

GOBLIN REINFORCEMENTS

Iberian Peninsula - 1212

After years of fighting Goblinoïd troops, the task of removing them from all of Castile and Aragon seemed almost finished. King Alfonso split his army and marched south through the mountains, unaware that Muhammad al-Nasir had crossed the Strait of Gibraltar with reinforcements. My division was approaching a small stream when confronted by Goblins. Given a mount I was ordered to ride for help.

BRIEFING



Conditions of Victory

The Standard camp gains one Victory Banner for each unit that occupies a purple highlighted hex.

Special Rules

- All units are considered Battle Savvy.
- The river is fordable.
- The hills are impassable.

Lieutenant of
Muhammad al-Nasir
of Egypt



x6

Victory
Conditions

5

WAR COUNCIL Level 1

Lieutenant of King
Alfonso VIII
of Castile



x6

Victory
Conditions

5

WAR COUNCIL Level 1



RELUCTANT ALLIES



Conditions of Victory

The camp that occupies the majority of the hill hexes, gains one Victory Banner. The Standard camp is in control of the majority of hill hexes (has more hill hexes occupied by a unit of that camp than the Pennant camp) at the start of the battle and starts with one Victory Banner.

Special Rules

- All units are considered Battle Savvy.



Iberian Peninsula - 1212
 I had only traveled a short distance when I found the Dwarves. They had formed a defensive line on a ridge with cavalry guarding their flanks. A large Goblin force was formed up in the valley opposing them. I had just dismounted, when a cavalry officer rode up. I told him of my mission. "No troops can be spared here," he said, and then he suggested I ride further west to King Alfonso for help.

BRIEFING

Lieutenant of
 Muhammad al-Nasir
 of Egypt

X 3+ Victory Conditions **5**

WAR COUNCIL Level 4

Lieutenant of King
 Alfonso VIII
 of Castile

X 3+ Victory Conditions **5**

WAR COUNCIL Level 4

KING ALFONSO VIII OF CASTILE

Iberian Peninsula - 1212

I had ridden for almost the entire morning, before I found King Alfonso's main force. A bowman directed me toward the King's tent, but just then the woods and hills came alive. "Goblins!" the bowman shouted. Men were up and running. The bowman and his troop moved forward, and a cavalry officer ordered me to join ranks. It seemed to me that neither army had expected a battle. With that, the fighting commenced and I never did deliver my message for help.

BRIEFING



x6

7x



x4

8x



x1

2x



x2



Special Rules

- All units are considered Battle Savvy.
- The river is impassable except at the bridges and shallow fords. In addition, the shallow fords do not stop movement.

**Muhammad
al-Nasir
of Egypt**



x3+

Victory
Conditions

6

WAR COUNCIL Level 4

**King Alfonso VIII
of Castile**



x3+

Victory
Conditions

6

WAR COUNCIL Level 4

MARCH TO LAS NAVAS

75



x10

11x



Iberian Peninsula - 1212

When we somehow managed to hold the field, and the Goblins were in full retreat. After the battle, the King sent couriers out to contact his allies, but after a day none returned. I believe the King feared that the Goblins would rally if we waited any longer, so we began the pursuit the next morning. After three days of hard marching, we caught them. Perhaps we should have waited for the couriers, for the Goblins had received additional reinforcements, while our numbers had only slightly increased.

BRIEFING

Special Rules

- This scenario is to be used with the *BattleLore: Goblin Marauders* and *BattleLore: Goblin Skirmishers* expansions.
- All units are considered Battle Savvy.

7

Muhammad al-Nasir of Egypt

x3+ Victory Conditions

WAR COUNCIL Level 6

King Alfonso VIII of Castile

x3+ Victory Conditions

WAR COUNCIL Level 6

IBERIAN PENINSULA

Iberian Peninsula - 1212

The King had no choice. We fell back into the mountains, while the overconfident Goblins celebrated their victory. King Alfonso devised a clever plan and we moved out during the night through the Despenaperros Pass, surprising the Goblins. The battle was hard fought, but it was a King's victory and he did not wait to order the pursuit. The Goblins' force could not outrun us and turned and made a stand near a watercourse and a large hill.



x4

8x



x2

7x



x2

2x



BRIEFING

Muhammad al-Nasir
of Egypt



x3+

Victory
Conditions

7

WAR COUNCIL Level 6

King Alfonso VIII
of Castile



x3+

Victory
Conditions

7

WAR COUNCIL Level 6

Special Rules

- This scenario is to be used with the BattleLore: Call to Arms deployment rules.
- All units are considered Battle Savvy.
- The river is impassable except at the bridges and shallow fords. In addition, the shallow fords do not stop movement.