

WARHAMMER ANCIENT BATTLES

ARMIES OF THE WESTERN KINGDOMS 1100-1300

HISTORICAL BACKGROUND

After the victory of William I (Guillaume I for his continental subjects) at Hastings, the Normandy became a real problem for the Kingdom of France. The new King of England was also a vassal lord of the french King and the borders between the Duchy and the french possessions not really clear in the Vexin and the river Seine valley.. But with the death of William I in 1087, the norman barons erected a lot of keeps and castles, threatening the king William II's authority.

However Henry I, crowned in 1100 reestablished the power of England and Normandy after defeating his brother Robert Courtheuse coming back from the first crusade who wanted to take the crown. After vanquishing the rebel norman barons, Henry I defeated the french army of Louis VI 'le gros' at Bremule the 20th of August, 1119.

Henry II married Alienor of Aquitaine whose former marriage with the french king Louis VII was cancelled. All her possessions went under english control, increasing the power of the King of England while lowering the french King's one. And Henry II wanted more power : in 1159 he attacked the city of Toulouse with the support of Raymond IV, count of Barcelona and Prince of Aragon. The french king Louis VII arrived to help his brother in law Raymond V, count of Toulouse. Henry II withdrew but he kept the control on a part of the Quercy and the town of Cahors.

In 1170, after the murder of Thomas Beckett, his chancellor since 1155, his power is threatened . Henry the young and Geoffrey of Brittany rebelled against their father and in 1173 they are joined by Richard. Henry II defeated his sons and finally the last one to surrender Richard asked him for pardon. Some barons of Aquitaine tried to rebel against Richard but he vanquished them with ferocity.



When Henry I died in 1135 (his sons died in 1120 in a shipwreck) a new time of anarchy came in England and Normandy. Henry I asked his barons to support Mathilda his daughter. But she was married with Geoffrey, count of Anjou (after her first husband, Emperor Henry V of Germany died). But some norman barons didn't accept a rival lord from Anjou and decided to support Stephen of Blois, Henry I's nephew who asked the crown. It's only in 1153 that Etienne accepted Henry II (son of Mathilda and Geoffrey) as his successor.

In 1188, Henry II wished to see John as his successor but Richard joined the expedition of Philippe II, King of France against his father. Finally when Henry II died in 1189, Richard is crowned King of England.

Though Richard and Philippe were true friends, their growing rivalry turned this friendship into a true hate. In 1190, the two kings took the cross and planned to free Jerusalem captured by Saladin, it's the third crusade. After Silicia and Chypre, it's the siege and the capture of St Jean d'Acres in 1191. Philippe II went back to France, Richard the chivalric King is the true Hero but he soon realized that

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even if he managed to capture Jerusalem, he won't be able to defend it.

Finally he decided to return to England in 1192 but he was captured by Leopold V of Austria. He came back in England in 1194 after the payment of a ransom of 150000 marcs.

After England, Richard I went to his lands in France threatened by the french barons. After several skirmishes and sieges in Normandy and Berry but finally a treaty was signed with the support of the catholic church. Richard I reinforced the defence of Normandy, erecting large castles like Château-Gaillard.

Philippe II had new problems, the counts of Flanders, Boulogne, Blois and Toulouse decided to follow Richard I. The french kingdom was now threatened from the north, the east and the west. Philippe II attacked Flanders but was defeated near Ypres. Later the King and french barons burned several norman villages while Mercadier, the second in command of the army of Philippe of Dreux, Bishop of Beauvais attacked northern France and Brittany.

But in 1199, Richard I was wounded in the siege of Chalus, near Limoges and died shortly after. The new king John I was once the ally of Philippe II against his brother but Philippe II considered him now as his vassal lord. Philippe II after a problem with barons of Poitou, asked John to give Richard's son, Arthur the lands of Brittany, Anjou, Maine and Normandy. In 1202, Philippe II gave one of his daughter to Arthur. With a small army provided by Philippe, he attacked Normandy. Unfortunately he was captured by the Senechal William des Roches and John I decided to imprison him in Falaise. The barons of Poitou, Angers and Brittany protested against this. Some noblemen like the Count of Alençon decided to follow the french king.

In 1203, Philippe II and his allies captured several towns like Saumur, Tours or Angers. The same year, Arthur died mysteriously while he was under the protection of John I. Philippe II used this argument to justify the conquest of the Plantagenet's lands. But the first step was Château-Gaillard. After a long siege, the fortress under command of Roger of Lascy was captured in march 1204 and then Normandy falls. The duchy was now in the royal possessions (In 1259, the kings of England accepted the fact in the treaty of Paris). Without confidence in the local barons, Philippe II put royal administrators (Bailly) to control the duchy.

In 1209, John I began his reconquest. He contacted Renaud Dammartin, Count of Boulogne. This brave knight fought for Henry II with his father along with William the Marshall during the siege of LeMans attacked by Philippe II and Richard. Philippe II forgave him but he later joined the rebel noblemen following Richard I against the King of France. When Richard I died, he renewed his allegiance to John I. However he decided to join Philippe II and fought gallantly during the siege of Château-Gaillard. But his

loyalty to the King of France was light and with John I's offer he became one of the major actors of the coalition against Philippe II. In may 1212, he turned coat once again and joined the King of England. In 1198, the Emperor of Germany, Henry VI died. Philippe II supported Philip of Souabe, the Emperor's brother but it was finally Othon of Brunswick, a Saxon allied to John I, who became Emperor after Philip of Souabe's death in 1208.

Finally in July 1214 took place the battle of Bouvines, in the North of France. Renaud Dammartin, Count of Boulogne, William Longsword, Earl of Salisbury and Hugues of Boves and the english units were on the right flank. In the center were the Emperor Othon IV's troops and Ferrand, Count of Flandre was on the left flank. The forces of the Bishop of Beauvais, Philippe of Dreux were facing the english lines. Philippe II was opposed to the Emperor Othon IV, while Eudes, Duke of Burgundy was opposed to Flandre. After a 3 hours long battle, the french King was victorious, the Emperor Othon IV fled the battle losing his banner, Renaud Dammartin and William Longsword were captured.

After this defeat, John I only kept control of the Poitou, Saintonge and Gascogne. With the increase of royal taxes, some Barons of England rebelled against the king and took London in June 1215. John I had to accept the Magna Carta but quickly renounced it. The first Barons' war began. Prince Louis, Philippe II's son helped the rebel barons sending knights and troops then he arrived in England in May 1216. The french Prince was first victorious, but after John I's death, the english armies led by the young king's regent William Marshal defeated him several times. Finally Louis gave up his claim to be the King of England September 1217.

In southern France, a new religious doctrine, the Cathare Heresy threatened the catholic Church. In 1209, the pope Innocent III launched a crusade against the Cathares and their leaders, Roger Trencavel, count of Béziers and Raymond VI, count of Toulouse. A lord from northern France, Simon of Montfort led the army of Knights from northern and central France. They captured Beziers and killed all the inhabitants, men, women and children. The seizure of a town often ended up by a slaughter. In 1210, 140 cathares were burned at Minerve, in 1211, 80 Knights were hanged and 400 cathares burned at Lavaur.

Peter of Aragon, King of Aragon, was also suzerain of some lands in France. The crusade threatened his possessions and finally he joined Raymond VI of Toulouse against Simon of Montfort. In September 1213, Peter of Aragon and Raymond of Toulouse arrived near Muret, a town south of Toulouse where Simon of Montfort and his crusaders were gathered. Raymond VI advised cautious, but Peter wanted to attack. While the Toulousain militia assaulted the walls, Peter and his knights attacked. But the crusaders countered attack and caught the attackers by surprise. Peter of Aragon was killed in the melee. Toulouse was besieged in 1211 then in 1217 and 1218

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(during the siege, Simon of Monfort died). Castelnaudary was besieged in 1220. But Raymond VI of Toulouse, then his son Raymond VII fought back and managed to defeat the army of Amaury of Monfort, Simon's son in Carcassonne.

But the new king of France, Louis VIII joined the a new crusade in 1226. Avignon fell in september after a three-month siege. Provence, Eastern Languedoc and Quercy were now under control of the King of France while Toulouse was still resisting. In November 1226, Louis VIII died, the new general of the Crusade was Humbert of Beaujeu. Raymond VII swore loyalty to the 12 years-old king Louis IX and with the treaty of Paris in 1229, he regained control of some of his former land. However the city of Toulouse and southern lands were now under the french crown's control after the marriage of Jeanne, daughter of Raymond VII, with Alphonse, Louis IX's brother. The last Albigensian castle, Montsegur is captured in 1244.

However some high nobles were upset by the fact that the young king's regent was a woman, her mother Blanche of Castille. So many barons once again changed their minds and decided to join Henry III, King of England. Henry III wanted to recover the former Plantagenet's lands which have been seized by Philippe II. In 1230, with 300 ships from Dover and Portsmouth, Henry III arrived in St Malo with Richard, Prince of Cornwall and Hubert de Burgh, Earl of Kent and Justiciar of England and Ireland. But while the army of the King of England rode towards Poitou, some rebel barons preferred to join the french side. The french royal army captured Ancenis and some towns while the english army went to Nantes.

But the typhoid fever decimated the english knights, even the King and his brother were ill. Finally Henry decided to go back to England, but he let William Marshall, Earl of Pembroke with 400 knights and 100 sergeants. Pierre Mauclerc, Duke of Brittany, the leader of the rebel noble was ordered by the King of England to negotiate a treaty with the King of France, Louis IX. Skirmishes between the two parties continued until july 1231 when a treaty was signed.

In 1242, Henry III began a new campaign to support, barons who still refused the authority of the king of France. But this time Louis IX had an army 4000 knights and 20000 men-at-arms. He defeated the english army at Taillebourg and Saintes. Finally in 1259, with the treaty of Paris, Henry III swore loyalty to the french King for the Aquitaine, abandoned the Normandy, the Maine, the Anjou, the Touraine and the Poitou while Louis IX gave it back the lands around Limoges, Cahors and Perigueux.

SPECIAL RULES

FEROCIOUS CHARGE

The charge of a unit of Knights was renowned for its ferocity, and few could stand up to it. If a unit from the army is noted as having Ferocious Charge and wins the round of combat, their opponents automatically break, with no Leadership test being taken. Enemy units that normally ignore Break tests (such as Stubborn troops) must roll a D6. On a 1-3 they are broken anyway, and on a 4-6 they hold. However, it may be possible for a unit to fall back in good order, so refer to those rules.

MIXED ORDER

Where specified by the list, crossbowmen / bowmen may be combined with other infantry to form a single regiment, with the crossbowmen/bowmen initially making up the front rank(s) of the unit. When entering close combat, the player controlling the unit may choose one of the two options: the crossbowmen/bowmen may remain in the front rank(s), allowing them to stand and shoot against a charging enemy; in this case, spear-armed figures in the second rank may fight in close combat. Alternatively, the crossbowmen/bowmen may retire to the rear rank(s); this prohibits them from shooting, but allows up to two ranks of spearmen, or one rank of other infantry, to fight in close combat. A unit in which the crossbowmen/bowmen have retired to the rear may bring them forward again by spending and entire turn reforming.

CHIVALRIC HONOR

Knights were not necessarily nobles, nor were nobles necessarily knights. The noble class and the knightly class slowly began to merge during the second half of the 12th century. The Knights follow the code of Chivalry, and during a battle, the chivalrous knight was idealized as brave in battle, loyal to his Liege Lord and to God, and willing to sacrifice himself for the greater good. A unit of Knights or a combined unit with more than half knight models may ignore the Panic test if the unit fleeing doesn't contain nor Noble Character or Knight .

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ARMY COMPOSITION

Units of Knights, Sergeants, Squires, Men-at-arms, Militia may have a Leader (+5 pts), Musician (+5pts) and Standard (+5pts).

Characters : up to 25% of the points value of the army may be spent on characters.

warriors: at least one half of the points value of the army must be spent on Knights, Sergeants, Squires and Men-at-arms.

Uncommon warriors: up to one third of the points value of the army may be spent on Militia and Levy.

Mercenaries : up to one third of the points value of the army may be spent on Mercenaries.

CHARACTERS

0-1 King / Duke

	M	WS	BS	S	T	W	I	A	Ld	Pts
King/Duke	4	6	5	4	4	3	6	3	9	180

Equipment: Armed with a shield, sword and light armour. May have heavy armour (+1 pt), double-handed weapon (+3pts), lance if mounted (+3pts). May ride a Warhorse (+8pts). The Warhorse may have Cloth Barding (+4pts).

Special Rules: *Army General, Chilvaric Honor, Ferocious Charge* if mounted and as long as he's accompanying Mounted Knights or Sergeants.

The western kings and noblemen were normally excepted to lead their armies either against a rebel vassal lord or another sovereign.

King Richard I was a warrior first and foremost, he was a chivalric, Crusading king.

Earl / Count

	M	WS	BS	S	T	W	I	A	Ld	Pts
Earl/Count	4	5	4	4	4	3	5	3	9	110

Equipment: Armed with a shield, sword and light armour. May have heavy armour (+1 pt), double-handed weapon (+3pts), lance if mounted (+3pts). May ride a Warhorse (+8pts). The Warhorse may have Cloth Barding (+4pts).

Special Rules: *Army General, Chilvaric Honor, Ferocious Charge* if mounted and as long as he's accompanying

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Mounted Knights or Sergeants. One Earl/Count may be upgraded to Army General (+25 pts) if no King/Duke is present. One Earl/Count may be upgraded to Army Standard Bearer (+15 pts). No more than one Earl/Count may be present in a unit at any time. Earls/Counts who have been upgraded to Army General or Army Standard Bearer do not count towards this limit.

The Earl or Count were vassal lords ruling the lands granted by their King. In times of need he joins the royal army with the knights and troops he could raise. On some occasions, Earl / Count could lead an army.

Simon de Montfort, Earl of Leicester through his mother Amicie, led the Albigenian Crusade in Southern France.

Baron / Lord / Knight Banneret

	M	WS	BS	S	T	W	I	A	Ld	Pts
Baron/Lord	4	5	4	4	3	2	5	2	8	90

Equipment: Armed with a shield, sword and light armour. May have heavy armour (+1 pt), double-handed weapon (+3pts), lance if mounted (+3pts). May ride a Warhorse (+8pts). The Warhorse may have Cloth Barding (+4pts).

Special Rules: *Chilvaric Honor, Ferocious Charge* if mounted and as long as he's accompanying Mounted Knights or Sergeants. One baron / Lord may be upgraded to Army General (+25 pts) if no King/Duke or Earl/Count is present. One baron may be upgraded to Army Standard Bearer (+15 pts) if none is present. No more than one baron may be present in a unit at any time. Barons who have been upgraded to Army General or Army Standard Bearer do not count towards this limit.

The typical feudal lord is the Baron who protect the land is Liege Lord granted him . 'When his liege lord called him, he should join him with his knights and his men-at-arms for a 40 days service.

Mathieu of Montmorency managed to capture 8 enemy banners during the battle of Bouvines in 1214. After the battle he upgraded his coat-of-arms with 8 more alerions (small eagle). His original coat-of-arms was a red cross on a golden field with 4 blue alerions in the corners.

0-1 Bishop

	M	WS	BS	S	T	W	I	A	Ld	Pts
Bishop	4	4	4	4	3	2	4	2	8	80

Equipment: Armed with a shield, mace or club and light armour. May have heavy armour (+1 pt), double-handed weapon (+3pts). May ride a Warhorse (+8pts). The Warhorse may have Cloth Barding (+4pts).

Special Rules: Any unit a Bishop is with may re-roll failed panic tests. The Bishop may be upgraded to Army

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General (+25 pts) if no King/Duke or Earl/Count is present.

The Bishop may be upgraded to a Crusading Bishop for +40pts. Crusading Bishops have their Ld increased to 9 and are subject to Hatred of the enemy as described in the Psychology section. Any unit led by a Crusading Bishop is also subject to Hatred of the enemy (Nevertheless Hatred does not extend to warhorses). Crusading Bishops are Bloodthirsty, as is the unit they lead. A Bishop upgraded to a Crusading Bishop cannot re-roll failed panic tests.

With the power of the Pope and the Crusades, a churchman acting as an adviser often rides with the army. Arnaud Amaury, Abbot of Citeaux who was Pope's legate and was riding with Simon of Monfort during the Albigensian Crusade in southern France, was asked by the knights attacking Beziers how to identify the heretics. "Kill them all. God will know his own" was his answer. During the battle of Bouvines in 1214, William Longsword, Earl of Salisbury was captured after being hit by the mace of Philippe of Dreux, Bishop of Beauvais who rode with the french king Philippe II. Philippe of Dreux fought in St Jean d'Acres during the third crusade.

WARRIORS

0-1 King/Duke's Bodyguards

	M	WS	BS	S	T	W	I	A	Ld	Pts
Bodyguards	4	4	3	3	4	1	4	1	8	20
Mounted Bodyguards	8	4	3	3	4	1	4	1	8	35

Equipment: Armed with a shield, sword, lance (if mounted) and light armour. May have heavy armour (+2 pt). Mounted bodyguards riding Warhorse. The Warhorse may have Cloth Barding (+4pts).

Special Rules: *Drilled.* Dismounted Bodyguards have *Stubborn*. Mounted ones have *Ferocious Charge*.

Kings or powerful noblemen leading the army have sometimes a unit of knights or sergeants-at-arms to protect them. They don't always follow their lord who sometimes gives them a special duty in the battle.

During the battle of Bouvines in 1214, the Massiers du Roy, a unit of 400 Sergeants-at-arms in service of the King of France, Philippe II were defending the bridge over the river Marcq behind the french lines. Knights led by Renaud Dammartin, Count of Boulogne and William Longsword, Earl of Salisbury managed to pierce the french lines and tried to seize the bridge. But the stubborn Massiers held the line and finally the attackers withdrew.

Knights / Sergeants-at-arms

	M	WS	BS	S	T	W	I	A	Ld	Pts
Knight / Sergeant	4	4	3	3	3	1	4	1	7	15
Mounted Knight / Sergeant	8	4	3	3	3	1	4	1	7	30

Equipment: Armed with a shield, sword, lance (if mounted) and light armour. May have heavy armour (+2 pts). Mounted knights/sergeants-at-arms riding Warhorse The Warhorse may have Cloth Barding (+4pts).

Special Rules: Mounted Knights / Sergeants-at-arms have *Ferocious Charge*. *Hatred* any enemy mercenary unit. *Combined Formation* with Esquires. Knight may have the Chivalric Honor (+10pts).

Knights are the backbone of a feudal army. Better armed and equipped than the average fighter, they are fearsome opponents. Sergeants-at-arms are professional fighters with a high military training but without a noble ascendancy. Knights under feudal obligation, knights who lacked lands, mercenary knights and sergeants-at-arms ride and fight under the banner of a Baron or a Count. When a Knight shall join his feudal lord for the 40 days service, a sergeant serves him as long as he was paid.

Squires

	M	WS	BS	S	T	W	I	A	Ld	Pts
Squire	4	3	3	3	3	1	4	1	7	10
Mounted Squire	8	3	3	3	3	1	4	1	7	20

Equipment: Armed with a shield, sword, thrusting spear and light armour. May have heavy armour (+2 pts), Lance if mounted (+2 pts). Mounted squires riding Warhorse The Warhorse may have Cloth Barding (+4 pts).

Special Rules: Mounted Squires have *Ferocious Charge*. *Combined Formation* with Knights / Sergeants-at-arms. You can field up to 2 squires models for each knight model in the army.

Young noble men waiting to be dubbed knight or poor noblemen who could not afford to be dubbed. A brave behaviour during a battle and a high nobleman may give them some lands or hire them.

Sergeants / Men-at-arms

	M	WS	BS	S	T	W	I	A	Ld	Pts
Men-at-arms	4	3	3	3	3	1	3	1	6	7
Mounted Men-at-arms	8	3	3	3	3	1	3	1	6	15

Equipment: Armed with thrusting spear, hand weapon and shield. May have light armour (+2 pts). May exchange their spear and shield for bow or crossbow. Bowmen / Crossbowmen may ride a horse (+8 pts).

Special Rules: *Mixed Order.* A unit of men-at-arms with only bowmen or crossbowmen is *Light Infantry*.

Sergeants and Men-at-arms are soldiers with an average military training. They served the barons who hire them, protecting theirs belongings.

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UNCOMMON WARRIORS

Militia

	M	WS	BS	S	T	W	I	A	Ld	Pts
Spearmen	4	3	3	3	3	1	3	1	5	6

Equipment: Armed with thrusting spear, hand weapon and shield. May have light armour (+2 pts). May exchange their spear and shield for bow (free) or crossbow (+3pts).

Special Rules: A unit of militia with only bowmen is *Light Infantry*

These townsfolk and farmers called up for military service and received a basic training by old veterans. They were equipped depending on the wealth of their lord with a thrusting spear and a hand weapon.

Levy

	M	WS	BS	S	T	W	I	A	Ld	Pts
Levy	5	2	2	3	3	1	3	1	5	5

Equipment: Armed with hand weapon.

Special Rules: *Warband - Light Infantry*

The low ranked and untrained civilians were sometimes gathered in large units to protect their lord's lands.

MERCENARIES

0-1 Brabancons

	M	WS	BS	S	T	W	I	A	Ld	Pts
Mercenary	4	4	3	3	4	1	4	1	7	16

Equipment: Armed with a shield, hand weapon, thrusting spear and light armour. May have heavy armour (+2 pt).

Special Rules: *Stubborn, Drilled.*

These mercenaries were called "Brabançons" for they are coming from Brabant. They were battle-hardened veterans with a true military knowledge. The noblemen hated them for they don't respect the chivalric rules, killing the fallen knights. These mercenaries were often executed when captured.

At the end of the battle of Bouvines in 1214, Renaud Dammartin, Count of Boulogne, his knights and 500 Brabançons were still resisting. When Renaud is finally captured, the french noblemen slaughtered the mercenaries.

Ecorcheurs / Routiers

	M	WS	BS	S	T	W	I	A	Ld	Pts
Mercenary	4	3	3	3	3	1	3	1	5	7

Equipment: Armed with a hand weapon. May have shield(+1pt), thrusting spear (+2pts). May have light armour (+2 pts). May have crossbows (+3pts).

Special Rules: *Mixed Order, Fearsome.*

Former men-at-arms who decided to live their own way or are without a current lord. They often turn into brigands who terrorise the farms and hamlets.

In 1183, routiers and brigands gathered near Brives. On a saturday morning, under command of Malinvaud, they attacked the village of Saint Leonard killing 200 people.

Cottereaux

	M	WS	BS	S	T	W	I	A	Ld	Pts
Mercenary	4	3	4	3	3	1	3	1	5	6

Equipment: Armed with a hand weapon, buckler and javelin.

Special Rules: *Skirmishers.*

These mercenaries from the southern France or Spain were light infantrymen who lived in mountainous areas and were trained to fight in rugged terrain. Like Routiers they often attack the farms and small villages when nobody hires them.

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SCENARIOS

THE JOUST

William Marshal, Earl of Pembroke was probably the finest knight of his time. When he didn't serve the Kings of England in wartime, he liked going to the tournaments and jousts in England and in France. He was around 40 years old when he stopped jousting, claiming more than 500 captured Knights.

SITUATION

It's a time of peace. The local lord has organized a tournament to please his people.

PLAYERS

Each player selects 8 mounted knights from his army list up to 300pts. Barons, Lords and Knights Banneret could be also selected as well as squires.

BATTLEFIELD

The battlefield is a 4' x 4' gaming table with 4 or 8 Lanes. Each lane is about 2' long.

DEPLOYMENT

Depending on the number of lanes, each player secretly positionned 4 or 8 Knights, one for each lane about 32" from their opponent.

WHO GOES FIRST

Each Knight spurs his warhorse simultaneously.

RESOLVING THE JOUST

The players choose the first joust to be played. The models are moved on each side of the fence. Each player rolls his "to-hit" dice :

- One Knight hits, the other misses. The knight who missed, falls down from his horse and he's eliminated.
- Both knights missed, the lances shattered! They have to fight in hand-to-hand combat now. The Knight with the highest initiative will strike first. If the initiav are identical, roll a die for each knight, the highest score strikes first.
- Both knights hit. The players roll to wound and then do an armour save if necessary. If one the knight losts his last wound, he falls down from his horse. If both knights fell down, both are eliminated

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LENGHT OF GAME

The tournament lasts 4 rounds of Jousts and at the end of each round, half of the knights are eliminated.

VICTORY CONDITIONS

In the final round of joust, if both Knights fell down, they can stand up and continue the fight on foot.

SPECIAL RULES

If both of his possible opponents are eliminated on the previous round, a Knight automatically wins the round.

VARIATIONS

The Mysterious Knight : One player instead of selecting several knights may decide to choose only one knight who will challenge all the other knights. In this variation, the player may select an Earl or Count.

SEIZE THE OUTPOST

When Isembert II of Châtelailon died in 1135, William, Count of Toulouse confiscated his lands. Geoffroy III, Isembert's heir managed to regain control of a part of the lands after a dispute against Eble of Mauléon. Some mills and fishing rights were given to the Abbey of St Jean d'Angély.

SITUATION

Two rival families have been disputing for a long time about the ownership of some lands and the incomes of a watermill. The former rival lord build up a small tower to protect these lands. But the new Baron decided to gain control of these lands owned by his ancestors.

PLAYERS

Each player selects a 500pts Army following the rules of the Border patrol scenario.

BATTLEFIELD

The battlefield is a 4' x 4' gaming table with a tower on a hill and a couple of cottages in the middle of the table. The Players could add up to 4 pieces of terrain (woods, marshes, hills). A road is going from one side to the opposite side.

DEPLOYMENT

The Defending player positions an infantry unit without knights near the tower. The Attacking player selects one

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side of the board with the road and positions his units up to 1' from the road. The remaining forces of the defending player will enter the board at the beginning of turn 2, by the road on the opposite side.

WHO GOES FIRST

On the first turn, the Attacking player moves first.

LENGHT OF GAME

Unlimited number of turns

VICTORY CONDITIONS

Victory points are as normal. The player controlling the tower adds 50pts. To control the tower, a non routing unit shall be at no more than 4" of the tower .

ATTACKED BY SURPRISE

When Philippe II of France besieged Château-Gaillard in 1203, he had first to capture the village of Les Andelys. The vanguard of the french army was in position on the Bernières peninsula in front of the castle. In Rouen, John I of England ordered William Marshal, Earl of Pembroke to counter-attack with 300 Knights, 300 Sergeants-at-arms, 4000 men-at-arms and mercenaries of Lou Prescaire and Brandimer. A fleet of ships was gathered under command of Martin of Arcques. Alan the britton joined the fleet with 70 ships. 3000 men-at-arms sent by Baudoin, Count of Flanders embarked in the ships.

Unfortunately the fleet didn't arrive in time and in the middle of the night, William Marshal launched the counter attack over Bernières. The Mercenaries of Lou Prescaire led the assault. The french men-at-arms were taken by surprise and began to withdraw. The peninsula was nearly conquered when french Knights led by Guillaume des Barres, Renaud, Count of Bourgogne and Matthieu of Montmorency rescued the french troops and gained control of the peninsula once more.

SITUATION

An army is resting around campfires waiting for a new order. The enemy launched a night attack which caught the loitering army by surprise.

PLAYERS

Each player selects a 2000pts Army.

BATTLEFIELD

The battlefield is a 6' x 4' gaming board. After players have determined which table edge they will play from,

they set up scenery in a mutually agreeable manner. No terrain may be set up within 12" of the attacker's edge.

DEPLOYMENT

The Defending player positions all his units except the ones containing characters or knights within 24" from his side of the board. The Attacking player positions his units up to 12" from the edge of his side of the board. The remaining forces of the defending player (Characters & Knights), will enter the battle at the beginning of turn 3, by the defending player 's side of the board.

WHO GOES FIRST

On the first turn, the Attacking player moves first.

LENGHT OF GAME

Unlimited number of turns

VICTORY CONDITIONS

Victory points are as normal.

SPECIAL RULES

Because of the night attack, the firing distances are limited to 12"

WARHAMMER ANCIENT BATTLES

ARMIES OF THE WESTERN KINGDOMS 1100-1300

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INTERNET LINKS

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