

# **Au Fil de l'Épée**

## **Specific Battles Rules for VaeVictis modules**

*By Frédéric Bey*

*Last update: February 18<sup>th</sup> 2017*

## **VAEVICTIS #26: POITIERS 1356 AND FORMIGNY 1450**

In each of the two battles one of the players controls the French army and the other the English army.

### **A. POITIERS 1356**

#### **Set Up Positions**

Units are given by banner.

Where several hexes are given for number of units of the same type the player may position the counters as he wishes.

The counters may be faced in any direction desired the French Player places his counters first.

**The army of King John The Good** has no remount or mount markers available, units rout off the northern edge of the map.

**The army of Edward the Black Prince, Prince of Wales:** four dismount markers and two mount markers are available, units rout off the southern edge of the map.

#### **Reinforcements**

There are no reinforcements.

#### **Victory Conditions**

The battle is fought over 10 turns. It begins at 08:30 hours and ends at 13:30.

#### **Automatic victory**

- If the English player captures or kills the King of France he wins the battle which ends immediately.
- If in the course of the battle 1 of the 2 players has scored 30 victory points more than his opponent the game ends immediately with his victory.

#### **Victory at the end of the game**

##### *The French Player scores*

- 3 points for each enemy unit of Ha or Ch eliminated
- 2 points for each enemy unit of Ar eliminated
- 1 point for each enemy unit, whatever the type, in rout on the map at the end of the game
- 3 points for each enemy leader killed except the Black Prince
- 5 points for each enemy leader captured except the Black Prince
- 7 points if the Black Prince is killed
- 10 points if the Black Prince is captured
- 10 points if a French unit is in hex 1210 or 1211 at the end of the game (10 points per hex for a maximum of 20). See objective markers are available to record who controls each of the 2 hexes (that is was the last to pass through them)

##### *The English Player scores*

- 4 points for each enemy unit of Ch eliminated
- 3 points for each enemy unit of Ha eliminated

- 1 point for each enemy unit of Ab eliminated
- 1 point for each enemy unit, whatever the type, in rout on the map at the end of the game
- 3 points for each enemy leader killed except the Dauphin
- 5 points for each enemy leader captured except the Dauphin
- 10 points if the Dauphin is killed
- 20 points if the Dauphin is captured

One totals the points scored by each side and compares them. The player who scored at least 7 points more than his opponent has won. To neither side as 1 of the game is a draw.

### **Special Rules**

#### **Removal of the Dauphin**

John the Good, when the battle began to turn against him, decided to send away all his sons, except the youngest Philip the Bold, from the battle. To represent of this decision, which protected the royal line of the Valois, the French player may decide in any turn of the game during phase A to replace the Dauphin Charles counter with that of the Duke of Bourbon. In doing this he gives 5 victory points to his opponent.

#### **French crossbows**

Once routed the French crossbows may not be rallied and will retreat towards the board edge until they are eliminated (by leaving the map or by suffering a further rout).

#### **Replacement of the Black Prince**

The Captal de Buch (who was a Gascon) may not replace the Black Prince. In the case of the capture or death of the latter his place is taken by the English leader with the highest rating who is still in the game (choose freely amongst equal ratings).

#### **Optional Rules**

John the Good chooses to fight with his knights mounted: what would have happened if the French king had not chosen to fight on foot? All the French Ch and Ha units are considered mounted with 6 movement points (5 movement points if fatigued) and may charge. The victory conditions remain unchanged.

## **B. FORMIGNY 1450**

### **Set Up Positions**

Units are given by banner.

Where several hexes are given for a number of units of the same type the player may position the counters as he wishes.

The counters may be faced in any direction desired, the French Player places his counters first.

**The French army of Jean de Clermont:** four dismount markers are available, units rout off the western edge of the map towards Carentan.

**The English army of Thomas Kyriel:** no mount or dismount markers are available, units rout of the eastern edge of the map towards Formigny and Bayeux.

### **Reinforcements**

The banner of Arthur de Richemont enters the game in phase C of turn two. On their activation, these units enter in column (in the order chosen by the player) on the road (hex 2422). The first unit has a 6 movement points a second has 5, and the fifth and last has 2 movement points. Units of the banner of Richemont rout off the southern edge of the map (towards St Lo).

### **Victory Conditions**

The battle is fought over 9 turns. It begins at 10:00 hours and ends at 14:30.

### **Automatic victory**

- If in the course of the battle 1 of the 2 players has scored 25 victory points more than has his opponent the game ends immediately with his victory.

### **Victory at the end of the game**

#### *The French Player scores*

- 3 points for each enemy unit of Ha or Ch eliminated
- 2 points for each enemy unit of Ar eliminated
- 1 point for each enemy unit, whatever the type, in rout on the map at the end of the game
- 3 points for each enemy leader killed
- 5 points for each enemy leader captured

#### *The English Player scores*

- 3 points for each enemy unit of Ha or Ch eliminated
- 2 points for each enemy unit of Ar or At eliminated
- 1 point for each enemy unit, whatever the type, in rout on the map at the end of the game
- 3 points for each enemy leader killed
- 5 points for each enemy leader captured

One totals the points scored by each side and compares them. The player who scored at least 5 points more than his opponent has won. To neither side as 1 of the game is a draw.

### **Special Rules**

#### **English defences**

The English had established entrenchments in the course of the morning. The line of hexes 0724 to 1421 consists of a small ditch with stakes that inflicts a -1 to the melee dice (-2 for charges) of French units which attack across this line.

### **Optional Rules**

**Delayed arrival of Arthur de Richemont:** what if Richemont did not arrive? To add spice to the scenario the French Player throws a 1d10 each turn to (starting turn 2). On an even score Richemont enters the game, on an odd score Richemont is delayed. It may be

necessary to the throw again in subsequent turns. If a zero is scored Richemont never enters the game (no further test is made).

**Dawn attack by the English**

Kyriel preferred to entrench in the course of the morning rather than engage in combat. To simulate what might have happened otherwise it is necessary to play two further game turns and start the battle at 09:00 (Richemont will not arrive before the fourth turn). The English entrenchments do not exist in the game.

These two optional rules may be played together.

## VAEVICTIS #45: BY THE EDGE OF THE SWORD

### A. MURET, 12 September 1213 *(by Philippe Germain)*

#### **Set-up**

The units are listed by banner.

Where several hexes are listed, for several units, the player is free to decide the allocation of units in the hexes (except for any stated limitations). The counters are faced freely (except for any stated limitations). The Southern Player sets up first.

Army of the Southerners, Pierre II d'Aragon - defenders

Arrive on the West edge of the map. A unit of the besiegers may appear on the east of the map, to the north of the line 07xx.

1st Body: 0607, 0706; 0807, 0906

*Raymond-Roger de Foix*, Ha 3-5-6 (1 counter), Ha Aragon 5-5-6 (1 counter), Ch Aragon (2 counters)

Raymond-Roger de Foix must be stacked with his knights in 0607 or 0906 at his choice.

2nd Body: 0606, 0705; 0806, 0905

*Pierre II d'Aragon*, Ch Aragon (1 counter), Ha Aragon (3 counters, of which 2 on foot)

Pierre II d'Aragon must be stacked with his knights in 0705 or 0806.

3rd Body (1): 0502, 0503; 0603, 0604, 0702, 0703

Bernard IV de Comminges, Ha mounted (1 counter), Ha (1 counter), Mi (2 counters), Ab (1 counter)

Bernard IV de Comminges must be stacked with his knights.

3rd Body (2): 0802, 0803; 0902, 0903, 1003, 1004

***Raymond VI de Toulouse, Ha mounted (1 counter), Ha (1 counter), Mi (2 counters) and Ab (1 counter)***

*Raymond VI de Toulouse must be stacked with his knights.*

Besiegers (Militia from Toulouse): 0209, 0308, 0409, 0410, 0411

Consuls, Mi (5 counters)

The Militia counters must be faced towards Muret : the front central hex must be a Muret hex.

*No « remonte » or « démonte » markers are available.*

#### ***Crusaders, Simon de Montfort – attackers***

Arrive in hexes 0111 (if outside Muret, via hexes 0412, 0311 and 0310 or 0409, 0309 and 0310 or 0109, 0210 and 0310). One unit may halt its march in Muret (to not move if already in Muret).

1st Battle: 0709 and 0810

*Guillaume des Barres*, Ch (2 counters)

2nd Battle: 0710 and 0811

*Bouchard de Marly*, Ch (2 counters)

3rd Battle: 0612 and 0712

*Simon de Monfort*, Ch (2 counters)

Muret Garrison: 0210, 0309, 0310, 0311  
*Chef Muret*, Ab (1 counter) and Ha (2 counters)  
No « remonte » or « démonte » markers are available.

### **Reinforcements**

No reinforcements in this Battle

### **Duration and Victory Conditions**

The Battle lasts **6 turns**.

### **Victory point breakdown**

*The crusader player scores:*

- 3 points per unit de Ch or Ha eliminated;
- 2 points per enemy unit of Ab eliminated;
- 1 point per enemy unit of Mi eliminated or per enemy unit (whatever type) in rout on the map .
- 3 points per enemy leader killed.
- 5 points per enemy leader captured.

*The southern player scores:*

- 8 points per unit de Ch eliminated;
- 4 points per enemy unit of Ha or Ab eliminated;
- 2 points per enemy unit (of whatever type) in rout on the map.
- 5 points per enemy leader killed or captured (except Simon de Monfort).
- 10 points for the death of Simon de Monfort.
- 20 points for the capture de Simon de Monfort.

Add the points scored by each side and compare them.

### *Automatic Victory*

If during the Battle, one of the two players score 30 victory points more than his opponent, the game ends immediately in his victory.

### *Victory at the end of the game*

The player who scores 10 points more than the other has won.

If neither side scores 10 points more than the other, the Battle ends in a draw.

### **Special rules**

#### **Specific Terrain**

- Muret Hexes: Treat these as village hexes.
- Wall : It is not possible to melee across a wall of a gate. A unit may only enter Muret into an unoccupied hex using a gate.
- Treat the camp hexes as woods. Treat the hexes containing a siege-engine as Farm/Mill/Abbey hexes.

#### **Charge of the Crusaders**

A unit of Ch receives a bonus of +1 on its first charge.

### Movements of the Southerners

- The Southerners cannot make a reaction charge.
- The First Body cannot move (\*) before the 2nd turn, unless one of its units is attacked in melee.
- The Second Body cannot move (\*) before the 3rd turn, unless one of its units is attacked in melee.
- The Third Body cannot move (\*) before the 4th turn, unless one of its units is attacked in melee.
- The besiegers cannot move (\*) before the 4th turn (except to enter Muret) unless one of its units is attacked in melee.

(\*) : changing facing is considered to be movement. *Pierre II d'Aragon*

The Southerners immediately suffer a (cumulative) malus if:

- Pierre II moves (voluntarily) towards the western edge: -1 in melee (attack only) each time that the distance to the west edge of the board diminishes.
- Pierre II is wounded, killed or captured: -1 in melee (attack) +1 in melee (defence); -1 in quality.
- Additionally when Pierre II is wounded, killed or captured, make the following test for Bernard IV, Raymond VI and the Consuls: throw a dice, if the result is less than or equal to the command rating: No Result; if it is greater, all the units of that leader suffer a discouragement; and will rout if the dice score is 5 or more.

### **B. BOUVINES, 27 July 1214** (by *Frédéric Bey*)

*Notes for the map:* The same map is used for Bouvines and Benevento. **For the Battle of Bouvines, ignore the hill (Level 1 clear terrain hexes)** and treat all the hexes as being level 0. All the other types of terrain (marsh, stream, abbey, village and road), and the blue text, are treated normally.

#### **Set-up**

The units are listed by banner.

Where several hexes are listed for several units of the same type (for example Ha), the player may place them as he wishes in these. The counters are faced freely by each player, starting with the French player.

#### ***Army of the King of France Philippe II – attackers***

*Philippe II*, 1212

Ch (2 counters), 1012 and 1212 (1 counter in each hex)

Mi (6 counters), 1011, 1110, and 1211 (2 counters in each hex)

*Pierre de Courtenay, comte d'Auxerre*, 0812

Ch (1 counter), 0812

Mi (5 counters), 0710 (2 counters), 0811 (1 counter), 0910 (2 counters)

*Eudes, duc de Bourgogne*, 1412

Ch (1 counter), 1412

Mi (5 counters), 1310 (2 counters), 1411 (1 counter) and 1510 (2 counters)

*Frère Guérin*, 1911

Ch (1 counter), 1911

Ab (2 counters), 1810 and 2010  
Ha (3 counters), 1710, 1910 and 2110  
*Robert de Dreux, comte de Beauvais*, 0411  
Ch (1 counter), 0411  
Ha (2 counters), 0310 and 0510 (1 counter in each hex)  
Ab (2 counters), 0311 and 0511 (1 counter in each hex)  
*No « remonte » or « démonte » markers are available.*

### ***Army of the Holy Roman Emperor, Otton IV – defenders***

*Otton IV*, 1405  
Ch (2 counters), 1404 and 1405 (1 counter in each hex)  
Ha (2 counters), 1205 and 1605 (1 counter in each hex)  
Mi allemandes (12 counters), 1606, 1505, 1406, 1305, 1206 and 1105 (2 counters in each hex)  
*Guillaume Longue-Epée, comte de Salisbury*, 0304  
Ch (1 counter), 0304  
Ha (2 counters), 0406 and 0206  
Ar (2 counters), 0505 and 0305  
*Ferrand de Portugal, comte des Flandres*, 1904  
Ch (2 counters), 1904 and 1804 (1 counter in each hex)  
Ha (1 counter), 2104  
Mi de Gand, de Bruges and des Flandres (3 counters), 2105, 2006 and 1806 (1 counter in each hex)  
Ar (1 counter), 1905  
*Renaud de Dammartin, comte de Boulogne*, 0705  
Ch (1 counter), 0705  
Mi d'Audenarde (2 counters), 0806 and 0606  
*Hugues de Boves*, 0905  
Ha brabançons (2 counters), 0904 and 0905  
*No « remonte » or « démonte » markers are available.*

### **Reinforcements**

No reinforcements during the Battle.

### **Duration and Victory Conditions**

The Battle lasts **8 turns**.

#### *Victory point breakdown*

##### *Automatic Victory*

If the King of France Philippe II or the emperor Otton IV are killed or captured, the enemy player wins the Battle, which halts immediately.

If during the Battle (check at the end of each turn), one of the two players has scored 30 victory points more than his opponent, the game ends immediately in his victory.

##### *Victory at the end of the game*

##### *The players score:*

- 5 points per enemy unit of Ch eliminated;

- 4 points per enemy unit of Ha eliminated;
- 3 points per enemy unit of Ab eliminated;
- 2 points per enemy unit of Ar eliminated;
- 1 points per enemy unit of Mi eliminated;
- 1 point per enemy unit (of whatever type, except Mi) in rout on the map at the end of the game;
- 3 points per enemy leader killed (except Philippe II and Otton IV, see Automatic Victory) ;
- 5 points per enemy leader captured (except Philippe II and Otton IV, see Automatic Victory and except for Hugues de Boves, who lacks any « market value ») ;

Add up the points scored by each side and compare them:

- The player who scores at least 7 points more (7 or more) than his opponent has won ;
- If neither side scores 7 points more than the other, the Battle ends as a draw ;
- If Philippe II and Otton IV are killed or captured simultaneously in the course of the same combat, the Battle finishes as a draw.

### **Special rules**

#### **Commune militias**

To represent the very deep and close formation adopted militia units at Bouvines, it is possible to stack **two Mi counters of the same banner** per hex. The stacked militias total their PF for combat and use the poorest quality of the two units. Whenever they are stacked, two units of militia are treated as a single counter for the effects of combat, attempts at reorganisation etc. In the case of retreat or advance after combat two stack militia units must advance or retreat together (except where there are limits on stacking in the case of retreat. For example, you can retreat only one of the two militia into a hex already occupied by another militia unit and leave the remaining militia unit in place to suffer an extra level of disorganisation). For movement, the unit may stack with another unit of militia or one unit may leave the stack but must pay 1 extra PM to do so. Once stacked, two militia units move together without extra cost, as a single counter, but only as long as they do move together (same start hexes, same route, same destination hexes).

**Archers.** All the Ar units used in Bouvines suffers a modifier of -1 to the fire dice, cumulative with all other modifiers. Their bow was not as efficient as the longbow of the Hundred Years War.

#### **Rout**

During the Rally Phase, the obligatory rout movement is limited to half (rounding up) of the units' Movement Allowance (rather than the total, as in Rule 12.2)

### **B.5 Optional Rules**

#### **Struggle to the death**

The battle goes through to Turn 10, if at the end of Turn 8, the result is a draw. Use of this rule must be agreed by both players before the start of the game.

#### **Free deployment**

What would have happened if the two leader had chosen another deployment? Due to the totally flat terrain, a deployment that the enemy could not observe would not be conceivable. As a result, The two players throw a 1d10. The one with the lower score (if scores are equal, the Imperial Player), sets-up on the map one banner and its leader. The other player does the same with one of his banners and they alternate until all banners

have been placed on the map. The only limits are the following: the French Player can only set-up his units and leaders in the hex ranges XX10 to XX14. The Imperial Player can only set up his units and leaders in the hex ranges XX01 to XX06. The victory conditions are unchanged.

### **C. LAKE PEÏPOUS, 5 April 1242** *(by Denis Sauvage)*

#### **Set-up**

The units are listed by banner (blason). The counters are faced freely by each player, starting with the Russian player.

#### ***Russian Army of Alexandre Nevski - attackers***

Arriving on the edge of the map.

*Alexandre Nevski*, 0807

Ha, 0807

Mi (5PF), 0806 and 0705

Mi (4PF), 0605

*Kerbet*, 0609

Mi, 0408, 0508, 0609, 0708

*Andrey Nevski*, 0406

Ha, 0406

*Ar*, 0305 and 0205

*No « remonte » or « démonte » markers are available.*

#### ***Crusader Army of Hermann Von Buxhoeved - defenders***

Arriving on the west edge of the map

*Buxhoeved*, 0612

Ch, 0612

Ha, 0512

Mi, 0413 and 0513

*Kassel*, 0511

Ch, 0511

*Danois (chef)*, 0411

Ch, 0411

Ha, 0412

*No « remonte » or « démonte » markers are available.*

#### **Reinforcements**

No reinforcements during the Battle.

#### **Duration and Victory Conditions**

The Battle lasts 5 turns. It starts at 9h and ends at 11h30.

*Victory at the end of the game*

- 4 points per enemy unit of Ch eliminated ;
- 3 points per enemy unit of Ha or Ar eliminated ;
- 1 point per enemy unit of Mi eliminated ;
- 1 point per enemy unit in rout (of whatever type) on the map ;

- 3 points per enemy leader captured or dead.

*In addition, if Alexandre Nevski is killed, the Crusader Player scores 20 points. However, if Alexandre Nevski is still on the map at the end of the game, the Russian Player scores an additional 5 points.*

Add up the points scored by each side and compare them. The player who has scored at least 5 points more (5 or more) than his opponent has won. If neither side score 5 points more than the other does, the Battle is a draw.

## **Special rules**

### **Terrain**

Frozen lake and plain are treated as clear terrain. An attack only from the lake to the shore gives a malus of 1 to attacker and vice versa (difference of level).

### **Broken ice**

If a unit of Knights moves on a Frozen Lake hex adjacent to the plain, the ice is broken. At the moment a unit leaves this hex (as the result of a melee, rout movement or movement), place a *Glace Brisée* marker on the hex which become prohibited terrain for all kinds of unit (even for an obligatory advance after melee).

### **Crusader militias**

If one the Crusader player's militia units suffers any form of negative result (retreat, fatigue, discouraged, routed), the two units automatically enter rout, even if the second did not participate in the combat.

### **Russian militias**

The Russian Militia units have a fire capability as follows: They fire at two hexes as a maximum, just as Ab, and with the following values : 1 hex (8), 2 hexes (9). The result of their fire will never cause rout.

### **Russian horse archers**

The Russian horse archers units, with a fire factor, have the following characteristics: they fire two hexes maximum, like an Ar and with the ratings following : 1 hex (6/8), 2 hexes (7/9). They may fire while mounted.

### **Alexandre Nevski**

If the Alexandre Nevski counter is not adjacent to a Crusader unit, all the Russian units suffer a malus of 1 in quality at any stage of the game. Alexandre Nevski can never be captured. If he is captured, treat him as dead.

## **Optional Rules**

These rules allow the simulation of some possibilities from the Battle.

The Crusader Army has not decided that the death of Alexandre Nevski is its main objective for the Battle :

The Crusaders are no longer obliged to rush forward to attack the Russian forces. To simulate this eventuality, do not count the 4 victory points at the end of the game for the Russian Player if Alexandre Nevski is alive. Also do not use the 20 victory points for the Crusader Player if he is killed.

Alexandre Nevski is treated as just another leader. His capture or death scores 3 victory points for the Crusader Player. This overrules the Alexandre Nevski Special Rule above.

**D. BENEVENTO, 26 February 1266** (by Frédéric Bey and Nicolas Stratigos)

Notes on map: The same map is used for Bouvines and Benevento. **For the Battle of Benevento, ignore the following terrain types : marsh, stream, abbey and village.** These should be treated as clear hexes. The only types to be considered are the hill (Clear terrain hexes of level one) and the road, as well as the green text.

**Set-up**

*The units are listed by banner. Where several hexes are listed for several units of the same type (for example Ha), the player may place them as he wishes in these. The counters are faced freely by each player, starting with the French player.*

***French Army of Charles d'Anjou - defenders***

*Charles d'Anjou, 1103*

*Ch français (1 counter), 1103*

*Ha mounted (1 counter), 1204*

*Ha on foot (2 counters), 1105 and 1305*

*Ab (2 counters), 1006 and 1206*

*Hugues de Mirepoix, maréchal de France, 1702*

*Ch provençaux (1 counter), 1702*

*Ha (1 counter), 1803*

*Ab (1 counter), 1902*

*Philippe de Monfort, 1502*

*Ch provençaux (1 counter), 1502*

*Ha (1 counter), 1604*

*Ab (1 counter), 1703*

*Guy Guerra de Florence, 1404*

*Ha florentins mounted (1 counter), 1404*

*Ha florentins on foot (2 counters), 1406 and 1505*

*Guy le Brun, connétable, 0903*

*Ch français (1 counter), 0903*

*Ha (1 counter), 0805*

*Ab (1 counter), 0905*

*Robert, comte des Flandres, 0803*

*Ch flamands (1 counter), 0803*

*Ha (1 counter), 0604*

*Ab (1 counter), 0704*

No « remonte » or « démonte » markers are available.

***Army of the King of Sicily, Manfred Hohenstaufen – attackers***

*Giordano Lancia, 1513*

*Ha allemands (2 counters), 1512 and 1513*

*Sarrazins, 1310*

*Ar (6 counters), 0710, 0910, 1110, 1310, 1510 and 1710*

Mercenaires, 1211

Ha (5 counters), 0811, 1011, 1211, 1411 and 1611

*No « remonte » or « démonte » markers are available.*

### **Reinforcements**

The reinforcement banners enter the game during phase C of the turn noted.

During their activation, the units enter in column (in the order chosen by the player) : the first unit has all its PM, the second all of its PM less one etc.

*Tour 3: Manfred Hohenstaufen, Ch siciliens (2 counters) and Cl sarrazins (3 counters), in hexes 1614*

*Tour 4: Galvano Lancia, prince de Salerno, Ha toscans, Ha lombards and Cl sarrazins, in hexes 1614*

### **Duration and Victory Conditions**

The Battle lasts **10 turns**.

*Victory point breakdown*

*Automatic Victory*

*If Charles d'Anjou or King Manfred Hohenstaufen are killed or captured, the enemy player has won the Battle, which halts immediately.*

If during the Battle, one of the two players scores 25 victory points more than his opponent (check at the end of each turn), the game ends immediately in his victory.

*Victory at the end of the game*

*The players score:*

- 3 points per enemy unit of Ha (mounted) or of Ch eliminated;
- 2 points per enemy unit of Cl or of Ha (on foot) eliminated;
- 1 point per enemy unit of Ar or Ab eliminated;
- 1 point per enemy unit (of whatever type, except Ar or Ab) in route on the map at the end of the game;
- 3 points per enemy leader killed ;
- 5 points per enemy leader captured (except chef Mercenaires and Sarrazins, 0 point).

Add up the points scored by each side and compare them:

- The player who has scored at least 5 points more (5 or more) than his opponent has won.
- If neither side score 5 points more than the other, the Battle is a draw.
- If Charles d'Anjou and Manfred Hohenstaufen are killed or captured simultaneously in the course of the same combat, the Battle finishes as a draw.

### **Special rules**

#### **Army Leader**

The Army Leader of the King of Sicily's army is the *chef des mercenaires*, until the arrival of Manfred on the field of battle.

#### **Archers**

All the Ar units in play at Benevento suffer a modifier de -1 to the fire dice, accumulated with all other modifiers. The modifiers of +1 (for 4PF) and +2 (for 8PF and more) only

apply in this scenario to the Sarrazins Ar and to them alone. Their bow was not as efficient as the longbow of the Hundred Years War

### **Reinforcements**

The reinforcements may not leave the road during their first movement. If they are activated a second time (by the army leader) in the same turn, they may leave the road.

### **Obligatory combat**

During the first two turns of play, the two banners of the King of Sicily's army already deployed on the map on the map (Mercenaires and Sarrazins) must engage in at least 2 melees (per turn).

### **Rout**

During the Rally Phase, the obligatory rout movement is limited to half (rounding up) of the units' Movement Allowance (rather than the total, as in Rule 12.2)

## **D.5 Optional Rules**

### **Manfred controls his army**

Contrary to historical events, Manfred prevents his infantry engaging in Battle in a precipitate manner. To simulate this situation: Manfred is deployed in 1512 at the beginning of the game and obligatory combat rule is not used.

## VAEVICTIS#62: THE CROSS AND THE SWORD

### LAS NAVAS DE TOLOSA, July 16, 1212 / 15 Safar, 609

*Note on the map:* all hexes are clear terrain. Aside from the entrenchments and the two levels of elevation, all other graphic elements are purely decorative.

*Note on the Christian monastic orders:* Unlike the other banners, the units of Uceró's banner are identified by their black background. The blazons on their counters represent the different monastic orders (Calatrava, Santiago, Templars, and Hospitallers) which belong to the banner. Their blazons are different from that of their leader.

**Note on the French:** the two French units have a second blazon of fleurs de lys which is purely decorative.

#### **Starting Positions**

Units are listed by banner.

The players may stack counters freely in compliance with rule 5.2. The front of each unit must face the enemy's rout direction unless otherwise indicated.

#### *Christian Army of Alfonso VIII, King of Castile (attacking side)*

**Rout direction:** toward the map edge at hex rows xx19 / xx20.

De Rada: hex 1417

Ruy Diaz: hex 1516

*Alfonso VII of Castile, army leader: Castilian Reserve*

Alfonso VIII: hex 1718

The 10 units of his banner are deployed within 6 hexes of their leader (counting the hex which he is in), in the hex rows xx18 or xx19.

*Example:* a unit may be deployed in 2218, but not in 2318 (since that is one hex too far).

*Diego Lopez de Haro: Christian Advance Guard*

De Haro: hex 1714

The 19 units of his banner are deployed within 8 hexes of their leader, in the hex rows xx14 or xx15.

*Gonzalo Nunez de Lara: Castilian Corps*

De Lara: hex 2216

The 8 units of his banner are deployed within 5 hexes of their leader, in the hex rows xx16 or xx17.

*Juan Gonzalez de Uceró: Monastic Orders*

De Uceró: hex 1216

The 9 units of his banner are deployed within 4 hexes of their leader, in the hex rows xx16 or xx17.

*Pedro II of Aragon: Army of Aragon (Left Wing)*

Pedro II: hex 1415

The 12 units of his banner are deployed within 6 hexes of their leader, in the hex rows xx15 or xx16.

*Sancho VII of Navarre: Army of Navarre (Right Wing)*

Sancho VII: hex 2815

The 12 units of his banner are deployed within 5 hexes of their leader, in the hex rows xx15 or xx16.

No “remonte” (“remount”) or “demonte” (“dismount”) markers are available.

***Moslem Army of Mohamed Al-Nasir, Almohade Caliph (defending side)***

**Rout direction:** toward the map edge at hex row xx01.

*Mohamed Al-Nasir, army leader and Almohade Caliph: Reserve*

Al-Nasir and the Almohade standard: hex 1702

Pikemen (Pi): hexes 1502, 1702, 1604, 1804, 1903 (may be faced as desired)

Light cavalry (Cl): hexes 1404, 1605, 1805

Archers (Ar): hexes 1504, 1704, 1904

*Abu Said Ben Djami, Almohade Grand Vizir: Almohade Corps*

Ben Djami: hex 1706

The 18 units of his banner are deployed within 6 hexes of their leader, in the hex rows xx06 or xx07.

*Al-Andalus: Al-Andalus Corps*

Al-Andalus leader: hex 1708

The 14 units of this banner are deployed within 6 hexes of their leader, in the hex rows xx08 or xx09.

*Muhajids: Religious Volunteers*

Muhajid leader: hex 1710

The 12 units of this banner are deployed within 5 hexes of their leader, in the hex rows xx10 or xx11.

*Al-Maysara: Left Wing*

Al-Maysara: hex 2706

The 14 units of his banner are deployed within 5 hexes of their leader, in the hex rows xx06 or xx07.

*Al-Maymanah: Right Wing*

Al-Maymanah: hex 0506

The 14 units of his banner are deployed within 5 hexes of their leader, in the hex rows xx06 or xx07.

*No “remonte” (remount) or “demonte” (dismount) markers are available.*

**Reinforcements:** none

**Game length and victory conditions:**

The battle continues until one player attains victory.

**Victory point breakdown**

*Automatic victory*

- If the hex in which the Almohade standard is located (1702) is occupied by any unit of the Christian army, the game ends immediately with a victory for the Christian player.
- If during the battle (check at the end of each turn) one player has 50 more victory points than the other, the game ends immediately with a victory for that player.
- If Alfonso VIII is killed or captured, the Moslem player wins immediately.
- If Al-Nasir is killed or captured, the Christian player wins immediately.

*The players gain the following victory points (add to their totals at the end of each turn):*

- 5 points per enemy unit of Ch eliminated
- 4 points per enemy unit of Ha or Cl eliminated
- 3 points per enemy unit of Pi or Ab eliminated
- 2 points per enemy unit of Ar or Mi eliminated
- 1 point per enemy unit of Il eliminated
- 1 point per routed enemy unit (of any type) on the map
- 3 points per enemy leader killed (except Alphonso VIII and Al-Nasir)
- 5 points per enemy leader captured (except Alphonso VIII and Al-Nasir)

*The Christian player adds:*

- 15 additional points if no units of the Al-Andalus banner remain on the map

*The Moslem player adds:*

- 10 points if the Christian player has not gained an automatic victory by the end of turn 12
- 10 points for the elimination of the De Rada counter
- 5 points for the elimination of the Ruy Diaz counter

## **Special Rules**

### **Archers**

All **Ar** units in *Las Navas de Tolosa* suffer a -1 die roll modifier, cumulative with all other modifiers. The bow did not yet have the effectiveness of the longbow used in the Hundred Years' War.

### **Rout**

During the Rally Phase, the required rout movement of cavalry units is limited to half (rounded up) of their movement allowance. (It is no longer necessary for them to move their full movement allowance as required by the standard rule **12.2**.)

### **Jimenez de Rada**

The archbishop of Toledo (the highest ranked ecclesiastic in Spain) has an important psychological impact on the Christian army's morale. He is represented by a marker with a movement allowance of 6 PM. This marker can move once per turn (turn it over to indicate that it has already moved). It may move during the activation of any banner in the Christian army. It does not count against stacking limits. Every unit stacked with the Jimenez de Rada marker during Phase E of each turn is automatically rallied and/or returned to "fresh" condition, even if it had not been marked with an "au repos" marker. Every unit adjacent to the Jimenez de Rada marker benefits from a -1 die roll modifier when attempting to rally. The Jimenez de Rada marker can be eliminated only if the unit with which it is stacked is also eliminated. If it is alone in a hex, it cannot be eliminated, and is automatically placed on the nearest Christian unit if an enemy unit enters its hex. But if it is completely surrounded by enemy units, it is eliminated.

### **Ruy Diaz**

Ruy Diaz is an especially valiant knight of the order of Calatrava. He is represented by a marker with a movement allowance of 6 PM. This marker can move once per turn (turn it over to indicate that it has already moved). It may move during the activation of any Christian banner. It does not count against stacking limits. Every unit with which it is stacked receives a +1 die roll modifier during combat resolution (but not for fire). The Ruy Diaz marker can be eliminated only if the unit with which it is stacked is also eliminated. If it is alone in a hex, it cannot be eliminated, and is automatically placed on the nearest Christian unit if an enemy unit enters its hex. But if it is completely surrounded by enemy units, it is eliminated.

### **Almohade standard**

The standard of the Almohade army (the great standard of the emir Al-Moumen) is represented by an immobile marker. If a Christian unit enters the hex it is in, the Christian army has won the battle, which ends immediately (turn the marker over to signify this). Every unit adjacent to or stacked with the Almohade standard receives a die roll modifier of -1 for rally attempts.

### **Mohamed Al-Nasir**

The units of Mohamed Al-Nasir as well as Mohamed Al-Nasir himself (caliph and leader of the Moslem army) can neither move nor engage in combat until a unit of the banner has been attacked or has been the target of fire by the Christian army. However, they are free to fire or change facing during their leader's activation.

### **Al-Andalus**

The Spanish Moslems were not as highly motivated as the strict Almohades. The units of the Al-Andalus banner (Spanish Moslems) along with their leader are retired from the

game as soon as 7 of their units have been eliminated or are currently routed. They are simply removed from the map. Only those units which had actually been eliminated by this time are counted for victory points, but the Christian player also adds 15 extra victory points to his total. In addition, all units of the Al-Andalus formation suffer a +1 die roll modifier when attempting to rally.

### **Al-Mujahids**

The units of the Al-Mujahids banner represent religious volunteers of little military value but of extreme fanaticism. These units are not allowed to make a move to the rear (during the movement phase) which would place them closer to the Almohade standard than their starting hexes.

### **Optional Rules**

*Victory with a time limit:*

Total the victory points scored by each side at the end of turn 12 and compare them:

- If a player has scored at least 7 more points than his opponent, he has won.
- If neither player has 7 more points than the other, the battle ends in a draw.

**Note:** *The 10 points awarded to the Moslem player if the Christian player has not won an automatic victory by turn 12 are not counted.*

## VAE VICTIS #81: Swords and Halberds

*Swords and Halberds* is a new module for the series *Au fil de l'épée (By the Edge of the Sword)*. It contains three battles from Swiss medieval history.

« *The Eidgenossenschaft (consolidation) of the Helvetic cantons was realized in 1291 under pressure from war and a pledge of mutual assistance (Eid), and doubtless would never have come into being without common enemies to fight ; during the course of the three centuries which followed, these mountaineers acquired a warlike reputation such that all heads of state—including the Pope—made use of their services. »*

Martin Van Creveld, *La transformation de la guerre (The Transformation of War)*.

Thanks to Alain Borel (of Lausanne) for historical documentation of the three battles. Now, as my Swiss friends would say, « *ça joue !* »

*Frédéric Bey (translated in English by Stephen Neuville)*

### Specific rules for Swords and Halberds

#### **Melee Table**—*other modifiers*

For the scenarios of **Epées et hallebardes**, use the following special effects as *other modifiers* when the defender is a Swiss (Su) unit :

<b>Defender = Su (only*)</b>	<b>Morgarten</b>	<b>Sempach</b>	<b>Grandson</b>
Defender attacked from a rear hex	+1	0	0
Charge into a frontal hex	+2	+1	0
Charge into a rear hex	+3	+1	0
Multiple Charge (front and rear)	+4	+2	+1

\* : when there are multiple defenders, if not all defending units are Su, use the standard modifiers on the **Melee Table**.

*Design note:* The Swiss (Su units) were distinguished historically by their square formation, protecting their flanks and rear, and by their ability to resist cavalry charges effectively (thanks to their halberds and especially their pikes). These abilities increased with time, especially as their use of pikes became universal. At Morgarten, the Swiss made use of an ambush, and they were armed with halberds (though not in a standard combat formation). At Sempach the Swiss were formed in squares and were mostly equipped with halberds. Finally, at Grandson, the pike became the main weapon of the Swiss squares. This evolution is also reflected in the designs on the Swiss counters : halberdiers at Morgarten and Sempach, two-thirds pikes and one-third harberdiers at Grandson (random distribution, independent of the name on each counter).

## **A. MORGARTEN, 15 November 1315**

*« Tremble before the slave when he breaks his chain ».*

Johann Cristoph von Schiller

### **Starting positions**

Units are listed by banner.

Units are faced freely by each player, starting with the defending player. The player places units of the same type (example : Su), but with different values, as he desires.

*No « remonte » (« remount ») or « démonte » (« dismount ») markers are available for either side.*

### ***Army of the Duke of Austria—attackers***

*Rout toward the north edge of the map (hexrow xx01).*

*Duc Léopold d'Autriche (Duke Leopold of Austria), army commander, knights and men at arms, 0309*

Ch, 0409

Ha, 0309

Ha, 0408

*Comte de Kybourg (Count of Kybourg), allied infantry of Lucerne and Zoug, 0607*

Mi Lucerne (2 counters), 0706

Ab Lucerne, 0607

Mi Zoug (2 counters), 0806

*Comte de Montfort (Count of Montfort), allied infantry of Zurich, 0704*

Mi Zurich (2 counters), 0703

Ab Zurich, 0704

### ***Army of the League of the three cantons—defenders***

*Rout toward the south edge of the map (hexrow xx14)*

*Werner of Stauffacher, Landammann of Schwytz, army commander, contingent of Schwytz, 0610*

Su, 0411

Su, 0510

Su, 0610

Su, 0609

Su, 0708

Ab, 0709

Ab, 0514 – Fatigued (this unit was initially deployed in concealment at Buechwäldli ; it has retreated after being repulsed by the Austrians)

*Werner of Aetinghaufen, Landammann of Uri, contingent of Uri, 0908*

*(Note : Guillaume [William] Tell appears to have been the second d'Aetinghaufen at Morgarten.)*

Su, 0809

Su, 0908

Su, 1008

*Locholth, Landammann of Schwytz, Schwytzish garrison of the entrenchments at Arth, 0710 (note : the blason applied to him is that of the city of Arth).*

Su, 0710

### **Game length and victory conditions**

The battle lasts **5 turns**.

*Calculating victory points*

*Automatic victory*

If, in the course of the battle, Duke Léopold is killed, the game ends immediately in a victory for the player in charge of the League of the three cantons.

*Victory at the end of the game*

*Players score:*

- 3 points per enemy Ch or Ha unit eliminated;
- 2 points per enemy Su, Mi or Ab unit eliminated;
- 1 point per routed enemy unit (of any type) on the map at the end of the game;
- 2 points per enemy leader killed;
- 5 points for capturing Léopold;
- 3 points for capturing Kybourg or Montfort;
- 1 point for every other enemy leader captured;

*The Austrian player scores:*

- 3 points per « valiant » unit (see **2.3.2**) which exits the map via hex 0514

*Add up the points scored by each side and compare them:*

- If one player scores at least 7 points more than his opponent, he has won ;
- If neither side scores at least 7 points more than the other, the battle ends in a draw.

### **Specific rules**

#### **6.C Initiative and activation of leaders**

To reflect the ambush situation and the Austrians' surprise, there is no initiative die roll on Turn 1. The two players automatically apply case **C.4 If the difference is 8 or more**, with the benefit going to the player controlling the League of the three cantons.

#### **5. Stacking**

Two Mi counters of the same banner may stack together in a single hex (see **5.2**).

#### **12.2 Rout**

During the Rally Phase, the required rout movement for cavalry units is limited to half (rounded up) of the units' MP (i.e., the unit is no longer required to move its full movement allowance, as in standard rule 12.2).

### **Alternate scenarios**

The infantry of Winterthur was marching behind the army of Léopold and had not rejoined the main body of troops on the day of battle. It is, moreover, very likely that the contingent of the two half-cantons of Unterwald, guarding the passes of the Brünig, had not yet rejoined the army of the Waldstätten reunited at Morgarten.

*What might have occurred if these troops had been present on the field of battle?*

To evaluate this situation, the players may decide to add the extra units of the army of the Duke of Austria or those of the League of the three cantons or even both (i.e., there are 3

possible alternative situations, all different). The victory conditions are identical to those of the historical scenario.

#### **Extra units**

##### ***Army of the Duke of Austria***

*Comte de Montfort (Count of Montfort), allied infantry of Zurich and Winterthur, 0702*

*Mi Winterthur (2 counters), 0702*

##### ***Army of the League of the three cantons***

*Gautier of Wolfenchiefs, Landammann of Nidwald, contingent of Nidwald, 0412*

*Su, 0412*

*Arnold of Melchtahl, Landammann of Obwald, contingent of Obwald, 0611*

*Su, 0611*

### **B. SEMPACH, 9 July 1386**

*« Unworthy is the nation which does not accept every sacrifice with joy for the sake of honor ».*

Johann Cristoph von Schiller

#### **Starting positions**

Units are listed by banner. Units are faced freely by each player, starting with the defending player. The player places units of the same type (example : Su), but with different values, as he desires.

*No « remonte » (« remount ») or « démonte » (« dismount ») markers are available for either side.*

##### ***Army of the Duke of Austria—defenders***

*Rout toward the south edge of the map (hexrow xx14)*

*Duke Léopold III of Austria, army commander, center, 1006*

*Ch, 0905*

*Ch, 1006*

*Ha, 0805*

*Ha, 1106*

*Ha, 0906*

*Comte de Wurtemberg (Count of Wurtemberg), left wing, 1207*

*Ch, 0704*

*Ch, 0705*

*Ha, 0604*

*Ha, 0504*

*Ab, 0603*

*Margrave of Hochberg, right wing, 0704*

*Ch, 1207*

*Ch, 1107*

*Ha, 1307*

*Ha, 1308*

*Ab, 1407*

### ***Army of the Confederation of the eight cantons—attackers***

*Rout toward the north edge of the map (hexrow xx01)*

*Petermann of Gundoldingen, Landammann of Lucerne, army commander, contingent of Lucerne, 1502*

Su, 1301

Su, 1402

Su, 1502

Su, 1603

Su, 1703

*Engiberg of Gilg, Landammann of Schwytz, contingent of Schwytz, 2004*

Su, 1903

Su, 2004

Su, 2104

*Conrad of Fracsen, Landammann of Uri, contingent of Uri, 2302*

Su, 2202

Su, 2302

Su, 2403

*Arnold of Winkelried, Landammann of Nidwald, contingents of Unterwald (Nidwald and Obwald / note : the blason of Nidwald has been applied to him), 1901*

Su, 1801

Su, 1901

Su, 2002

Su, 2102

### **Reinforcements**

*Turn 2: Henri of Tschudi, Landammann of Glaris, contingents of Glaris, Zoug and Gersau, and the 5 units of his banner in 2402*

*Turn 4: Henri du Muos, Landammann of Lucerne, garrison of Sempach, and the 4 units of his banner in 0914 (note : the blason of the city of Sempach has been applied to him)*

*Turn 5: Comte of Zollerren (Count of Zollerren), Austrian rear-guard, and the 2 Ch units of his banner in 0114*

### **Game length and victory conditions**

The battle lasts 8 **turns**.

*Automatic victory*

If, in the course of the battle, Duke Léopold is killed, the game ends immediately in a victory for the player in charge of the Confederation of the eight cantons.

If, in the course of the battle (check each turn at the end of Phase E, before advancing the Turn marker), one player has 15 more victory points than his opponent, the game ends immediately in a victory for him.

*Victory at the end of the game*

*Players score:*

- 3 points per enemy Ch or Ha unit eliminated;
- 2 points per enemy Su, Pi, Mi or Ab eliminated;

- 1 point per routed enemy unit (of any type) on the map at the end of the game;
- 2 points per enemy leader killed;
- 5 points for capturing Léopold III;
- 3 points for capturing Hochberg, Wurtemberg or Zollerren;
- 2 point for every other enemy leader captured.

*Add up the points scored by each side and compare them:*

- If one player scores at least 7 points more than his opponent, he has won ;
- If neither side scores at least 7 points more than the other, the battle ends in a draw.

## **Specific rules**

### **6.C Initiative and activation of leaders**

There is no initiative die roll on Turn 1. The two players automatically apply case **C.3 If the difference is between 4 and 7**, to the benefit of the Confederation of the eight cantons.

### **Initial attack of the contingent of Lucerne**

The banners of the army of the eight cantons, except for that of Gundoldingen, can only engage in combat (as attackers) on the turn following the first attack (offensive) initiated by the banner of Gundoldingen. *Example:* if the units of Gundoldingen initiate at least one combat on Turn 2, the other banners of the army of the eight cantons will be able to initiate offensive combat freely starting on Turn 3.

*Note:* This limitation affects only combat, not movement, which is unrestricted for all banners at the start of the game.

### **Winkelried**

During the first combat involving a unit of the banner of Winkelried (i.e., when proceeding through the steps of that combat's resolution), the player in charge of the army of the eight cantons benefits from an additional modifier of +3 to the die roll (for that combat only).

### **Alternate scenario**

Duke Léopold did not wait for the arrival of the infantry of the Count of Zollerren before beginning the battle. *What would have happened if these troops had been present on the field of battle?*

To evaluate this situation, the players may decide to place the extra units of the army of the Duke of Austria on the map. The victory conditions are identical to those of the historical scenario.

### **Extra units:**

#### ***Army of the Duke of Austria***

*Comte of Zollerren (Count of Zollerren), rear-guard, 0410*

Ch, 0410

Ch, 0509

Pi, 0610

Pi, 0710

Pi, 0510

Pi, 0611

Ab, 0609

### **C. GRANDSON, 2 March 1476**

« *The history of the world is the judgement of the world* ».

Johann Cristoph von Schiller

#### **Starting positions**

Units are listed by banner. Units are faced freely by each player, starting with the defending player. The player places units of the same type (example : Su), but with different values, as he desires.

No « remonte » (« remount ») or « démonte » (« dismount ») markers are available for either side.

#### ***Army of the Duke of Bourgogne (Burgundy) Charles the Bold—defenders***

*Rout toward the southwest edge of the map (hexrow 01xx)*

*Charles le téméraire (Charles the Bold), army commander, elite cavalry, 1007*

Ch, 1007

Ch, 0907

*Château-Guyon, sire d'Orbe (Lord of Orbe), advance-guard, 1207*

Ch, 1207

Ha, 1206

Ha, 1208

Ha, 1308

Ha, 1409

*Comte of Campobasso (Count of Campobasso), Italians, reserve, 0606*

Pi, 0605

Pi, 0705

Pi, 0806

Pi, 0505

Pi, 0606

Aq, 0807

Ar, 0706

*Margrave Philippe of Hochberg, infantry and artillery, 1309*

Pi, 1109

Pi, 1312

Pi, 1111

Aq, 1108

Ar, 1009

Ar, 1213

At, 1209

At, 1309

At, 1310

At, 1311

*Philippe of Crèvecœur, reserve, 0308*

Pi, 0306

Pi, 0308

Pi, 0309

Aq, 0307

Ar, 0407

Ar, 0408

Ar, 0409

*Guillaume of Chalon-Arlay, Prince of Orange, reserve, 0610*

Pi, 0609

Pi, 0610

Pi, 0611

Aq, 0708

Ar, 0709

Ar, 0710

Ar, 0711

### **Army of the Confederation of the eight cantons—attackers**

*Rout toward the north-east edge of the map (hexrow 24xx)*

*Nicolas, baron of Scharnachtal, Avoyer of Berne, army commander, contingent of Berne, 1903*

At, 1904

Il, 1704

Su, 1805

Su, 1804

Su, 1903

Su, 2003

Su, 2103

Su, 2204

### **Reinforcements**

*Turn 2:* Raoul Reding, Landammann of Schwytz, contingents of Schwytz, Uri, Unterwald, Glaris and Zoug, and the 7 units of his banner in 2403.

*Turn 3:* Henri Godli, bourgmestre of Zurich, contingents of Zurich, Bâle and Lucerne, and the 4 units of his banner in 2403.

Pierre of Faucigny, Landammann of Fribourg, contingents of Fribourg, Berne and Soleure, and the 8 units of his banner in 2408.

*Turn 4:* Hermann of Eptingen, contingents of the vassals of Archduke Sigismond, the communes of Strasbourg, Saint-Gall, Schaffhouse and Appenzell (note : the blason of the city of Strasbourg has been applied to him), and his 8 units in 2408.

### **Game length and victory conditions**

The battle starts at 16h (4 p.m.) and lasts **10 tours**.

*Automatic victory*

If, in the course of the battle, Duke Charles the Bold is killed, the game ends immediately in a victory for the player in charge of the Confederation of the eight cantons.

If, in the course of the battle (check each turn at the end of Phase E, before advancing the Turn marker), one player has 20 more victory points than his opponent, the game ends immediately in a victory for him.

*Victory at the end of the game*

*Players score:*

- 3 points per enemy Ch, Ha or At unit eliminated;
- 2 points per enemy Su, Il, Pi, Aq or Ar unit eliminated;
- 1 point per routed enemy unit (of any type) on the map at the end of the game;
- 2 points per enemy leader killed;
- 5 points for capturing Charles the Bold;
- 3 points for capturing Château-Guyon, Hochberg, Crèvecœur or Orange;
- 2 point for capturing any other enemy leader.

*The Burgundian player scores:*

- 5 points for control of hex 1007 at the end of the game (by control is meant the last to occupy the hex—if it is empty—or occupation by a unit).

*The Confederation of the eight cantons player scores:*

- 1 point per game-turn in which no units of the banners of Château-Chalon or Charles the Bold engage in combat (in attack or in defense), to a maximum of 5 total points in a game.

*Add up the points scored by each side and compare them:*

- If one player scores at least 7 points more than his opponent, he has won ;
- If neither side scores at least 7 points more than the other, the battle ends in a draw.

## **Specific rules**

### **6.C Initiative and activation of leaders**

There is no initiative die roll on Turn 1. The two players automatically apply case **C.2 If the difference is between 1 and 3**, to the benefit of the Confederation of the eight cantons.

#### **Activation of Burgundian reserves**

The banners of Campobasso, Crèvecœur and Orange form the infantry reserves of the army of Charles the Bold, who counted on winning the battle solely with his knights and his artillery. These three banners can be activated only under the following conditions:

- So long as less than two units of the banner of Château-Chalon have been routed or eliminated, the units of the 3 banners of the reserve can neither move, fire, nor attack (the Burgundian player must « pass » when their leaders' activations occur) ;
- Whenever at least two units of the banner of Château-Chalon have been routed or eliminated, the Burgundian player may use the three banners of the reserve normally, when their activations occur.

#### **Premature rout of the Burgundian army**

When a unit belonging to the banner of Charles the Bold is routed or eliminated, the Burgundian player must immediately remove from the map all units of one of the three reserve banners, along with their leader (the player may choose which banner to remove). The chosen banner must have been still on the map at the time he selects it. There is no victory point penalty. This « premature rout » is limited to a total of 2 banners during a

game (even if one unit of Charles the Bold rallies and then is routed again, which would otherwise have permitted 3 banners to rout).

### **12.2 Rout**

Routed units in the banners of Charles the Bold, Château-Chalon and Hochberg are allowed, during movement in the Rally Phase, to sidestep one or more hexrows so as to avoid passing through units belonging to the reserve banners, so long as the latter have not left their initial deployment hexes (i.e.: so long as these banners have not been activated via the rule Activation of Burgundian reserves, or so long as they have not moved).

### **Alternate scenarios**

The rout of the knights of the Duke of Burgundy provoked the premature retreat of his army. *What would have happened if the Burgundian reserves had not taken to their heels after the defeat of Charles the Bold's cavalry?*

Three options are presented for creating alternate scenarios:

- 1/ Eliminate the automatic victory rule by which one player wins through accumulating 20 more victory points than his opponent;
- 2/ Eliminate the rule limiting **Activation of Burgundian reserves**;
- 3/ Eliminate the rule **Premature rout of the Burgundian army**.

The players may use these three options in any combination desired (7 combinations are possible).

The victory conditions remain the same (except as modified by option 1/).