game History](#)] [[Get the Game](#)] [[Scenario Library](#)] [[Variants](#)] [[Play Aids](#)] [[Clarifications](#)] [[Web Links](#)]

Updated on 9 June 2002
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Ancients - Tactical battles before the age of gunpowder

Home	Overview	History	Get the Game	Scenarios	Variants	Play Aids	Questions	Web Links
----------------------	--------------------------	-------------------------	------------------------------	---------------------------	--------------------------	---------------------------	---------------------------	---------------------------

Tournament Scenario #4

Side 1 (Yellow)

- 2 Leaders, 6 Light Cavalry, 6 Phalanx, 6 Light Infantry, 5 Mixed Missiles, 1 Camp
- **Panic:** 35

Side 2 (Red)

- 2 Leaders, 5 Heavy Infantry, 5 Knights, 5 Heavy Cavalry, 1 Elephant, 1 Camp
- **Panic:** 42

Map: B

Special Rules

- Victory is determined according to standard victory points. If the players are tied at the end of the sixth turn, victory is awarded the player with the most strength points remaining on the map.
- Both players roll a die, the high-roller selecting sides. Units are then set up hidden (using a screen or duplicate maps) in the following locations: Yellow: G5, H6, I4-I5, J4-J6, K4-K5, L4-L6, M4-M5, N4-N6, O4-O5, P4-P6, Q4-Q5, R4-R6, Facing: 4. Red: G6, H7, I6-I8, J7-J8, K6- K8, L7-L8, M6-M8, N7-N8, O6-O8, P7-P8, Q6-Q8, R7-R8, Facing: 1.
- The player who did not get to choose sides rolls a die and units positions are adjusted thus:
 - **dr1:** All red units are moved back one hex (in direction 1).
 - **dr2:** Both sides move their units back one hex (red in direction 1, yellow in direction 4).
 - **dr3:** All red units are moved back two hexes in direction one, all yellow units are moved back one hex in direction 4.
 - **dr4:** Both sides move their units back two hexes (red in direction 1, yellow in direction 4).
 - **dr5:** All red units are moved back three hexes in direction one, all yellow units are moved back two hexes in direction 4.
 - **dr6:** Both sides move their units back three hexes (red in direction 1, yellow in direction 4).
- Both players roll a die, and the high-roller moves first.
- Optional rules in play are: Zones of Control, Command Control for Knights, Elephants (a player with elephants is immune from their doubling effects vs. his own cavalry), and Leader Survival.

Author: Mike Fisher

[[Home](#)] [[Overview](#)] [[Game History](#)] [[Get the Game](#)] [[Scenario Library](#)] [[Variants](#)] [[Play Aids](#)] [[Clarifications](#)] [[Web Links](#)]

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Ancients - Tactical battles before the age of gunpowder

Home	Overview	History	Get the Game	Scenarios	Variants	Play Aids	Questions	Web Links
----------------------	--------------------------	-------------------------	------------------------------	---------------------------	--------------------------	---------------------------	---------------------------	---------------------------

Tournament Scenario #5

Side 1 (Yellow)

- 2 Leaders, 8 Light Cavalry, 2 Phalanx, 2 Heavy Infantry, 3 Heavy Archers, 3 Elephants, 1 Camp
- **Panic:** 31

Side 2 (Red)

- 2 Leaders, 3 Chariots, 8 Knights, 2 Light Infantry, 8 Mixed Missiles, 5 Heavy Cavalry, 1 Camp
- **Panic:** 54

Map: C

Special Rules

- Victory is determined by standard victory points. If players are tied at the end of six full turns, the player with the most total strength points remaining on the map is the winner.
- Both players roll a die, and the high-roller selects sides. Yellow places units on the map first, followed by red, using Free Deployment. Yellow places his camp anywhere on the map, and places the enemy camp within 10 hexes of his own camp. Yellow may not place the camp in any hex adjacent to the river, nor in or adjacent to a village.
- Optional rules in play are: Zones of Control, Command Control for Knights, Elephants (a player with elephants is immune from their doubling effects vs. his own cavalry), and Leader Survival.

Author: Mike Fisher

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Ancients - Tactical battles before the age of gunpowder

Home	Overview	History	Get the Game	Scenarios	Variants	Play Aids	Questions	Web Links
----------------------	--------------------------	-------------------------	------------------------------	---------------------------	--------------------------	---------------------------	---------------------------	---------------------------

Tournament Scenario #6

Side 1 (Yellow)

- 2 Leaders, 4 Light Cavalry, 4 Phalanx, 4 Light Infantry, 4 Mixed Missiles, 1 Camp
- **Panic:** 24

Side 2 (Red)

- 2 Leaders, 4 Heavy Infantry, 4 Knights, 4 Heavy Cavalry, 1 Camp
- **Panic:** 32

Map: B

Special Rules

- Victory is determined according to standard victory points. If the players are tied at the end of the sixth turn, victory is awarded the player with the most strength points remaining on the map.
- Both players roll a die, the high-roller selecting sides. Units are then set up hidden (using a screen or duplicate maps) in the following locations: Yellow: G5, H6, I4-I5, J4-J6, K4-K5, L4-L6, M4-M5, N4-N6, Facing: 4. Red: G6, H7, I6-I8, J7-J8, K6-K8, L7-L8, M6-M8, N7-N8, Facing: 1.
- The player who did not get to choose sides rolls a die and units positions are adjusted thus:
 - **dr1:** All red units are moved back one hex (in direction 1).
 - **dr2:** Both sides move their units back one hex (red in direction 1, yellow in direction 4).
 - **dr3:** All red units are moved back two hexes in direction one, all yellow units are moved back one hex in direction 4.
 - **dr4:** Both sides move their units back two hexes (red in direction 1, yellow in direction 4).
 - **dr5:** All red units are moved back three hexes in direction one, all yellow units are moved back two hexes in direction 4.
 - **dr6:** Both sides move their units back three hexes (red in direction 1, yellow in direction 4).
- Both players roll a die, and the high-roller moves first.
- Optional rules in play are: Zones of Control, Command Control for Knights, Elephants (a player with elephants is immune from their doubling effects vs. his own cavalry), and Leader Survival.

Author: Mike Fisher

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Ancients - Tactical battles before the age of gunpowder

Home	Overview	History	Get the Game	Scenarios	Variants	Play Aids	Questions	Web Links
----------------------	--------------------------	-------------------------	------------------------------	---------------------------	--------------------------	---------------------------	---------------------------	---------------------------

Tunes

255 BC

Xanthippus (Carthage) vs. Regulus (Rome)

Map: D

Special Rules:

- None.

Side 1: Carthaginians

Color: Red

Panic: 18

- **Direction 3:** 2A0 (D4), 4-5 (D7), 4-5 (E6), x2, 4-2 (F6), 6-1 (G5), 6-3 (G6), 2-3 (H5), 6-3 (H6), 2-6 (I4), 2-6 (J4)

Side 2: Romans

Color: Yellow

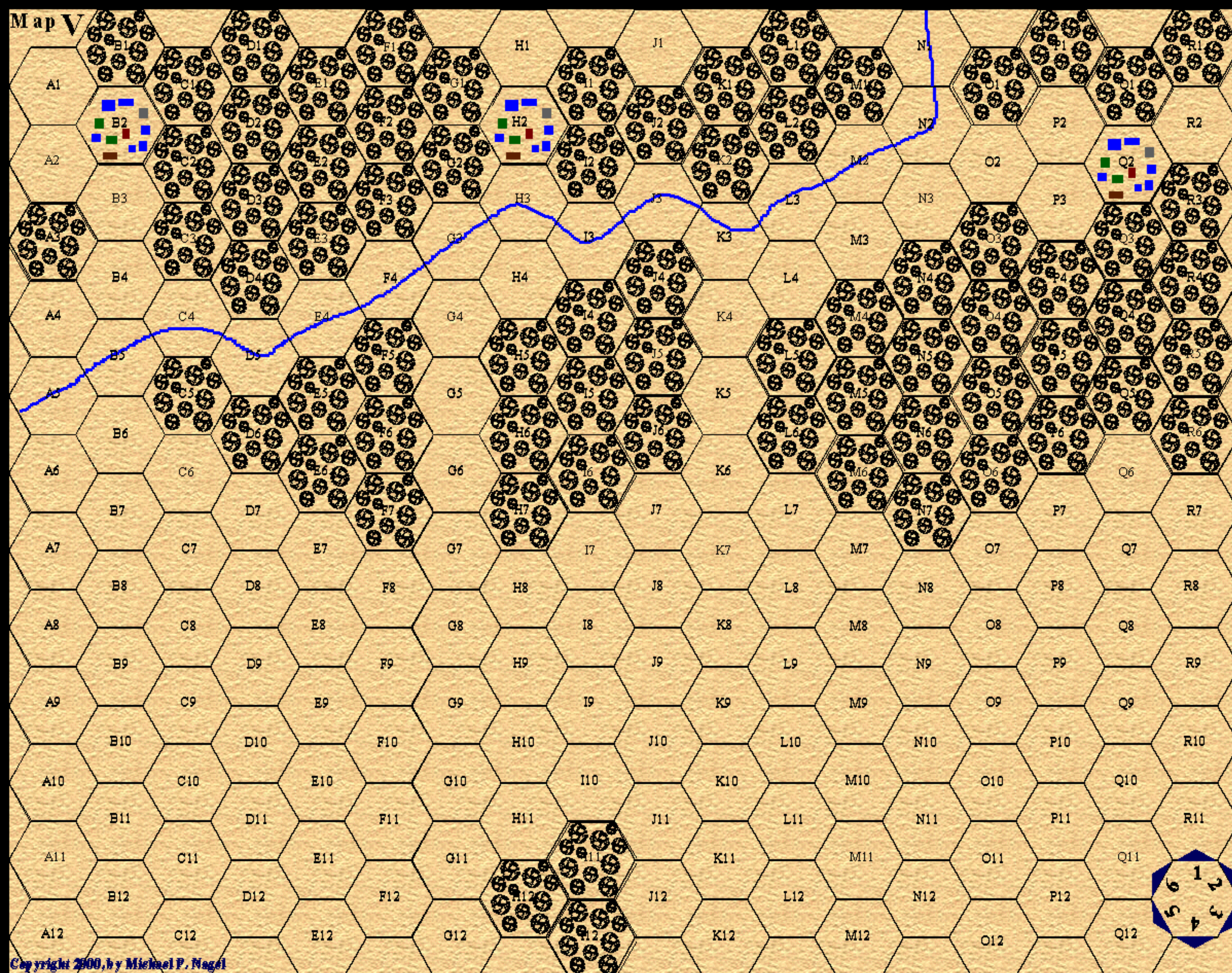
Panic: 16

- **Direction 6:** 2-6 (G9), 2B3 (H9), 4-2 (I8), 4-2 (J9), 4-2 (J8), 4-2 (K8), 4-2 (K7), x2, 4-2 (L8), 2B3 (L7), 2-6 (M6), 2A0 (O10)

Author: [Steven Guy](#)

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1	2	3	4	5	6
6	7	8	9	10	5

123456

MISSILE FIRE TABLE					
Missile Type A	Range	Missile Type B	Target	Range	Target
1-2	1-2	1-2	1-2	1-2	1-2
1-3	1-3	1-3	1-3	1-3	1-3
1-4	1-4	1-4	1-4	1-4	1-4

Note: The numbers indicate the die roll needed to cause a 'hit' result.

COMBAT RESULTS TABLE					
die roll	1-2	1-1	2-1	3-1	
1	ad	ad	m	m	m
2	ad	m	m	dd	dd
3	ad	m	dd	dd	dd
4	ad	m	dd	de	de
5	m	m	dd	de	de
6	dd	dd	de	de	de

Notes: Attacks at odds of less than 1-2 are not allowed. Odds greater than 3-1 are treated as 3-1.

Results: ad = Attacker Discarded, de = Defender Discarded, m = Male, dd = Defender Eliminated

1	2	3	4	5
6	7	8	9	10

Ancients - Tactical battles before the age of gunpowder

Home	Overview	History	Get the Game	Scenarios	Variants	Play Aids	Questions	Web Links
----------------------	--------------------------	-------------------------	------------------------------	---------------------------	--------------------------	---------------------------	---------------------------	---------------------------

Vercellae

101 BC

Catalus' legions in a punitive campaign against the barbarian hordes of the Cimbri.

Map: [Vercellae](#) (North is equivalent to Direction 1), 611k

Special Rules:

- Additional counter sets may be required to fill out the Cimbri LI requirements!
- The Cimbri deploy secretly in hexrows 1-5. Only the Camps are placed on the map, one per village.
- The Romans then deploy in hexrows A12-K7.
- Any Cimbri NOT in woods are placed on the map.
- Cimbri which start in woods are only placed on the map when the move or a Roman unit is adjacent.
- Cimbri are Impetuous Barbarians.
- The Romans win if they destroy at least 2 Cimbri camps. Any other result is a victory for the Cimbri.

Side 1: Roman (Catalus)

Color: Red

Panic: 44

- 4-2, 4-2, 4-2, 4-2, 4-2, 4-2, 4-2, 4-2, 4-2, 4-2, 4-2, 4-2, 4-2, 4-2, 4-2, 2B3, 2B3, 2B3, 2B3, 2B3, 2B3, 2B3, 2-6, 2-6, 2-6, 2-6, x2, x2

Side 2: Cimbri

Color: Yellow

Panic: 51

- 2-6, 2-6, 2-6, 2-6, 2-6, 2-6, 40xLI (2-3), x2, x2, x2, 2A0, 2A0, 2A0

Author: [Chris Boote](#)

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Ancients - Tactical battles before the age of gunpowder

Home	Overview	History	Get the Game	Scenarios	Variants	Play Aids	Questions	Web Links
----------------------	--------------------------	-------------------------	------------------------------	---------------------------	--------------------------	---------------------------	---------------------------	---------------------------

Verneuil

1424 AD

The final battle for the control of Northern France, once again, English Longbows vs. French Knights.

Map: A (North is equivalent to Direction 5)

Special Rules:

- English set up first, anywhere south of the stream.
- French set up, at least two hexes north of the stream.
- The English archers may fire three times vs. cavalry.
- Two of the French heavy infantry are pikemen and doubled vs. cavalry. Place an unused unit beneath these units to distinguish them from other heavy infantry. These units are also impetuous.
- The French light infantry are spearmen and are doubled vs. cavalry. These units are also impetuous.
- The French knights are impetuous.

Side 1: English (Bedford)

Color: Red

Panic: 14

- 4-2, 4-2, 4-2, 4-2, 4-2, 1A3, 1A3, 1A3, 1A3, 2-3, 2A0, x2, x2, x2

Side 2: French

Color: Yellow

Panic: 28

- 8-4, 8-4, 8-4, 4-2, 4-2, 4-2, 4-2, 4-2, 4-2, 3A2, 2-3, 2-3, 2A0, x2, x2

Author: [Chris Boote](#)

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Ancients - Tactical battles before the age of gunpowder

Home	Overview	History	Get the Game	Scenarios	Variants	Play Aids	Questions	Web Links
----------------------	--------------------------	-------------------------	------------------------------	---------------------------	--------------------------	---------------------------	---------------------------	---------------------------

Vitkov

1420 AD

Knights of the Holy Roman Empire assault the Hussite palisades east of Prague.

Map: E

Special Rules:

- Holy Roman Knights are impetuous.
- Starting deployment hexes of the Hussites double them on defense. Use markers to delineate the line (represents the palisades, ditch and towers prepared before the battle).
- At the start of each Hussite player turn, roll a die. On a roll of 1-2 one 8-4, two 4-2's and a leader arrive anywhere from H-1 to N-1.

Side 1: Holy Roman Empire (Sigismund)

Color: Red

Panic: 32

- **Direction 3:** 8-4 (H3), 8-4 (H8), 8-4 (I2), 8-4 (I3), 8-4 (I4), x2, 8-4 (I5), 8-4 (I6), 8-4 (I7).

Side 2: Hussites (Jan Ziska)

Color: Yellow

Panic: 20

- **Direction 6:** 4-2 (M2), 3A2 (M3), 4-2 (M4), x2, 3A2 (M5), 4-2 (M6), 3A2 (M7), 4-2 (M8).

Author: [Steven Guy](#)

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Ancients - Tactical battles before the age of gunpowder

Home	Overview	History	Get the Game	Scenarios	Variants	Play Aids	Questions	Web Links
----------------------	--------------------------	-------------------------	------------------------------	---------------------------	--------------------------	---------------------------	---------------------------	---------------------------

Vohan Valley

1277 AD

Mongol Invasion of Burma

Map: D

Special Rules:

- Mongol 2-6 (LC) units have missile ratings of B (2B6) when not disorganized.
- Mongol player may dismount 2B6 units and substituted them for 1A3 (LA) units and remount them back to 2B6 units, at the beginning of each Mongol movement phase.
- Mongols win by panicking the Burmese or capturing the Burmese camp; Burmese win by panicking the Mongols; any other result is a draw.
- Burmese 6*3 Elephant units are subject to Optional Rule 13.11.
- Hexes A1-A12, B1-B12, C1-C8, D1-D7, E1-E5, P1-P2, Q1-Q5 and R1-R6 are all jungle (woods) hexes.
- The scenario lasts 10 game turns.

Side 1: Burmese (Narathihapate)

Color: Red

Panic: 44

- 6*3 (G7), 6*3 (I7), 6*3 (K7), 6*3 (M7), 6*3 (O7), 2-6 (F8), 2-3 (G9), 2B3 (H8), 2-3 (I9), 2B3 (J8), 2-3 (K9), 2B3 (L8), 2-3 (M9), 2B3 (N8), 2-3 (O9), 2-6 (P8), 2-6 (F9), 2-3 (H9), 2-3 (J9), 2-3 (L9), 2-3 (N9), 2-6 (P9), 4-2 (I10), 3A2 (J10), 4-5 (K10), 3A2 (L10), 4-2 (M10), 2B3 (E2), 2B3 (E3), 2B3 (F4), 2A0 (K11), x2, x2

Side 2: Mongols (Nasir al Din)

Color: Yellow

Panic: 30

- 4-5 (F1), 2B6 (F2), 4-5 (G1), 2B6 (G2), 4-5 (A1), 2B6 (H2), 4-5 (I1), 2B6 (I2), 4-5 (J1), 2B6 (J2), 4-5(K1), 2B6(K2), 4-5(L1), 2B6 (L2), 4-5 (M1), 2B6 (M2), 4-5 (N1), 2B6(N2), 4-5(O1), 2B6 (O2), no camp unit, x2, x2, x2

Historical Note: The Mongols invaded Burma in response to an attack by the Burmese against a ruler of a bordering principality who submitted to the Mongols. Nasir al Din commanded the Mongol army which was seriously outnumbered by the Burmese who allegedly had more than 2000 elephants. The Mongol flanks were secured by jungle on both sides though some Burmese skirmishers harassed the Mongols from the jungle. The Mongols initially dismounted to concentrate archer fire on the elephants and remounted after the elephants panicked. The Burmese and their king, Narathihapate, ultimately fell back in defeat but it would take another 10 years for the Burmese to accept Mongol suzerainty.

Author: [Stephen Kling](#)

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Ancients - Tactical battles before the age of gunpowder

Home	Overview	History	Get the Game	Scenarios	Variants	Play Aids	Questions	Web Links
----------------------	--------------------------	-------------------------	------------------------------	---------------------------	--------------------------	---------------------------	---------------------------	---------------------------

Wakefield

1460 AD

A Yorkist army is ambushed by a numerically superior Lancastrian force.

Map: E

Special Rules:

- None

Side 1: Lancastrian

Color: Red

Panic: 18

- *Direction 2:* 3A2 (G1), 4-2 (G2), 4-2 (G3), x2 (G3), 4-2 (G4), 3A2 (G5)
- *Direction 1:* 3A2 (K7), 4-2 (L7), 4-2 (M6), 4-2 (N6), 3A2 (O5)

Side 2: Yorkist

Color: Yellow

Panic: 15

- *Direction 5:* 3A2 (J2), x2 (J3), 4-2 (J3), 4-2 (J4), 3A2 (J5), 4-2 (K1), 4-2 (K2), 4-2 (K3), 4-2 (K4)

Author: [Steven Guy](#)

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Ancients - Tactical battles before the age of gunpowder

[Home](#)[Overview](#)[History](#)[Get the Game](#)[Scenarios](#)[Variants](#)[Play Aids](#)[Questions](#)[Web Links](#)

Yarmuk

636 AD

Major effort of the Muslims during a sandstorm to prevent the Byzantine army from retaking Syria.

Map: F (North is equivalent to Direction 4)

Special Rules:

- The four Byzantine knights are cataphracted and have a 'B' missile rating.
- The four Muslim light cavalry units have a 'B' missile rating.
- The Byzantine heavy infantry and heavy archers units begin disrupted.
- The Byzantines set up first, anywhere south of the river. The camps must be at least eight hexes apart, with two cataphracts adjacent to each camp.
- The Muslims set up anywhere north of the River.
- The Byzantine knights may not move for the first two turns.
- The Muslims win if they capture both Byzantine camps. The Byzantines win if they keep both camps or kill both Muslim generals. Any other result is a draw.

Side 1: Byzantium

Color: Red

Panic: 29

- 8-4, 8-4, 8-4, 8-4, 4-2, 4-2, 4-2, 4-2, 3A2, 3A2, 2A0, 2A0, x2

Side 2: Muslims (Khalid)

Color: Yellow

Panic: 14

- 1A3, 1A3, 1A3, 1A3, 2-3, 2-3, 2-3, 2-3, 2-3, 2-3, 2-3, 2-3, 2-6, 2-6, 2-6, 2-6, x2, x2

Author: [Chris Boote](#)

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Ancients - Tactical battles before the age of gunpowder

Home	Overview	History	Get the Game	Scenarios	Variants	Play Aids	Questions	Web Links
----------------------	--------------------------	-------------------------	------------------------------	---------------------------	--------------------------	---------------------------	---------------------------	---------------------------

Zela

47 BC

"Veni Vidi Vici!"

Map: A

Special Rules:

- Pontic chariots are impetuous.

Side 1: Pontines

Color: Red

Panic: 22

- *Direction 1:* 4-5 (C4), 4B4 (D4), 2-3 (D5), 4B4 (E4), 2-3 (E5), 2A0 (E9), 4-2 (F6), 2B3, (G5), x2 (G6), 4-2 (G6), 4B4 (H6), 2-3 (H7), 4B4 (I6), 2-3 (I7), 4-5 (J8)

Side 2: Romans

Color: Yellow

Panic: 22

- *Direction 4:* 2-6 (E1), 2B3 (F2), 4-2 (G3), 4-2 (H3), x2 (H3), x2 (H3), x2 (H3), 4-2 (I3), 2-6 (K4), 2B3 (J5), 2A0 (J1).

Author: [Steven Guy](#)

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