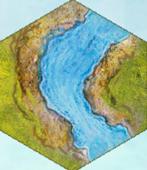
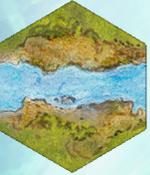


Two Bridges

Spring 1362

- x 4 
-  x 2
- x 4 
-  x 5
- x 10 
-  x 5



Historical Notes

After Edward III signed the treaty of Bretigny in 1360, he renounced his claim to the Crown of France but he retained Aquitaine, Calais and other important provinces. When he left, however, he was unable to evacuate all of his troops from France and these men soon banded together. This then became the time of the 'Free Companies', private mercenary forces which indulged in looting and destruction of the French countryside on an appalling scale. Sir Arnold of Cervolles attempted to stop the great malice of these companies in a series of minor skirmishes fought along the Rhone River. While I have no first hand reports of these engagements, here is what I believe to be true...

The first contact was made at Two Bridges. Both camps had split their forces and were marching and foraging on either side of the River Rhone. Neither camp knew the other was so close at hand and encountered each other quite by accident. Both commanders worked to consolidate their split forces - knowing that they key to the battle would be the capture of the bridges.



Sequin of Badefol

Victory Conditions



X 3+

6

WAR COUNCIL Level 5



Level 3



Level 1



Level 1



Sir Arnold of Cervolles Archpriest



Victory Conditions



X 3+

6

WAR COUNCIL Level 5



Level 2



Level 1



Level 1



Level 1

Special Rules

The River Rhone is impassable except at the bridges and fords.

Control (occupation) of both bridges simultaneously earns the controlling camp a single Victory Banner for as long as both bridges are held.

Historical Notes

A few days later at a shallow stretch further up river, Sir Arnold - in pursuit of the Routiers - attempted to force his way across the Rhone.

After the battle of Two Bridges, Seguin's mercenaries had marched north and crossed the Rhone. He set up camp and waited. Sir Arnold in pursuit arrived the next day. His original plan was to attack at once but advice from his council forced him to reconsider. Both camps were in a strong position and each seemed content to watch and wait for the other to make a move. By the morning of the third day Arnold's patience had reached its limit and he launched his attack. His troops could not maintain formation while crossing the river and were driven back.

The attack failed and he retired into the nearby hills.



Sequin of Badefol



Victory Conditions



X 3+

6

WAR COUNCIL Level 6



Sir Arnold of Cervolles
Archpriest



Victory Conditions



X 3+

6

WAR COUNCIL Level 6

Special Rules

The entire river is fordable (p.63). In addition, the very shallow ford sections (marked by the ford tokens on the Battle Map) do not stop a unit's movement.

In this adventure you are required to form your own War Council following the rules for customizing a War Council, on page 58. Each player's War Council has 6 levels.

Hill Camp

Spring 1362

X 10 

 X 10



The game board is a hexagonal grid with various terrain types and units. A red dashed line runs vertically through the center. The board features several terrain icons: rocks (X 10) and forests (X 10). Units are represented by icons: a Hill Giant (top center), a Giant Spider (bottom center), and various banners (blue, green, red, yellow) and other symbols. The board is bordered by a stone wall at the top and bottom, with red and blue circular markers along the edges.

Historical Notes

After his earlier failed attack, Sir Arnold retreated into the nearby hills, but before he was able to fully rest his men and bring up most of his reserves, Seguin and his mercenaries attacked.

Seguin's attack force now included newly arrived units of Goblins and a Hill Giant. There was a great struggle and only with the help of a Giant Spider did Sir Arnold troops manage to hold their ground. Exhausted, both sides retired and it was some weeks later before they met again just west of the Rhone.



Seguin of Badefol 1



Victory Conditions



X 3+

6

WAR COUNCIL Level 6



Hill Giant



Sir Arnold of Cervolles
Archpriest



Victory Conditions



X 3+

6

WAR COUNCIL Level 6



Giant Spider

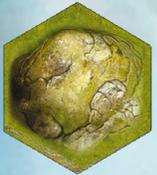
Special Rules

In this adventure, you are required to form your own War Council following the rules for customizing a War Council on page 58. Each player's War Council has 6 levels. Note that a Creature will count as 1 level token for its camp.

West of the Rhone

Spring 1362

X 10



X 4



Historical Notes

Both camps received volunteers and hired additional troops during the weeks after the clash at the Hill Camp. Dwarf units, Goblins and heavy infantry human mercenaries troops were welcome additions. The opposing camps were set up in close proximity on the same side of the Rhone and almost daily there were minor encounters.

Finally Sir Arnold broke camp and deployed his troops into a line of battle just north of his camp. Seguin responded quickly. The site of the battlefield was a level plain with only a few small woods. Arnold with a superior cavalry force charged forward eagerly - almost before the rest of his troops were in position. Reports on the rest of the action were vague and remain something of a mystery.

We do know that Sir Arnold eventually retired from the field. This action took place a month before 'The Battle of Brignais'.



A decorative parchment-style card for a War Council. At the top is a green banner with a white silhouette of a dwarf's head. Below the banner is the name "Seguin of Badefol" in a stylized font, with a small red square containing the number "1" to its right. Underneath is a decorative flourish with a purple and blue gem. Below that is the text "Victory Conditions" followed by a small icon of a dwarf and the text "X 3+". To the right of this is a black banner with the number "6". At the bottom, it says "WAR COUNCIL Level 6". The card has a blue checkered pattern at the bottom.



A decorative parchment-style card for a War Council. At the top is a green banner with a white silhouette of a human's head. Below the banner is the name "Sir Arnold of Cervolles" in a stylized font, with "Archpriest" written below it. Underneath is a decorative flourish with a purple and blue gem. Below that is the text "Victory Conditions" followed by a small icon of a human and the text "X 3+". To the right of this is a black banner with the number "6". At the bottom, it says "WAR COUNCIL Level 6". The card has a blue checkered pattern at the bottom.

Special Rules

In this adventure you are required to form your own War Council following the rules for customizing a War Council, on page 58. Each player's War Council has 6 levels.

Note that you will need to change the banners on the two blue dwarven units on the upper left of the battle map to make them Pennant banners; You may use Blue infantry

human banners for this.

Brignais

April 6, 1362

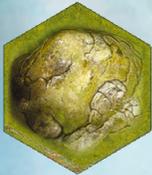
X 1



X 11



X 20



Historical Notes

Outside of Lyon, Jacques of Bourbon had assembled a great number of men at arms, knights and squires in an attempt to stop the Free Companies. He sent out couriers to discover the whereabouts and activities of these rogues. The reports came back that the enemy was lodged in the hills, but with only five or six thousand men. When the Lord of Bourbon heard the report, he stated boldly and simply; 'We will go and fight with them'. And he ordered his men forward.

The Frenchmen could not see the great danger that lay beyond the hills... nor the cartloads of stones the enemy had collected. When the Bourbon forces came forward the enemy began to cast down their stones from the hills beating down the attackers and forcing them back. For the entire day they continued their attempts to advance, but they could not gain the crest and a great number of men at arms were lost.

The Free Companies were victorious.



Sequin of Badefol
Commander of the Free Companies

Victory Conditions



X 3+

6

WAR COUNCIL Level 7



Level 3



Level 2



Level 1



Hill Giant



Jacques of Bourbon
Count of Marche

Victory Conditions



X 3+

6

WAR COUNCIL Level 6



Level 2



Level 2



Level 1



Level 1

Special Rules

Free Company infantry units on elevated terrain hexes, will battle in melee from hill to hill or down from a hill, with four battle dice.

The Battle of Brignais

Medieval version

April 6, 1362

X 21



X 11



Historical Notes

Outside of Lyon, Jacques of Bourbon had assembled a great number of men at arms, knights and squires in an attempt to stop the Free Companies. He sent out couriers to discover the whereabouts and activities of these rogues. The reports came back that the enemy was lodged in the hills, but with only five or six thousand men. When the Lord of Bourbon heard the report, he stated boldly and simply; 'We will go and fight with them'. And he ordered his men forward.

The Frenchmen could not see the great danger that lay beyond the hills... nor the cartloads of stones the enemy had collected. When the Bourbon forces came forward the enemy began to cast down their stones from the hills beating down the attackers and forcing them back. For the entire day they continued their attempts to advance, but they could not gain the crest and a great number of men at arms were lost.

The Free Companies were victorious.



Sequin of Badefol
Commander of the Free
Companies

Victory Conditions



X 6

6

WAR COUNCIL Level 0



Jacques of Bourbon
Count of Marche

Victory Conditions



X 5

6

WAR COUNCIL Level 0

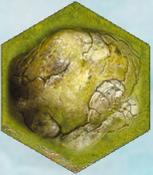
Special Rules

Free Company infantry units on elevated terrain hexes, will battle in melee from hill to hill or down from a hill, with four battle dice.

The Battle of Lewes

May 14, 1264

x 16



x 4



Historical Notes

The King's army was encamped at Leves. Henry commanded some 10,000 troops but on hearing of de Monfort's arrival, Prince Edward rushed from the town without waiting for the rest of the royal troops to join him. De Monfort's forces were about half the size of the King's and were deployed on the hills facing the town.

Henry was barely deployed when Prince Edward launched his cavalry attack upon the left of the rebel lines where raw recruits from London were positioned. The attack soon broke the untried rebels, who fled the field, hotly pursued by Edwards forces.

Despite this early success, Edward's reckless actions forced Henry to attack before he was fully prepared. The advantage of terrain was with de Monfort and the Earl quickly gained the initiative and pushed the royal troops down the hill back toward the town. Henry was captured and held prisoner at the Priory. Edward, discovering his father's plight, was inclined to continue fighting as the castle still held out for the king. However, de Montfort now sued for peace and Edward was persuaded to accept.



Simon V de Montfort
Earl of Leicester



Victory Conditions



X 6



WAR COUNCIL Level 0



Henry III
King of England



Victory Conditions



X 6



WAR COUNCIL Level 0



All Along the Watchtower

Early August,
1330

- X 2 
- X 2 
- X 2 
- X 1 
- X 4 
- X 9 
- X 16 
- X 6 
- X 2 



Historical Notes

I bring you a short tale of my Spanish adventures... Alfonso XI, King of Castile had summoned all foreign knights willing to join him in the war against the Moorish Kingdom of Granada. So in the spring of 1330, I found myself in the company of Sir James Douglas and his fellow Scottish knights and men at arms. We sailed first to Sluys in Flanders and then southward to Andalusia and the city of Seville. Upon our arrival nearly the entire company of the banneret were sent to bolster the series of watchtowers along the river to the south. While we were proud and fierce fighters, we would never have enough men to patrol all the many river crossings!

We had begun strengthening the ramparts on the two towers in our section when Goblins were first sighted. Construction stopped immediately and with arms at hand we waited warily for the coming attack, but the enemy held back.

On the morn, reinforced by a body of mounted Goblins that had crossed the river during the night and were now behind us, the enemy approached slowly from the woods. And while a small band of friendly Spear Bearers appeared on the horizon, we prayed that the runner dispatched yesterday would bring us more formidable mounted reinforcements. We would need them!

Unknown Goblin Captain

Victory Conditions

X 3+

6

WAR COUNCIL Level 5

Unknown Scottish Knight

Victory Conditions

X 3+

6

WAR COUNCIL Level 4

Conditions of Victory

Control (occupation) of both bridges at the same time earns the Pennant camp a single Victory banner as long as both bridges are held.

Control (occupation) of a watchtower earns the Pennant camp a Victory banner for as long as it is held.

Special Rules

(A-blue) Hyena Riders
 (M-green) Goblin Drummer
 (B-blue) Cattle Riders

The river is impassable except at the fords and bridges.

Watchtower: Use the stronghold tile hex.

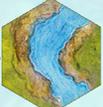
Movement: A foot unit that moves onto a watchtower must stop and move no further on that turn. A mounted unit or creature may not enter a watchtower hex.

Combat: A unit entering a watchtower hex may not battle that turn. A unit on a watchtower battles with a maximum of 2 dice and it may ignore 1 flag. When attacked in melee, the watchtower unit will battle first. An enemy unit attacking a unit on a watchtower hex battles with a maximum of 2 dice. Line of Sight: The watchtower blocks line of sight.

Units from the Pennant camp must retreat toward the top of the battlefield map and units from the Standard camp must retreat toward the bottom of the battlefield map.

Lone Outpost

Early August,
1330

- X 13 
- X 1 
- X 2 
- X 2 
- X 3 
- X 15 
- X 5 
- X 2 



Historical Notes

It was during the wee hours of the morning that our outpost was attacked. The enemy numbers were so great and their advance so swift, that the men at arms could only hastily grab their weapons - there was no time to suit any armor. The assault was a complete surprise!

Our Cattle Riders, claiming the grass to be much greener on the other side of the river, had made camp in the long grass. This tactical blunder would prove our undoing as they would not come to our aid until the Goblins had overrun our position.

Fortunately, one unit of Spear Bearers was able to slip away during the fight and quick-marched to warn the troops upriver.



Unknown Goblin Captain

1

Victory Conditions

X 5

5

WAR COUNCIL Level 1



Unknown Scottish Knight

Victory Conditions

X 4

5

WAR COUNCIL Level 1

Briefing

The Standard player starts the adventure with 2 Command cards. Draw two cards after turns 1 and 2. You will have a hand of 4 Command cards for the rest of the adventure.

Conditions of Victory

Control (occupation) of the bridge earns the Pennant camp a Victory banner at the start of his next turn. This Victory banner once gained can not be lost and is kept even if the bridge is later abandoned.

Control (occupation) of a watchtower earns the Pennant camp a Victory banner at the start of his next turn. This Victory banner once gained can not be lost and is kept even if the bridge is later abandoned.

If the Pennant player moves a unit off his opponent's side of the battlefield, he gains one Victory banner. Remove the unit and place its banner on the Victory track.

Special Rules

(A-blue) Hyena Riders.
(B-blue) Cattle Riders

The river is impassable except at the fords and bridges.

Watchtower: Use the stronghold tile hex.

Movement: A foot unit that moves onto a watchtower must stop and move no further on that turn. A mounted unit or creature may not enter a hex with a watchtower.

Combat: A unit entering a watchtower hex may not battle that turn. A unit on a watchtower battles with a maximum of 2 dice and it may ignore 1 flag. When attacked in melee, the watchtower unit will battle first. An enemy unit attacking a unit on a watchtower hex battles with a maximum of 2 dice.

Line of Sight: The watchtower blocks line of sight.

Attempted Breakthrough

Early August,
1330



Historical Notes

After our positions at the river outposts were overcome, we fell back toward Seville. Determined to make another stand, Sir Robert Logan of Restalrig and his brother, Sir Walter Logan, rallied the Scottish troops near the large, sparse forest southeast of the city.

The Goblin army approached our lines down three small valleys, intent on breaking our line and making it past the woods and into the city beyond.

Unknown Goblin Captain

1

Victory Conditions



X 3+

8

WAR COUNCIL Level 6

Sir Robert Logan of Restalrig and Sir Walter Logan

Victory Conditions



X 3+

8

WAR COUNCIL Level 5

Conditions of Victory

Control (occupation) of a woods hex on the opponent's baseline, earns the Pennant camp a Victory banner for as long as it is held.

Special Rules

(A-blue) Hyena Riders
(B-blue) Cattle Riders

The Pennant player may deploy any creature. No creature lair is placed on the battlefield, deploy the creature figure only in the hex as indicated.