

# Volume 5: PRESTAGS

Scenarios by Steven B. Guy, Kim Meints and  
Joe Miranda

## CHARIOT

Tactical Warfare in the "Biblical" Age,  
3000-500 BC



## SPARTAN

Tactical Warfare in the Hellenistic Age,  
500-100 BC

## LEGION

Tactical Warfare in the Roman Age,  
100 BC - 700 AD



## VIKING

Tactical Warfare in the Dark Ages,  
700-1300

## YEOMAN

Tactical Warfare in the Renaissance Age,  
1250-1550



# **Volume 5 PRETAGS Scenarios**

## **by Joe Miranda, Steven B. Guy & Kim Meints**

### **Index of Contents**

<b>YEOMAN Scenario: Cerignola 28 April 1503</b>	
<b>page 1</b>	
<b>YEOMAN Scenario: Flodden 9 September 1513</b>	
<b>page 2</b>	
<b>VIKING Scenario: Wayna Daga 21 February 1543</b>	
<b>page 5</b>	
<b>YEOMAN Scenario: Leobersdorf, 19 September 1532</b>	
<b>page 8</b>	
<b>YEOMAN Scenario: Sahel 1590</b>	
<b>page 11</b>	
<b>YEOMAN &amp; VIKING Scenario: Mings vs Mongols, 1590s</b>	
<b>page 14</b>	
<b>YEOMAN Scenario: Nagashino 28 June 1575</b>	
<b>page 17</b>	
<b>VIKING Scenario: Nechtansmere 20 May 685</b>	
<b>page 21</b>	
<b>YEOMAN Scenario: Tagliacozzo 23 August 1268</b>	
<b>page 25</b>	
<b>VIKING Scenario: Sarmada <i>or</i> Ager Sanguinus 28 June 1119</b>	
<b>page 25</b>	
<b>VIKING Scenario: Fulford 20 September 1066</b>	
<b>page 26</b>	
<b>YEOMAN Scenario: Seminara 28 June 1495</b>	
<b>page 26</b>	
<b>YEOMAN Scenario: Mohács 29 August 1526</b>	
<b>page 27</b>	
<b>YEOMAN Scenario: Kosovo 15 June 1389</b>	
<b>page 28</b>	
<b>YEOMAN Scenario: Las Salinas 6 April 1538</b>	
<b>page 28</b>	
<b>LEGION Scenario: Vindobona 180</b>	
<b>page 29</b>	
<b>SPARTAN Scenario: Nemea 394 BC</b>	
<b>page 30</b>	

**SPARTAN Scenario: Delium 424 BC**  
**page 30**  
**SPARTAN Scenario: Ching-Hsing 205 BC**  
**page 31**  
**VIKING Scenario: Las Navas de Tolosa 16 July 1212**  
**page 32**  
**VIKING Scenario: Tinchebrai 28 September 1106**  
**page 32**  
**VIKING Scenario: Sagrajas 23 October 1086**  
**page 33**  
**YEOMAN Scenario: Vernevil 17 August 1424**  
**page 33**  
**YEOMAN Scenario: Dornach 22 July 1497**  
**page 34**  
**YEOMAN Scenario: Laupen 21 June 1339**  
**page 34**  
**YEOMAN Scenario: Ayn Jalit 13 September 1260**  
**page 35**  
**YEOMAN Scenario: Aljubarotta 14 August 1385**  
**page 35**  
**YEOMAN Scenario: Rakersberg 1416**  
**page 36**  
**LEGION Scenario: Abrittus 251**  
**page 36**  
**YEOMAN Scenario: Najera 3 April 1367**  
**page 37**  
**LEGION Scenario: Forum Gallorum 14 April 43 BC**  
**page 37**  
**YEOMAN Scenario: Sempach 9 July 1386**  
**page 38**  
**YEOMAN Scenario: Agnadello 14 May 1509**  
**page 38**  
**SPARTAN Scenario: Xihau 184 BC**  
**page 39**  
**YEOMAN Scenario: The Arrow War 1453**  
**page 40**

## **Cerignola 1503**

### **YEOMAN Scenario by Steven B. Guy**

**FRENCH:** deploy N-2 6HC 6PS (Swiss) 5CB 2LC 2HA Leader "3"x2

Stacking 3 Panic 27

**SPANISH:** deploy F-4

6 trenches in hexes 1708-1713

6PS 5SD 4AE 3LC 2HC 2HA Leader "2", leader "3"

Stacking 3 Panic 25

Ignore woods.

Use **Ferocity** (Yeoman Rule 2.0) for French PS, Spanish PS and Spanish SD.

Victory--French must clear at least three trenches of Spanish units at end of game. Spanish win by denying French victory.

Scenario length 15 turns

### **Cerignola Historical Notes:**

The Battle of Cerignola was fought on 28 April 1503 between **Spanish** and **French** armies outside the town of **Cerignola, Apulia, Kingdom of Naples** (now in modern-day **Italy**), approximately 80 kilometres (50 mi) west of **Bari**. [The Spanish force under the command of **Gonzalo Fernández de Córdoba** (*El Gran Capitán*) comprising 6,300 men, including 2,000 *Landsknecht* pikemen, 1,000 arquebusiers and 20 cannons, defeated the French force of 9,000 men, mainly **gendarme heavy cavalry** and **Swiss mercenary pikemen**, with about 40 cannons, led by **Louis d'Armagnac, Duke of Nemours**, who was killed during the battle. It was one of the first European battles won by **gunpowder** weapons, as the attacks by the French cavalry and Swiss pikemen were shattered by the fire of Spanish arquebusiers behind a **defensive ditch**.

## **Flodden: England's Great Victory Over Scotland, 9 September 1513**

### **YEOMAN Scenario by Joseph Miranda**

Location: on the northeast English-Scottish border.

**SCOTS:** Leaders “2L” x 1, “3L” x 2; Professional spear x 12, Militia spear x 8, Militia infantry x 6, Swordsmen x 4, Crossbowmen x 6, Heavy cavalry x 2, Medium cavalry x 2, Light cavalry x 2, Heavy artillery x 2, Light artillery x 2.

Deploy Force = R-3

Point value = 128

Panic level = 45

Stacking = PS, MS = 4, all others = 2 (see Schiltron special rule)

Victory = Marginal

**ENGLISH:** Leaders “2L” x 1, “3L” x 3; Professional pikes x 8, Militia spear x 6, Longbowmen x 14, Arquebusiers (late) x 2, Heavy cavalry x 3, Medium cavalry x 3, Light artillery x 3.

Deploy Force = L-3

Point value = 152

Panic level = 61

Stacking = 3

Victory = Substantive

Deployment: Scots deploy first, English move first.

Game length: 25 game turns

### Special Rules

#### 1. Victory Points

- King James: Scottish “2” leader is worth 12 victory points. Other leaders on both sides are worth their combat bonus in points (6 or 3).
- Use the Yeoman Victory Point Variation rule [7.0]; heavy cavalry = 6 VP, medium cavalry = 4 VP, light cavalry = 2 VP.

#### 2. Terrain

- Treat woods as swamps.

#### 3. Scottish Schiltrons

- Scottish professional spear and militia spear units can stack up to four units per hex. Non PS or MS can not be in three or four hex stacks; leaders can stack with them.

- Push of Pike: At the start of any one friendly Movement phase, the Scottish player can declare Push of Pike. For that one player turn, the following applies to all Scottish professional spears and militia spears:
- For the ensuing Scottish combat phase, all melee attacks involving one or more of these units are shifted one column to the right.
- English units conducting defensive fire against Push of Pike units subtract one from the die roll (a die roll of "1" remains a "1"). This is so even if other types of units are in the hex.

#### 4. Artillery

- Scottish heavy artillery cannot employ defensive fire [PRESTAGS rule 6.4].
- English artillery double their movement allowance [Yeoman rule 6.3]. Scottish artillery use their printed movement allowance.

#### 5. Dismount

- Both sides can use the Yeoman Unit Conversion rule [8.1]. Eliminated dismounted units count as the mounted unit for VP.

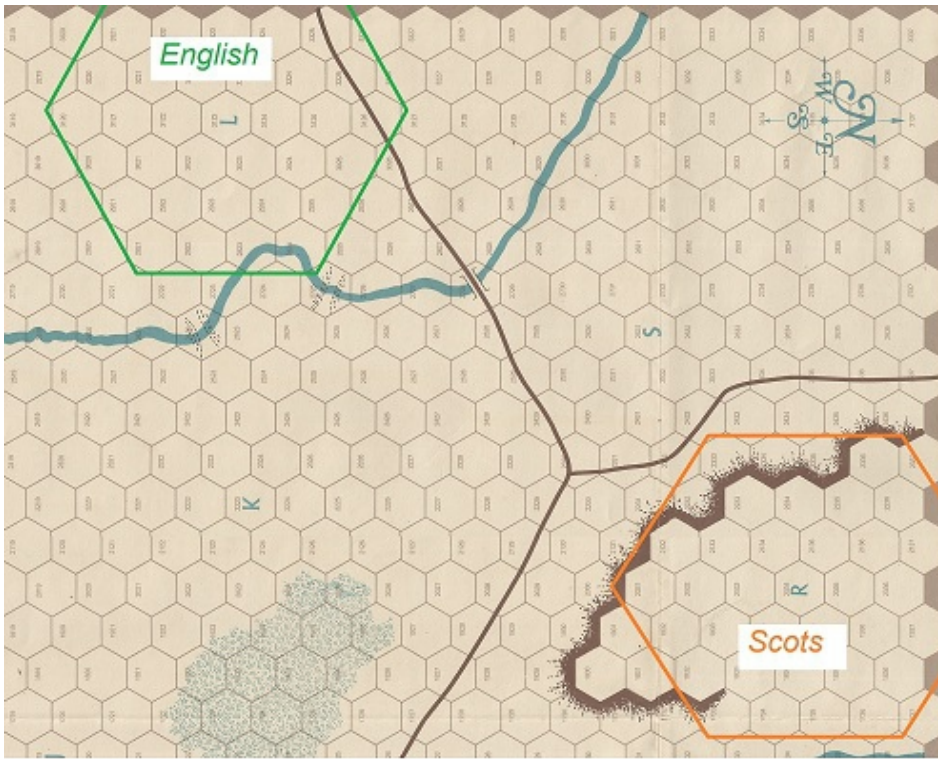
#### 6. Unit Capabilities

Use the Yeoman Unit Capabilities rule [8.2] with the following special case:

- Scottish heavy, medium and light cavalry can melee attack English professional pikes which defend with their printed strength; this is a special case for Yeoman rule [8.2].

#### 7. English Flank March

- On turn 1 Scottish units can not move, fire attack or melee attack. They conduct defensive fire normally.



## **Flodden Scenario Notes**

Flodden pits Scottish shock effect against English firepower (mainly arrow power) in a battle at the end of the British Medieval Era.

The usual numbers give the Scots 34,000 men at Flodden and the English 26,000. This makes Flodden one of the bigger battles of this time. The numbers come down to about 800 per unit for the Scots and 700 for the English. This is due to the English being a little more efficient on the field.

Much of the Scottish infantry were armed with 15 foot long pikes in the continental fashion. These proved not particularly effective at Flodden, in part due to insufficient training, in part because boggy ground conditions did not facilitate dense pike formations. So the Scots are represented by professional and militia spears as opposed to professional pikes. The Push of Pike rule represents the historical practice of massed pike attacks, and it gives a reason for the Scots to go over to the offensive ... otherwise it makes more sense for them to hold on the hill!

The English have a preponderance of missile troops, mainly longbowmen. Their professional pikes represent billmen (bills being a sort of halberd). In the original battle, the bills proved more effective in close combat against the Scottish pikes so the English get the Class A units with the highest combat factors. They do not increase their defense strength against enemy cavalry attacks since bills lack the hedgehog effect of massed pikes.

Scottish heavy artillery can not fire defensively since they were reported as having an especially slow rate of fire. The English guns, on the other hand, performed well in the battle.

Cavalry on both sides represent men-at-arms along with some light border horse.

The Scots need only gain a Marginal victory since they were essentially making a show of force to distract Henry VIII from his campaign in France. The English have to win a Substantive since this is their opportunity to knock out Scotland as a threat from the north.

The Scottish "2" leader is worth 12 VP because the unit represents King James IV and the Scottish upper nobility. The loss of these nobles in the historical battle did much to destabilize Scotland in the ensuing years.

The scenario starts with the English making their flank march around the Scottish army while the Scots are moving their position to Branxton Hill. If you want the historical start point of the actual battle, then the English would start at K-3 and the Scots move and fight normally on turn 1. Also, reduce the number of turns in the scenario to 20.

## Wayna Daga, 21 February 1543: Fight for Ethiopia

### PRESTAGS Scenario by Joseph Miranda

In the Ethiopian highlands...

This scenario requires units from Yeoman, Spartan and Viking. Use the Yeoman special rules and Viking map.

**ADAL SULTANATE:** Leader “2L” x 1, “4L” x 1; Light troops x 6, Militia infantry x 10, Bowmen x 8, Arquebus (early) x 3, Medium cavalry x 3, Light cavalry x 3, Byzantine cataphracts x 2, Light artillery x 1.

Deploy Force: roll one die, results: 1...3 = B-2; 4...6 = C-2 (all units must set up in that zone)

Point value = 97

Panic level = 30

Stacking = 2

Victory = occupy hex A at the end of the game

**ABYSSINIAN-PORTUGUESE:** Leader “1L” x 1, “3L” x 1; Light troops x 4, Militia infantry x 4, Swordsmen x 2, Improved Bows x 4, Arquebus (late) x 4, Heavy cavalry x 1 (Ferocious), Medium cavalry x 4, Light artillery x 1.

Deploy Force = A-3

Point value = 77

Panic level = 35

Stacking = 3

Victory = Substantive

Deployment: Adal Sultanate deploys first, Abyssinian-Portuguese moves first.

Game length: 20 game turns

### Special Rules

#### 1. VP

- Leaders on both sides are worth their combat bonus in points (9, 6 or 3).
- Use the Yeoman Victory Point Variation rule [7.0]. Light cavalry = 2 VP, Medium cavalry = 4 VP, Heavy cavalry = 6 VP, Byzantine cataphracts = 6 VP.

#### 2. Terrain

- Use the Yeoman TEC; treat sea hexes per the Viking TEC.

#### 3. Panic

Complete elimination of an army's “1” or “2” Leader automatically initiates Panic for that army [13.0].



- If Panic is already in effect, there is no further effect (units keep panicking!).

#### 4. Portuguese Ferocity

Abyssinian-Portuguese Heavy cavalry (the one unit!) is Ferocious per Yeoman rule [2.0].

- Ferocity counts regardless if heavy cavalry is engaged in combat alone or with non-Ferocious units.
- Adal units conducting offensive or defensive fire against heavy cavalry subtract one from the die roll (a die roll of "1" remains a "1"). This is so even if other types of units are in the hex.

#### 5. Artillery Movement

- Treat artillery as Class Ff (not Mf).
- Artillery uses printed movement values per Yeoman rule [6.0].

#### 6. Missile Units

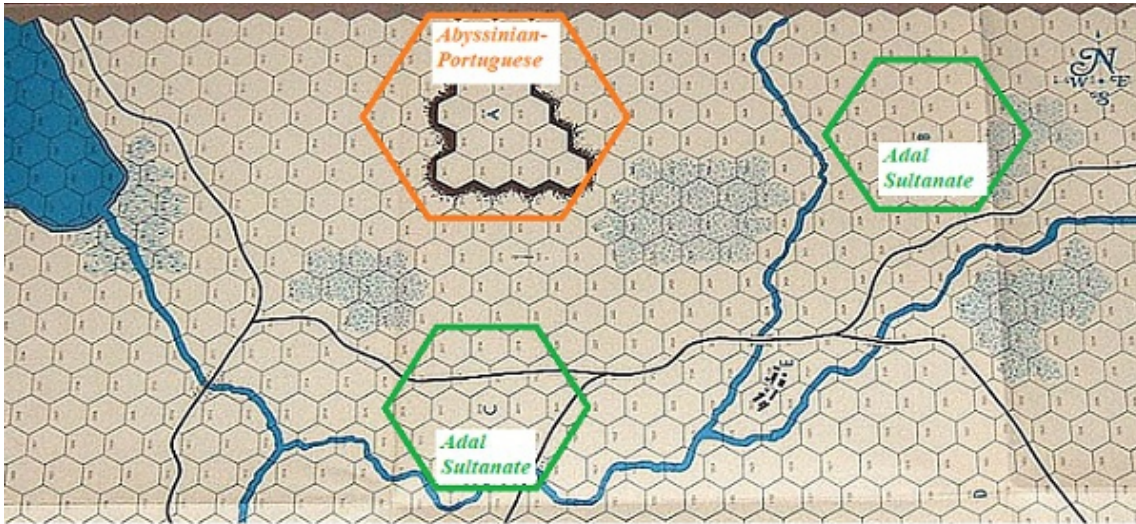
- Ethiopian-Portuguese arquebus (late) can fire once each player turn (i.e., both offensively and defensively in the same game turn; special case for Standard rule [6.12]).

#### 7. Horde Warfare

- Do not use Optional Rules: Unit Conversion [8.1], Unit Capabilities [8.2], Fire Effects [8.3], Terrain Unit Prohibitions [8.4].

#### 8. Abyssinian-Portuguese Shock Effect

- Adal units can not move, melee attack or conduct offensive fire on Game Turn 1. They melee defend and fire defensively normally.



### Wayna Daga Scenario Notes

I got inspired to do this scenario while reading Alan Moorehead's *The Blue Nile* which begins with an account of late medieval Ethiopia. So I rooted around to find a battle suitable for PRESTAGS and...Wayna Daga fit the bill. The numbers for various troop types were available and overall it was an interesting situation. An Abyssinian army with some Portuguese allies took on a larger Adal Sultanate force with its own Ottoman allies ... and won.

To give some background, Imam Ahmad ibn Ibrahim al-Ghazi, warlord of the Adal Sultanate (located on the Horn of Africa), was engaged in a round of empire building, moving into Abyssinia (today's Ethiopia, more or less) and winning some battles. Emperor Galawdewos of Abyssinia mobilized an army supported by the Portuguese who provided cannon, arquebuses and some heavy cavalry. The result was the Battle of Wayna Daga, probably near Lake Tana in the highlands.

The scenario begins with each side ensconced in their respective camps. Since there is little information on the actual location of the battle, the Adal deployment is variable (via the die roll). The map's sea hexes represent Lake Tana.

In the original event, both sides showed some hesitancy to attack but Galawdewos finally moved. What followed was charge, counter-charge and a considerable amount of musketry. Finally Portuguese arquebusiers concentrated their fire on Ahmad ibn Ibrahim, mortally wounding the Imam who was finished off by a teenaged Abyssinian cavalry officer. With their leader gone, the Adal warriors decided it was time to head for the hills. Galawdewos followed up his victory at Wayna Daga by rebuilding his empire.

For the scenario, both armies are built around a hard core of warriors backed up by levies. The ratio of unit counters to manpower is about 500 to 1 for Abyssinian infantry, and 600 to 1 for Adal. Cavalry is 150 to 300 to 1. Portuguese are about 100 to 1 owing to noted tactical edges.

I represented the spear armed warriors as light troops ([4]-5s from Spartan) as the factors are about right: fast moving and offensively oriented units. The Abyssinian heavy cavalry (and a couple of the arquebusiers) represent the Portuguese contingent. Also, the Abyssinian arquebusiers get to fire both offensively and defensively in the same game turn owing to superior Portuguese fire tactics. Abyssinians get improved bows because of their use of poisoned arrows. The Adal Byzantine cataphracts are Mamluks who had been dispatched by the Ottoman Empire to assist the Imam in the campaign.

The scenario does not use Unit Capabilities since both sides' spearmen tended to use their weapons individually for stabbing, not in massed phalanxes. Terrain Unit Prohibitions are ignored as the forces involved were light enough to push their way through rough areas.

Abyssinians get a higher Panic percentage (45% of total points) than the Adal Sultanate (30%), representing their greater resiliency in the battle and to give them a reason to attack. The "1" and "2" leaders on each side are their supreme commanders, Galawdewos and the Imam respectively. The Abyssinian "3" leader represents a stray Portuguese officer or two who acted as sort of military advisers. The Adal "4" leader is a Turkish officer who is reported to have made an epic last stand after the rest of that army panicked.

Supreme leader elimination causes automatic Panic because of the tendency of the armies involved to fall apart when their supreme commanders were killed. So it comes down to something of all or nothing in the Abyssinian highlands.

## Leobersdorf, 19 September 1532

### PRESTAGS Scenario by Joseph Miranda

Situation: Ottoman irregular cavalry run into an ambush by Landsknecht infantry and Hungarian horse of the Holy Roman Empire. Use Yeoman map, counters and exclusive rules, plus units from either Chariot or Viking.

**IMPERIAL:** Leaders “3L” x 2; Professional pikes x 2, Professional spear x 8, Militia spear x 4, Arquebusiers (late) x 4, Heavy cavalry x 2, Medium cavalry x 2, Horse bowmen x 2, Heavy artillery x 1, Light artillery x 1.

Deploy = R-3  
Point value = 75  
Panic level = 34  
Stacking = 3  
Victory = Decisive

**OTTOMANS:** Leaders “3L” x 1; Medium cavalry x 10, Horse bowmen x 10.

Deploy = J-4  
Point value = 43  
Panic level = 18  
Stacking = 2  
Victory = Exit 12 or more units off the north map edge west of the stream

Ottoman cavalry are exempted from Leadership command requirements per rules [10.2] and [11.1].

Deployment: Imperials deploy first, Ottomans move first

Game length: 15 game turns

#### Special Rules

##### 1. VP

- Leaders on both sides are worth their combat bonus in points (3).
- Heavy cavalry units are worth six VP (per Yeoman rule 7.0); other cavalry use the Standard VP rule.

##### 2. Terrain

- Units can not enter stream, bridge and ford hexes (they represent the valley heights).
- Rule [13.0] Panic: Ottoman units panic toward the stream on the south of the battle area (counts as a map edge). Imperial units panic towards the north map edge.

### 3. Arrow swarm

- Both sides' horse bowmen can fire once each player turn (i.e., both offensively and defensively; special case for rule [6.12]).

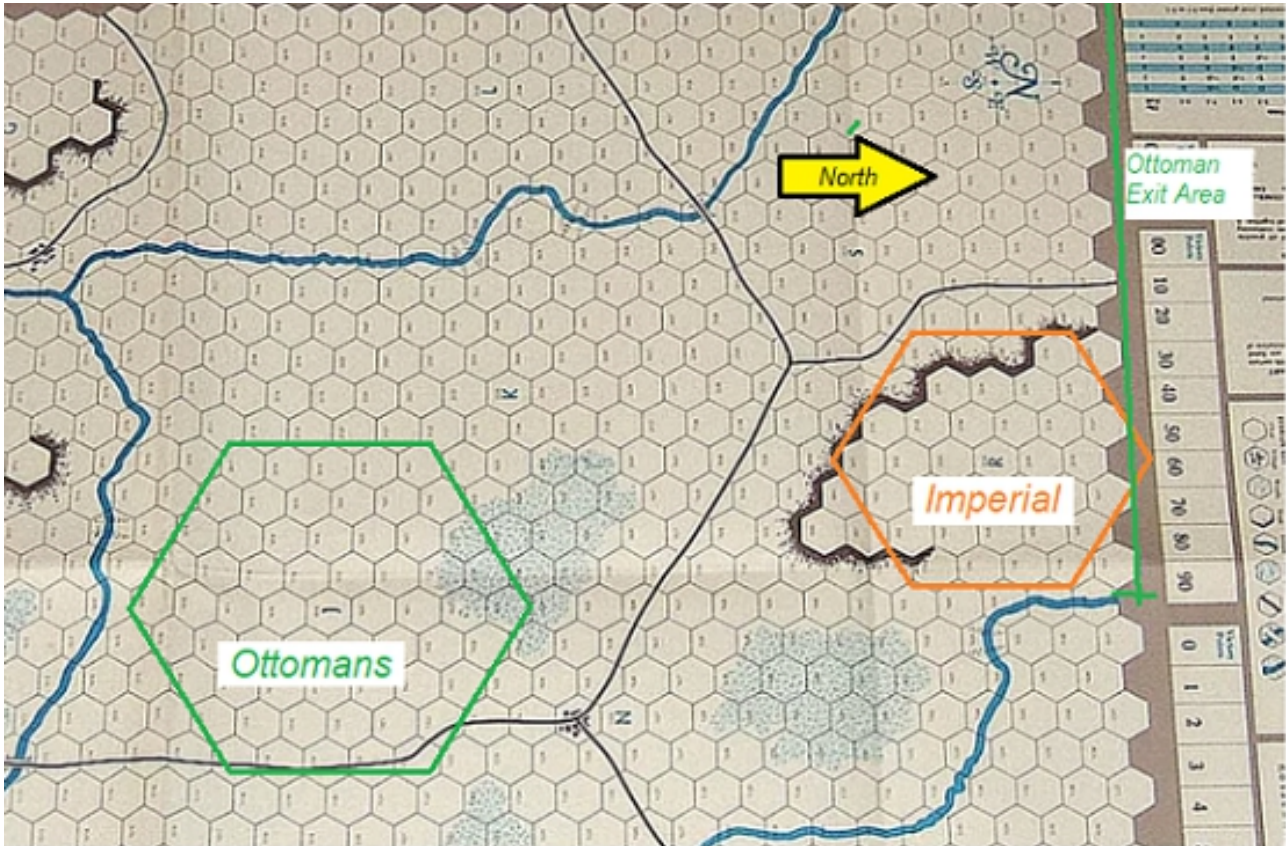
### 4. Recommended YEOMAN Exclusive Rules

#### [6.0] Artillery

- Imperial artillery double their movement factor per [6.3].

#### [8.2] Unit Capabilities

- Additionally, disrupted Imperial PP and PS attacked by Ottoman MC defend with their printed combat strength.



### Leobersdorf Scenario Notes

In 1529 the Ottoman Turks besieged the Habsburg capital of Vienna and were duly defeated by the forces of the Holy Roman Empire. However, this victory did not end Ottoman incursions. In 1532 the Ottomans were on the march again with a glorified raid into the Empire. Part of this was Kazim Bey leading a force of irregular light horse for the usual round of pillaging. But the Habsburgs under Count Frederick II of the Rhine reacted quickly, pushing Kazim into a trap in a valley near the town of Leobersdorf. In the ensuing battle, the Imperial force got the upper hand and pretty much wiped out the Ottoman raiders, with Kazim himself being killed in action.

Leobersdorf is an interesting situation. The Ottoman force was a highly mobile irregular cavalry force, the Imperial was composed largely of professional infantry with a contingent of Hungarian hussars. In the battle, the Imperial cavalry pinned down their Ottoman opposite numbers, allowing the infantry to finish off the latter. The Ottomans are akinji cavalry, lights armed with a variety of composite bows, sabers, axes, and some lances. For the scenario I divided them into medium cavalry and horse bowmen so you can choose your weapon, so to speak.

As for the Habsburgs (or Holy Roman Empire): their main strength was in their Landsknechts, the Empire's mercenary infantry. Professional spears are the rank and file pikemen, professional pikes are the core of elite halberdsmen and two handed swordsmen. Militia spears are Hungarian pavisemen, carrying long shields and spears. The cavalry are some heavy horse and more Hungarians, the latter hussars and other light to medium types. There's also the gunpowder contingent with arquebuses and cannon. medium cavalry and horse bows do not use the Victory Point Variation rule on the grounds that these were largely irregular types which were quite plentiful in the Balkans

As the order of battle shows, the Ottomans are mobile, the Imperials ponderous but powerful. Kazim Bey does not have to control the field to win, he only need get his horsemen off the map. For his part, Frederick has to destroy the Ottomans before they can make their break. So Leobersdorf is an asymmetrical fight.

## **Sahel 1590: Idris Aloomo vs the Tuaregs**

### **YEOMAN Scenario by Joseph Miranda**

Somewhere below the Sahara and west of Lake Chad...

**TUAREGS:** Leader “3L” x 2; Militia infantry x 12, Swordsmen x 4, Medium cavalry x 16 (see special rules); Caltraps x 4.

Deploy Force = within four hexes of the village on the SW of the map (hex 2612)

Point value = 90

Panic level = 32

Stacking = 2

Victory = occupy the village on the SW of the map at the end of the game; also, if the Kanem-Bornu “1” leader is entirely eliminated (all steps) the game immediately ends in a Tuareg victory

Tuareg Class C units are exempted from Leadership command requirements per rules [10.2] and [11.1].

**KANEM-BORNU:** Leader “1L” x 1, “3L” x 2; Militia spear x 6, Militia infantry x 6, Swordsmen x 4, Crossbowmen x 4 (see special rules), Arquebus (late) x 4, Heavy cavalry x 8, Medium cavalry x 4.

Deploy Force = E-3

Point value = 129

Panic level = 52

Stacking: Class C = 3, all others = 2

Victory = occupy the village on the SW of the map at the end of the game

Deployment: Tuaregs deploy first, Kanem-Bornu moves first.

Game length: 20 game turns

### Special Rules

1. VP Leaders on both sides are worth their combat bonus in points (9 or 3). Use the Victory Point Variation rule [7.0].

### 2. Terrain

- Woods hexes represent semi-desert shrubland. Movement Point cost = 2, melee defense = none, other effects per Woods.
- Do not use rule [8.4] Terrain Unit Prohibitions. Terrain effects otherwise apply.

### 3. Tuareg Camelry

- Tuareg medium cavalry represent camel troopers.

- Camelry have a defense of “3” (ignore the bracketed melee factor).
- Camelry medium cavalry can Charge (per below).
- Camelry are otherwise treated as medium cavalry.
- There are 12 medium cavalry in the counter manifest. Use other unit types as substitutes, or scavenge medium cavalry from other PRESTAGS games.

#### 4. Charge!

- Each player may launch one Charge per game. At the start of any one friendly melee movement phase, the player can declare Charge. For the ensuing combat phase, all melee attacks involving one or more of the following unit types are shifted one column to the right:
  - Tuareg: Medium cavalry (camelry)
  - Kanem-Bornu: Heavy cavalry
- Additionally, enemy units conducting defensive fire against charging units subtract one from the die roll (a die roll of "1" remains a "1"). This is so even if other types of units are in the hex.

#### 5. Missile Units

- Bows: Crossbowmen have a range of 2 (or use bowmen units from other games). If using Range Effects [8.3] they have a fire strength of “1” at a two hex range.
- Javelins: Both sides' militia infantry (MI) have a one time defensive fire strength of “2” which is employed per Viking exclusive rule [1.0] Franciscas.

#### 6. Caltrops [5.2]

Caltrops represent thornbush barriers. Following is a clarification to rule [5.2].

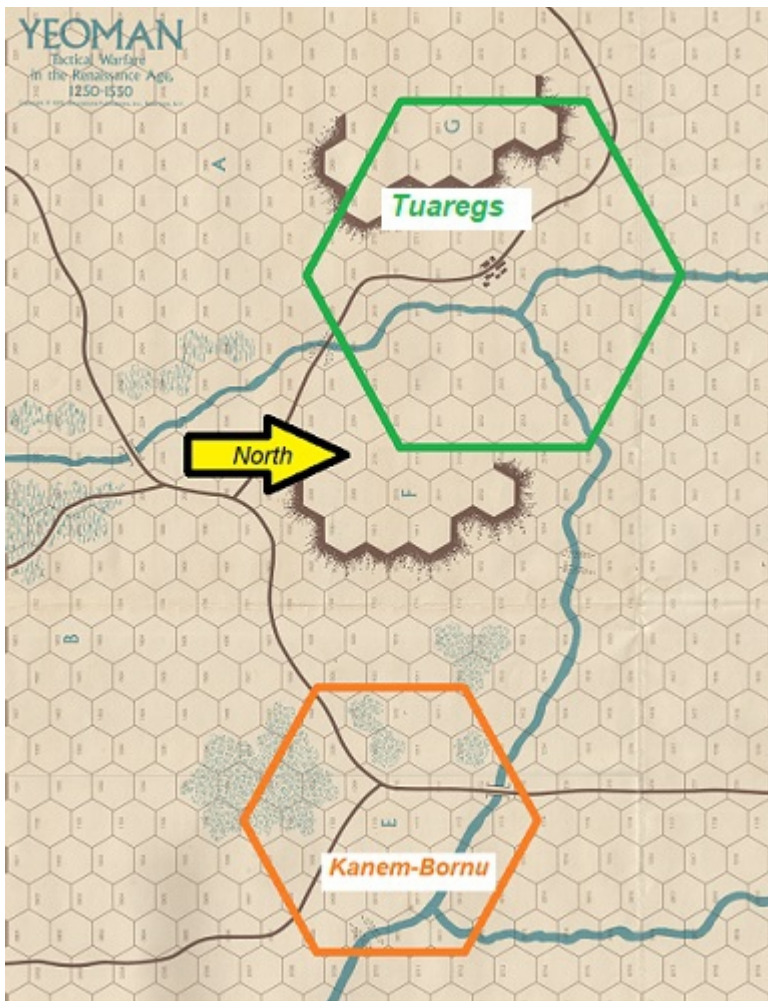
- Class C units can not enter hexes with Caltrops (this also applies to Class Mf and artillery in other scenarios). Other units which enter caltrops hexes pay two additional movement points.
- Kanem-Bornu class A or B units which occupy a caltrop hex at the start of a friendly movement phase may eliminate the marker.

### **Sahel Scenario Notes**

Kanem-Bornu had its origins in the 8th century AD with the establishment of a kingdom on the northeast of Lake Chad. This was a strategic position for control of the lucrative trade routes which ran across the Sahel (or “shore”, for the belt of grasslands running south of the Sahara westwards). Later under pressure from hostiles, the kingdom moved to the west of Lake Chad and re-established itself. The kingdom had a well organized administrative system, a trained army which employed combined arms tactics, and promoted Islam.

In the latter 16th century Idris Alooma became king. He fought numerous wars to make Kanem-Bornu the big power on the Sahel, extending the kingdom as far as modern Nigeria. One of his opponents were the Tuaregs, a nomadic people who ranged across the Sahara on their camels.

The scenario shows one of many typical actions where both sides are contesting an oasis village controlling a critical trade route. Terrain modifications represent the conditions of the Sahel: mainly wide open terrain with some low mesas, scattered trees and brush, and streams which are not particularly deep.



Kanem-Bornu main shock force is their heavy cavalry with various types of armor. These are backed up by medium and light horse with javelins. Other types include disciplined spearmen, swordsmen and some missile troops with rather weak bows. Idris Aloomu brought in a number of military innovations, to include a corps of arquebusiers which proved effective in combat.

The Tuareg's main strength is based on their camel troops, known for making ferocious charges. They defend with their full combat strength (unlike medium cavalry) because of the difficulty of horses and men in approaching camels. Swordsmen are more heavily armed tribal warriors.

Both sides' militia infantry represent levies armed with javelins. These really are not full blown skirmishers up to the grade of Greek psiloi or Roman auxilium, so they are depicted as a sort of one shot missile troop and who can engage in close quarter combat. Tuaregs tended to minimize archery, so any of their bowmen are subsumed into this rule.

Overall, Kanem-Bornu have the edge when it comes to firepower, the Tuaregs in camelry mobility and shock effect. The scenario is what we would call these days an asymmetrical battle, somewhere south of the Sahara.



## **Mings versus Mongols, late 16th century**

### **YEOMAN & VIKING Scenario by Joseph Miranda**

Use the Yeoman map, TEC and special rules.

Location: Mongolia, northwest of Ming China.

**MONGOLS:** Leaders “2L” x 1; “3L” x 2; Militia infantry x 10, Heavy cavalry x 5, Medium cavalry x 5, Byzantine cataphracts x 5, Horse Bowmen x 25.

Deploy: N-4

Point value = 107

Panic level = 43

Stacking = 2

Victory = (a) Substantive; (b) occupy hex S at the end of the game

Leadership: mounted units are exempted per rule [11.1]

**MINGS:** Leaders ”1L” x 1, “3L” x 3, Professional spear x 4, Militia spear x 6, Barbarian infantry x 4, Arquebus (late) x 6, Crossbow x 6, Heavy cavalry x 6, Medium cavalry x 4, Horse Bowmen x 10, Light artillery x 4; Caltrops x 6 (see special rules).

Deploy: S-3

Point value = 126

Panic level = 51

Stacking = Class A, Ff and light artillery = 3; Class B, C and HB = 2.

Victory = (a) Substantive; (b) occupy hex N at the end of the game

Deployment: Mongols deploy first, Ming move first.

Game length: 25 game turns

### **Special Rules**

#### **1. Victory Point Variation**

Leaders are worth their combat bonus in points (9, 6 or 3).

#### **2. Terrain**

Woods and swamp hexes represent sand dunes. These hexes cost 2 movement points to enter but are otherwise treated as clear terrain.

#### **3. Levels of Victory (Standard rule 11.2)**

Each player has two victory conditions. At the end of the game, players get one victory point (VP) for each condition fulfilled. The player with the higher number of VP wins. If both sides have the same number, it's a Draw.

#### **4. Ming Stacking**

If Ming units with a stacking of 3 are in the same hex as those with 2, then the stacking limit for the hex is 2. Leaders do not count for stacking.

#### 5. Missile Combat

The following units can fire once each player turn (i.e., both offensively and defensively in the same game turn (special case for Standard rule 6.12):

- Ming arquebus (late) and horse bowmen
- Mongol horse bowmen

#### 6. Ming Caltrops (5.2)

Mings may emplace caltrops at the start of any friendly movement phase in the same hex as a Class A or Class B unit. The emplacing unit can not move in that movement phase. The Mings can deploy some, none or all caltrops per turn. No more than one caltrop can be emplaced per hex and per unit.

#### 7. Ming Artillery Mobility (6.0)

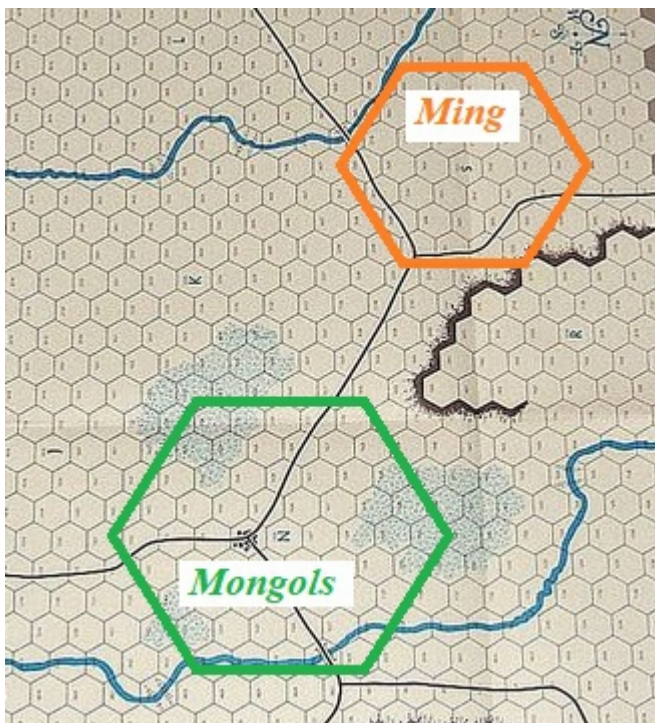
- Treat Ming artillery as class Ff (not Mf).
- Ming artillery use their printed movement allowance.
- Ignore the unlimbering rule. Ming artillery can fire and move in the same turn.

#### 8. Unit Capabilities (8.2)

- PS and MS units melee attacked by Class C and Mf units double their defense strength.
- BI units melee attacked by Class C and Mf units have their defense strength reduced to 2.

#### 9. Horse Bowmen Dismount (8.1)

HB on both sides can dismount as improved bowmen (IB).



## Mings versus Mongol Scenario Notes

In the 14th century the Ming expelled the Yuan or Mongol dynasty from China and established their own dynasty. This did not end Mongol raids out of the deserts northwest of China. In the latter part of the 16th century, the Ming launched several expeditions into Mongolia to bring the threat to heel. These expeditions were led by soldier-scholars such as Li Chengliang and Qi Jiguang. The scenario shows a typical situation, with a Ming surprise attack against a Mongol settlement.

The Ming order of battle shows a typical Chinese army for this era. There was use of an infantry formation termed the Mandarin Duck, combining various type of spear and anti-cavalry weapons troops with swordsmen. The Ming developed fairly effective arquebus volley tactics, hence the ability to fire AL units in sequential fire phases. They also had some mobile artillery, with guns and rockets mounted on carts and wagons, so they can move and fire in the same turn. The barbarian infantry represent various types armed with glaves and swords, sometimes referred to a “dare to die” troops. As for the Ming cavalry, it had lost some of its effectiveness by this period, so its stacking is lower than the infantry (so are the BI, but this is because the latter need more room to swing their weapons!).

Overall, the Ming are more lightly armored than some of their predecessor dynasty armies. This was in part owing to the financial situation, and in part the employment of lighter troops to catch up with the more mobile Mongols. This latter factor is built into the scenario by putting the Mongols in a situation where they have to defend a fixed position as opposed to using their usual mobile operations.

The Mongols are pretty much the same as they have been for centuries prior, mainly a cavalry army with camp followers and locals in support.

As for victory, the idea here is that by giving each player two conditions this will lead to some subtlety in play. Each player can go after the enemy camp (the deployment hexes) or bring the other guy to battle and hopefully give them a trouncing

## **Nagashino 28 June 1575, Samurai and Gunpowder**

### **YEOMAN Scenario by Joseph Miranda**

This scenario requires the Yeoman map, counters and exclusive rules, plus counters from Spartan, Legion or Viking.

Location: Honshu, east of Nagoya and outside of Nagashino castle.

#### **ODA NOBUNAGA:**

Force A: Leaders "1L" x 1, "2L" x 1, "4L" x 2; Professional spear x 4, Militia spear x 8, Militia infantry x 8, Barbarian infantry x 5, Longbow x 4, Arquebus (late) x 8, Heavy cavalry x 4, Byzantine cataphracts x 4; Caltrops x 6 (see special rules).

Force B: Leader "4L" x 1, Militia spear x 1, Militia infantry x 1, Longbow x 1.

Deploy Force A: J-3.

Deploy Force B: in the village near hex G.

Point value = 158

Panic level = 64

Stacking = 3 or 2 (see special rules)

Victory = Substantive

**TAKEDA KATSUYORI:** Leaders "2L" x 2, "4L" x 3; Professional spear x 6, Barbarian infantry x 3, Longbow x 3, Arquebus (late) x 3, Heavy cavalry x 15, Light artillery x 2 (begin unlimbered).

Deploy: G-6; units can not deploy in or adjacent to the village.

Point value = 159

Panic level = 80

Stacking = 3 or 2 (see special rules)

Victory = Occupy hex J at end of scenario

Deployment: Oda Nobunaga deploy first, Takeda Katsuyori move first.

Game length: 25 game turns

#### **Special Rules**

##### **1. Victory Points**

- Leaders are worth their combat bonus in points (9, 6 or 3).
- Heavy cavalry are worth 6 Victory Points
- Byzantine cataphracts are worth 4 Victory Points

##### **2. Terrain**

Use terrain effects for Yeoman.

### 3. Nagashino Castle

The village near hex G is Nagashino Castle.

- Takeda units can not make Melee attacks against Nagashino Castle. Nobunaga units can Melee attack out of it. Both side's units can move into and out of the hex.
- Nagashino Castle has a fire defense strength of 8.

### 4. Stacking

Players can have a max of one Leader unit per hex.

- Other units in the same hex as a Leader can stack up to three high. This is so even if the leader is reduced. If the leader is completely eliminated or leaves the hex, the stacking situation must be restored at the end of the ensuing friendly movement phase or eliminate one excess unit.
- Otherwise, stacking is two per hex.

### 5. Volley Fire

Arquebus (late) can fire in consecutive fire phases (i.e., both offensively and defensively in the same game turn, special case for Standard rule 6.12). Defensive fire is still under rule (6.4).

### 6. Ferocity

Takeda heavy cavalry are Ferocious (per Yeoman rule [2.0]). This applies when fighting by themselves or in conjunction with other types. Dismounted HC are not Ferocious.

### 7. Palisade

Caltrop markers represent the Nobunaga palisade. Treat them per Yeoman rule [5.0] with the following special cases:

- All units can enter Palisade hexes. Class C and Mf, and light artillery, pay three additional movement points to enter a Palisade. All other units pay one additional movement point.
- Class C and Mf attacking out of a Palisade hex have their melee combat strength halved. Other units are not affected.
- Palisades do not affect fire combat.
- If un-disrupted Takeda class A or B units occupy a Palisade at the start of a friendly movement phase, eliminate the marker.

### 8. Artillery

Use Yeoman special rule [6.0] Artillery Movement. Use the printed movement factors of artillery (not the post-1500 doubling).

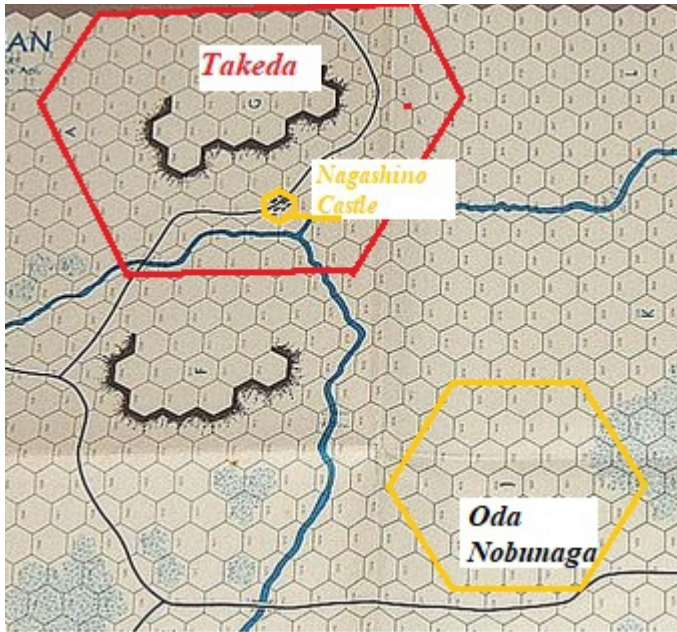
- Treat artillery as class Ff (not Mf).
- If panicked, unlimbered artillery units are eliminated.

### 9. Unit Conversion

Following units can dismount per Yeoman rule [8.1].

- HC convert to PS.
- BC convert to LB.

### 10. Do not use the Unit Capability rule [8.2].



### **Nagashino 1575 Historical Notes**

The battle of Nagashino took place towards the end of Japan's Momoyama era of warring dynasties. In the early 1570s, Takeda Shingen was pretty much the dominant power in central Honshu, in part because he built up a veteran army around a force of heavy shock cavalry. In 1573 Shingen died and was replaced by his son Katsuyori. More fighting followed. June 1575 found Takeda besieging Nagashino castle. Oda Nobunaga and his ally, Tokugawa Ieyasu, marched to Nagashino's relief.

On the day of battle, Takeda left a screen in front of the castle and took the bulk of his army to move against Nobunaga. Even though he was outnumbered, Takeda figured his cavalry would sweep away the opposing army which lacked the combat experience of his own army. But Nobunaga was ready. He had his men construct a palisade usually portrayed as a high lattice work fence. He then arrayed his arquebusiers and waited. Takeda obliged by ordering his cavalry forward.

The Takeda cavalry charged the palisade where they were promptly shot to pieces. Nobunaga had trained his arquebusiers in the new volley tactics, allowing for a continuous fire which decimated the enemy horsemen. Attempts to outflank the palisade also failed. Finally, Nobunaga ordered a counterattack and this, along with a sortie from the castle, finished off the Takeda army.

Following Nagashino, Oda Nobunaga and then Toyotomi Hideyoshi unified Japan under a strong Shogunate

## **Nagashino 1575 Scenario Notes**

One of the reasons for selecting Nagashino as a scenario was to see if it could be done using the PRESTAGS system. The biggest challenge was in the numbers game. Takeda had 15,000 men against Nobunaga's 30- to 38,000.

I gave the Takeda army a couple of advantages. One was with the Ferocity rule, showing the impact of the Takeda horsemen. Another is with a higher panic value percentage (50% to the Nobunaga 40%). Also, the Nobunaga force has a lot of militia spear and militia infantry to show their lower training and experience. The unit ratio reflects this, especially the Nobunaga cavalry (about 300 troopers per unit as opposed to 6-800 for others).

Leaders allow for a higher stacking value. This gets back to the nature of Japanese armies at this time. Leadership tended to revolve around daimyos who would command their armed retainers. There were any number of ways I could have modeled this, but enhanced stacking was the simplest. One Takeda "2" leader represents Takeda himself and the other the "24 Generals", the latter a cadre of combat experienced leaders. The Nobunaga "1" Leader is Oda and the "2" Tokugawa Ieyasu. The "4" leaders are those daimyos

There was a trend in this century for Japanese cavalry away from horse archery and towards shock effect. So the Takeda horse is all HC while the Nobunaga is a mix of HC and BC. Processional and militia spear are infantry of varying qualities armed with polearms. Barbarian infantry represent samurai on foot with swords and other troops armed with naginatas, a rather fierce bladed polearm. Takeda HC which dismount lose Ferocity since the rule here represents the impact of the cavalry charge. The caltrops represent the palisade line. Nobunaga units can not melee attack Nagashino castle (the village hex) owing to its defenses, at least within the parameters of the scenario.

Arquebusiers can fire consecutively as this represents volley fire. There's some debate as to exactly when this tactic was introduced into Japan, but given the overall efficiency of arquebusiers at this time, both sides get this advantage.

The Yeoman unit capability rule is not used here, mainly because the spear armed troops were not pike phalanxes in the European style. Also, the mixture of naginata, spear and sword armed troops tended to average things out for game purposes.

The Takeda side must capture the Nobunaga main army deployment hex to win. This is to give the former a reason to attack. Nobunaga has to break the Takeda winning streak, so they need a Substantive.

## **Nechtansmere 20 May AD 685 A Woeful Day**

### **VIKING Scenario by Joseph Miranda**

**NORTHUMBRIANS:** Leader “2L” x 1; Militia infantry x 3, Swordsmen x 3, Axemen x 6, Improved bowmen x 2, Medium cavalry x 4.

Deploy = B-3

Point value = 41

Panic level = 17

Stacking = hexes containing only Class B (plus any Leaders) = 3, all others = 2 (see also optional Shield Wall rule)

Victory = occupy hex A at the end of the game

**PICTS:** Leader “2L” x 1, “3L” x 1; Militia infantry x 5, Barbarian infantry 8, Improved bowmen x 4, Medium cavalry x 4.

Deploy = hex A-3 and/or C-1

Point value = 58

Panic level = 18

Stacking = 2

Victory = Substantive

Deployment: Northumbrians deploy first and move first.

Game length: 15 game turns.

### Special Rules

#### 1. VP

Leaders are worth their combat bonus in points (6 or 3).

#### 2. Terrain

- Treat roads as other terrain in hex.
- Treat bridges as fords.

#### 3. Missile Fire

Both sides' militia infantry (MI) have a one time defensive fire strength of “2” which is employed per Viking exclusive rule [1.0] Franciscas.

#### 4. Pict Ambush

Once per game, the Pictish player may declare Ambush at the start of the friendly Movement phase. For that one phase, Pictish Class A, B and Ff units starting their Movement phase on or adjacent to hex C have their movement doubled. This is cumulative with Leader effects [10.0].



## 5. Northumbrian cavalry dismount

Northumbrians may convert medium cavalry (MC) to swordsmen (SD) per Yeoman rule [8.1]:

- Note that swordsmen point value is the same as medium cavalry (two).

## 6. Northumbrian Shield Wall (Optional)

Use this rule instead of the standard Scenario stacking rule for class B units. Northumbrian Class B units (SD, AX) may stack up to three per hex (plus Leaders). A stack of three Class B units is called a Shield Wall.

- A Shield Wall is formed at the end of the friendly Movement phase by moving three Class B units into a hex using normal movement.
- No units other than Class B and Leaders can stack in a Shield Wall.
- A Shield Wall has a movement allowance of two. Units in a Shield Wall must move together.
- A Shield Wall attacks normally.
- A Shield Wall is not affected by flank attacks, rule [7.5].
- Enemy missile fire against a Shield Wall has "one" subtracted from the combat die roll (a die roll of less than 1 = 1).
- A Shield Wall is disbanded the instant that the stack has less than three Class B units. This can be from combat or units exiting the stack. Units which exit a Shield Wall have a movement allowance of two for the phase.
- A Shield Wall remains intact if disrupted (unless also losing units from a combat result).
- Stacks of one or two Class B units operate per the normal rules.
- Northumbrians can form Shield Wall starting Turn 2 or later.



## Nechansmere Historical Notes

I came across the Battle of Nechtansmere (or sometimes, Dun Nechtain) largely by incident while researching something else. The battle looked interesting: a very obscure fight in the midst of the Dark Ages but one which would have considerable historical impact.

Historically, the Anglo-Saxons were on something of a roll since they moved into Britannia back in the 5th century AD, staking out their own kingdoms at the expense of the locals. Northumbria, their northernmost realm, had gained something of a dominance on the island but its grip was loosening in the face of rebellions. In 685 Ecgfrith, king of Northumbria, assembled an army and marched northward against the Picts who had proven unruly. The Pictish king Bridei mobilized his own warriors ... and plotted.

Bridei decided that an open confrontation would go down to defeat as his men lacked the arms and training of the Anglo-Saxons. So he played a game of guerrilla warfare, luring the Northumbrians into the Pictish wilderness. On 20 May he made a stand on a hill near a mountain lake. Ecgfrith thought he could bring the Picts to battle and gain a much needed victory. But he was actually walking into an ambush. The Picts rushed his flanks and pretty much wrecked his army. Ecgfrith himself was killed in action and Bridei gained his victory. Never again would the Anglo-Saxons seriously threaten the Picts, and over the ensuing centuries this would lead to the foundation of the Kingdom of Scotland.

The battle is referenced in several near-contemporary works, including Bede's Ecclesiastical History. There's still some debate about the exact location of the fight. Nechtansmere refers to a lake, while Dun Nechtain is probably a hill fort. There's also the Pictish Stone at Aberlemno Church Yard which is commonly accepted by historians as representing the Battle of Nechtansmere. It depicts Anglo-Saxon cavalry attacking Pictish spearmen. That's enough to get a scenario started for PRESTAGS.

### **Nechtansmere Order of Battle Notes**

The armies are based on the usual force mix of Anglo-Saxons and Picts of the post-Roman era, modified for the conditions of the campaign. There are no real numbers available for the battle, but given the usual size for these armies, and this being a big campaign, I figured on 3000 to 3500 for the Northumbrians and 4000 to 4500 for the Picts.

Northumbrians: cavalry represents horsemen plus retainers who rode to battle (hence the dismount rule). There's some evidence for an Anglo-Saxon cavalry charge so they get more MC than you'd normally see in their order of battle. Swordsmen are heavy infantry with helmets and body armor, while axemen are mediums with a sword, spear and shield but no armor. Some might have hefted axes but it's a matter of getting the combat factors right. Militia infantry represent levies and skirmishers.

Picts: historically, most of the infantry warriors were armed with spears and a shield, with perhaps some javelins. I used barbarian infantry to show the impact of their charge. Militia infantry, same comments as for the Northumbrians. The Pictish cavalry is largely light horse,

which would not have been as well armed as the Northumbrians but it was more numerous so they get the name number as the Northumbrians (total combat factors add up). Which gets to the manpower to unit ratio.

Northumbrians are 150 to 175 men per counter, while Northumbrians are 200 plus or minus a few dozen – the idea here is that the Northumbrians have better arms and training so they get a boost in force ratio. Similarly, Northumbrians have a higher panic level (40%) while the Picts are at 30%. If the shield wall can inflict a greater ratio of casualties on the Picts, then there is a chance for the Northumbrians to pull out a victory.

The Northumbrian Shield Wall optional is part of an ongoing development to show special formations without things getting too convoluted. This rule can also be used for the Swordsman Square (Legion) and Pike Square (Yeoman). The Northumbrians can use Shield Wall to counter the impact of the Pictish barbarian infantry.

The militia infantry's one-shot defensive fire is a volley or two of javelins, throwing axes and rocks rolled down hills – something like this was recorded at Hastings four centuries later. Also, for purists the improved bowmen (IB) can be replaced by bowmen (BW) from other PRESTAGS games.

The scenario map is pretty close to the terrain reported of the original battle. Picts set up on a hill with an ambush force off to one flank, screened by some woods. Behind the Picts is a lake (the sea hexes).

A big thing in designing the scenario was accounting for Ecgfrith marching into the ambush without forcing it via special rules. So I used an existing PRESTAGS system. The Northumbrians have only one Leader, representing Ecgfrith, so this is going to limit their maneuver. The Picts have two Leaders, “2” is Bridei while the “3” is a chief for the additional command control from the ambush plan – this on top of getting that one turn movement doubling.

There's also the victory conditions. The Northumbrians have to take hex “A” which means they are going to have to advance if they want to win. The Picts win by destroying Ecgfrith's army. Of course, both sides can stand in place and avoid a fight, but then this is the Dark Ages so players have to hustle if they want to turn the tide for the history of Britain.

## **Tagliacozzo 1268**

### **YEOMAN Scenario by Steven B. Guy**

**HOHENSTAUFFEN:** 12 HC, two "3" leaders.  
Stacking 2 PL 30

Two HC each in 1126, 1026, 0822, 0922, 1021, 1022. One "3" leaders each in 1026 and 0922.

**ANGEVIN:** 12 HC, two "3" leaders  
Stacking 2 PL 30

Two HC each in 0827, 0828, 0728, 0729, 0222, 0223. One "3" leader each in 0827 and 0222.

Special rules--Ignore woods. Stream may be crossed only at bridges and fords. Scenario lasts 12 turns. Victory goes to side holding bridge at 0927 and adjacent crossroads at 0827 at end of scenario.

## **Sarmada *or* Ager Sanguinus 28 June 1119**

### **VIKING Scenario by Steven B. Guy**

**ORTOQIDS:** 10 MC, 10 HB, 1 "3". VP 41, PL 16. Deploy A-2, E-2, and/or F-2. Stacking: 2. Leadership: Mt. Ex.

**CRUSADERS:** 8 SD, 3 HC, 3 CB, 1 "2". VP 32, PL 14. Deploy C-2. Stacking: 2

Game Length: 12 Game Turns

Victory Conditions: Ortoqids must control hex C and achieve a substantive victory. Crusaders must prevent this.

Terrain modifications: ignore all stream, bridge, ford, road, and all-sea hexes.

### **Sarmada Historical notes:**

Ilghazi and his Ortoqids invaded the Principality of Antioch, besieging a small Crusader garrison. Roger of Salerno, preferring not to wait for reinforcements, marched to break the siege. Ilghazi surrounded Roger's camp and attacked. Roger was killed at the foot of the large jewelled cross which had served as his standard, and his army destroyed.

Ager Sanguinus in Latin means "the Field of Blood".

Another example of good Crusader judgment.

## **Fulford 20 September 1066**

### **VIKING Scenario by Steven B. Guy**

**VIKINGS:** 10 AX, 10 SD, 6 IB, 1 "2", 1 "3". Panic 30 Deploy: F-3. Stacking: 2

**ENGLISH:** 10 MI, 10 SD, 6 IB, 2"3". Panic 25. Deploy: H-4, east of stream dividing opposing armies. Stacking: 2

Game length: 15 turns

Victory conditions: either side must achieve a substantive victory.

Use Viking Ferocity

**Fulford Historical Notes:** fought on the outskirts of the village of [Fulford\[1\]](#) just south of [York](#) in England, on 20 September 1066, when King [Harald III of Norway](#), also known as *Harald Hardrada* ("harðráði" in Old Norse, meaning "hard ruler"), and [Tostig Godwinson](#), his English ally, fought and defeated the Northern Earls [Edwin](#) and [Morcar](#).

Tostig was the English king Harold II's banished brother. He had allied with King Harald of Norway and possibly Duke William of Normandy, but there is no record of the reasoning behind his invasions. The battle was a victory for the Viking army. The earls of York could have hidden behind the walls of their city but instead they met the Viking army across a river. All day the English desperately tried to break the Viking shield wall but to no avail.

Tostig was opposed by Earl Morcar who had displaced him as Earl of Northumbria.

## **Seminara 28 June 1495**

### **YEOMAN Scenario by Steven B. Guy**

**FRENCH:** 6 HC, 4 PP, 8 CB, 12 PS, "2", "3". Deploy N-2. Stacking 3 (PP can stack 4) PL 48.

**SPANISH-NEAPOLITAN:** 4 LC, 4SD, 6 AE, 14 MS, "2", "3". Deploy P2. Stacking 2. PL 32.

Game length: 15 Turns.

Victory conditions: French must occupy hex P. Spanish-Neapolitan must prevent.

**Seminara Historical Notes:** part of the First Italian War, was fought in Calabria on 28 June 1495 between a French garrison in recently conquered Southern Italy and the allied forces of Spain and Naples which were attempting to reconquer these territories. Against the redoubtable combination of gendarmes and Swiss mercenary pikemen in the French force, the allies had only Neapolitan troops of indifferent quality and a small corps of lightly-armed Spanish soldiers, accustomed to fighting the Moors of Spain. The result was a rout, and much of the fighting centered on delaying actions to permit the fleeing allied force to escape. The battle is notable primarily because it is often cited as the prime reason for the reorganization of the Spanish army, which brought about widespread adoption of firearms in pike and shot formations, one of the milestones of the "Military Revolution."

## **Mohacs 29 August 1526**

### **YEOMAN Scenario by Kim Meints**

The only terrain on the map is - The center Woods area is now a hill.(the triangle of hexes is roughly 1425,1722,1725,2024). The marshes in hex 1801,1901-1903,2001-2003,2201 & 2202. the hills around deployment hex P & M. 8 Trenches five hexes South of the Hill( 0017 hex rows)

### **HUNGARIANS-**

Deploy 12 hexes from the South map edge(0012 hex rows)

28 HC, 24 LC,6 OC, 10 PS,14 MS,6 CB,5 AE,4HA,1 1L,3 2L,3 3L,

Optional Reinforcements- Starting with game turn 8 roll one die. on a roll of ONE the reinforcements all arrive on the South map edge.18 HC,12 MC,2 2L,1 3L,( these forces were pledged but never showed up during the battle)

Special Rules - Must use Feudal Rule. HA as a range of 12! Also cannot move once deployed (you can just hit the Ottomans deployed on the center hill).

309 P/123 PL without Reinforcements. 480 VP/192 PL with Reinforcements

### **OTTOMANS:**

Deploy on or 5 hexes North of the hill. also within 3 hexes of deployment hex K & N.

18 HC, 15 OC,26 MS,13 PS,10AL,5 AE,5 CB,6HA,6 LA,1 1L,2 2L,2 3L,2 4L

Special Rules- Ottomans may not move or fire their units the first 5 game turns. if an Ottoman unit is attacked then all my move freely( reflects the Ottomans were setting up camp and not expecting the battle till the next day).HA as a range of 12! movement is not doubled.

Reinforcements: Enter on the North map edge.

Group A. enters on game turn 7. 20MS,7 PS,5 AE,3 CB,2 2L,1 3L

Group B. enters on game turn 9. 18 MC,1 2L

380 VP/151 PL

Games is 25 turns long. as a option extend the game another 5 turns if issue is still in doubt( or you want more blood letting!).

Victory Conditions-Hungarians must achieve a Marginal Victory and occupy the hill and deployment hexes K & N at games end.

Yes this is a huge battle. Not only the Kingdom of Hungary is at stake here but also the other Christian kingdoms in Eastern Europe . this is a do or die battle.

## **Kosovo 15 June 1389 (Mo's Little Bro)**

### **YEOMAN Scenario by Steven B. Guy**

Map changes--ignore all terrain except the two north-south running streams.

**SERBS:** 10 MI, 8 SD, 6 CB, 6 HC, ``2", "3", "3". Deploy J-5. Panic 55.

**TURKS:** 20 MI, 12 SD, 8 CB, 12 OC, 4 HC, "1", "2", "2". Deploy R-5. Panic 60.

Either side must win a Decisive Victory over the other.

Game Length 20 turns.

The best places from which to impress the needed OC for the Turks are the Legion counter mix (red and yellow) and Spartan (white).

## **Las Salinas 6 April 1538**

### **YEOMAN SCENARIO by Steven B. Guy**

**PIZZARO BROTHERS:** 10 SD, 4 AE, 6 MC, 1 "2", 1 "3". Panic level 23. Deploy: L-2.

**ALMAGRO:** 6 PS, 8 MC, 1 LA, 1 "2", 1 "3". Panic level 16. Deploy: K-4, east of stream.

Game length: 12 turns Both sides stacking: 2

Special rule, ignore bridge in hex 2728. Stream hexes cost 3 movement points (swampy ground).

Victory conditions--Pizzaros must control hex K, but elimination of either sides 2 level leader result in an automatic win for the other side.

**Las Salinas Historical notes:** In the spring of 1538 the rival conquistador factions of Hernando Pizarro and Diego De Almagro fought it out for control of Peru. Almagro's army, superior in number of cavalry, also had six light pieces of artillery. The infantry was less well off, hastily armed with pikes.

Pizarro's army had more and better infantry, fewer cavalry, no artillery, but was augmented by a contingent of arquebusiers from Santo Domingo. The armies faced off across a marshy stream on the road to Cuzco. After an hour of heavy fighting, Almagro's forces routed from the field. Almagro himself was later captured and executed, leaving the Pizzaros in complete command of Peru.

## Vindobona 180

### LEGION Scenario by Kim Meints

In 180 AD Emperor Marcus Aurelius and General Decimus Meridius Maximus (Yes the battle from the movie Gladiator!) seek to destroy the Germans and end the centuries long struggle in Germania.

**ROMANS:** 20SD,8BW,4 SK,1HC,4BL,2 #2L( M.Aurelius & Gen. Quintus) 1 #3L.  
Deployment H5 . VP129,PL84. deploy & move first.

Roman stacking 4

Use the BL from another Prestages game or use blanks with these numbers-Fire 3,Range 7, Movement 2.Melee a dot. For this battle double the BL's range to 14

1 #2L & 1 HC must be deployed behind the Roman line( The Emperor Marcus Aurelius is watching the battle with his bodyguard)It must always stay in the Roman rear an may NOT attack a Enemy unit unless it is attacked first( we don't want the Emperor killed!)

Reinforcements (The flanking force)-On game turn Five 1 #1L (Decimus Maximus) 1 #3L, 4 HC,8LC come on the west map edge between hex0137-0122

Special rule: Flame attack-

The first Three turns the BW & BL can either fire at German units or a hex empty of units with a flaming fire attack. If firing at a hex empty of units place a blank counter( put a number 1 on front/2 on back. these are the turns the hex is on fire)) in it . no unit may enter for two turns the hex that is on fire.If a unit does enter it receives a automatic Disruption. also any German unit that gets a hit result against it also recieves a automatic disruption for the first three turns.

**GERMANS:** 30BI,8SK,1 #2L,2 #3L,1 #4L, Deployment J5. PV102,PL 50.deploy & move second.

German stacking 3

Terrain Notes. Ignore all terrain except woods and swamps. Swamps also are now Woods hexes.

Game is 15 turns long. Romans must get a Decisive Victory. If the Germans somehow manage to kill the Roman Emperor then the battle ends in a German Decisive victory.



## **Nemea 394 BC**

### **SPARTAN Scenario by Kim Meints**

**SPARTANS:** 6PP,6PS,8MS,1LC,2SK,1 #1L, 1 #3L. Deploy F4. PV90,PL48.

stacking is 3 for the PP. 2 for all others.

**CONFEDERATION:** 7PP,10PS,6MS,3LC,4SK, 1 #1L,2 #3L. deploy L4. PV113,PL58.  
stacking is 4 for the PP,2 for all others.

Terrain- Only terrain is the river running from hex 0401-3313. it is fordable in all hexes.

Confederation must get a marginal victory. Game is 15 turns long.

**Nemea Historical Notes:** also known in ancient Athens as the **Battle of Corinth**, was a battle in the [Corinthian War](#), between [Sparta](#) and the coalition of [Argos](#), [Athens](#), [Corinth](#), and [Thebes](#). The battle was fought in Corinthian territory, at the dry bed of the [Nemea River](#). The battle was a decisive Spartan victory, which, coupled with the [Battle of Coronea](#) later in the same year, gave Sparta the advantage in the early fighting on the Greek mainland.

## **Delium 424 BC**

### **SPARTAN Scenario by Kim Meints**

**BOEOTIANS:** 4PP,8PS,4MS,2LC,6SK,1 #1L,2 #3L. deploy C4. PV81,PL50. stacking is 4 for the PP. 2 for all others

**ATHENS:** 8PS,10MS,2LC,2SK,1 #2L, 2 #3L. deploy P4. PV85,PL42. stacking is 2

Terrain- only terrain are the hills

Game is 15 turns long. Boeotia must get a Substantive victory or drive the Athenians off the map.

**Delium Historical Notes:** a battle of the [Peloponnesian War](#). It was fought between the [Athenians](#) and the [Boeotians](#), who were allies of the [Spartans](#), and ended with the siege of [Delium](#) in the following weeks.

## **Ching-Hsing 205 BC**

### **SPARTAN Scenario by Kim Meints**

#### **HAN-(HAN HSIN)**

12PS,14MS,6BW,4LC,2OC,1 #1L, 1 #2L, Stacking 2. PV 119, PL 62.

6 Blank or Yeoman Trench markers in 1813,1814,1715,1615,1515,1414(Han fortified bridgehead). Trench counters Double the Fire Defense and Melee strength of an unit.

Deploy within 3 hexes of the Bridgehead.

On Turn Six- 2 LC,2OC and 1 #3L enter at hex 1437(Han flanking force)

#### **CHAO-(CHEN YU)**

16PS,18MS,8SK,4LC,^OC,1 #2L,2 #3L. Stacking 2. PV 119, PL54.

Deploy within 4 hexes of 1730(Town at 1730 is the Chao camp)

Terrain Notes- Only the River running from 0401-3313 with all it's fords/bridges and the town at 1730(Chao Camp) is used. The bridges are treated like fords.

#### **Scenario Rules-**

1. Game is 18 Turns
2. If the Han flanking force enters hex 1730(Chao camp) the Chao PL level drops for the rest of the game including the turn of capture by 10. Panic Level now at PL44
3. Han units may Once per game move backwards up to half(rounded up) their MP allowance and retain their forward facing(reflects the Han feigned retreat).

**Ching-Hsing Historical Notes-** Han Hsin crossed the Chih river and made a fortified camp. he deployed his forces close to the camp to remind his troops that defeat meant their destruction. he also secretly detached a force of cavalry on a flanking move to attack & capture the Chao camp. he had each of his cavalry carry a Han banner. Chen Yu see's that the Han army has deployed with their backs to the river attacks the Han army. The first Han division falls back onto the Second and then at by arrangement Han Hsing signals his army to feigned a retreat back toward their fortified bridgehead. at this moment the Han flanking force attacks and captures the Chao camp. Seeing their camp bristling with Han banners the Chao army panics. Han Hsing then launches a counterattack that drives the Chao from the field

## Las Navas de Tolosa 16 July 1212

### VIKING Scenario by Kim Meints

**CASTILLIANS:** 16MI,10HC,4LC,1 #2L,2 #3L. stacking 2. Deploy C4. PV 70,PL48

**MOORS:** 15MI,10HC,6HB,6LC,1 #1L,2 #3L. stacking 2. Deploy D4. PV85,PL48.  
Leadership: Mt Ex

Terrain: No rivers, swamps or sea.

Victory Conditions- Castillians must control D and get a Substantive victory. Moors must control C and prevent Castillian victory.

Game is 15 turns.

**Las Navas de Tolosa Historical Notes:** was an important turning point in the *Reconquista* and the medieval history of Spain.[9] The Christian forces of King Alfonso VIII of Castile were joined by the armies of his rivals, Sancho VII of Navarre and Peter II of Aragon, in battle[10] against the Almohad Muslim rulers of the southern half of the Iberian Peninsula. The caliph al-Nasir (*Miramamolín* in the Spanish chronicles) led the Almohad army, made up of people from all over the Almohad Caliphate.

## Tinchebrai 28 September 1106

### VIKING Scenario by Kim Meints

**NORMANS:** 8MI,6AX,4HC, 1 #2L,1 #3L. stacking 2. Deploy C4. Vic-Marginal PV52,PL38

**ANGLO-NORMANS:** 6MI,6AX,5HC,3CB,1 #2L,1 #3L, stacking 2. Deploy H4. Vic-Marginal. PV55,PL39.

All Terrain is used. Game is 12 turns.

**Tinchebrai Historical Notes:** fought between an invading force led by King Henry I of England, and the Norman army of his elder brother Robert Curthose, the Duke of Normandy. Henry's knights won a decisive victory: they captured Robert, and Henry imprisoned him in England (in Devizes Castle) and then in Wales until Robert's death (in Cardiff Castle) in 1134.

## **Sagrajas 23 October 1086**

### **VIKING Scenario by Kim Meints**

**ALFONSO:** Force A. 12MI,6SD,6HC,8MC,5HB,5IB,1 #1L,1 #2L,1 #3L. stacking 2. Deploy C4. PV117,PL70

On turn Five roll one die. on a roll of 1 or 2 Force B arrives at H. 1 #3L, 2 MC,2LC. new point levels with reinforcements PV125,PL74

**MOORS:** 12HB,9IB,11SD,12MI,6LC,4MC,1 #1L,2 #3L. stacking 2. Deploy A4( the 1 #1L & 1SD"Black Guard" must be deployed on the hill and stay together) Leadership: Mt Ex. PV 112,PL 76.

Terrain. The river from hex 1914-1924-3326 and 1924- 2637 is not used

Victory- Alfonso must capture Deployment hex A( the Moorish camp)and get a substantive victory.Moors must get at least a substantive victory and hold hex A( place a blank on A to note it is their camp)

Game is 15 turns long.

## **Vernevil 17 August 1424**

### **YEOMAN Scenario by Kim Meints**

**ENGLISH:** 8PS,4MS,14LB,2CB,4HC,4 Caltrops,1 #1,2 #3L.Stacking 2. Deploy K4. PV91,PL60. Place a blank in hex 2528( English Camp)along with 1 MS,1CB (camp guard)Place 6 Trench counters in all six hexes surrounding the camp

**FRENCH:** Force A. 10HC,10MI,6MS,6PS,6CB,2#2L,1 #3L.Deploy J4 Force B. 2 HC,2MC,2 HB,1 #3L Deploy N2( Flanking force) Stacking 2. PV154,PL76

Use Unit Conversion for HC.

Terrain-No unit may move into a woods hex.

Game is 18 turns

Victory Conditions-French must capture the camp(2528) and get a Substantive victory.

## **Dornach 22 July 1497**

### **YEOMAN Scenario by Kim Meints**

**SWISS:** 16PP,8MS,4CB,2AE 1 #2L,1 #3L. Stacking 4. PV136,PL78 Deploy F4

**IMPERIALIST:** 6PP,6PS,8MS,4CB,2AE,6HC,2HA,1 LA.1 #2L,2 #3L. Deploy G4 Stacking 3 for PP & PS. 2 for all others.

Game is 15 Turns

Terrain-Ignore the rivers.

Victory- Swiss win if they capture G and get a Marginal victory. Imperialist win if they deny the Swiss their victory.

**Dornach Historical Notes:** fought between the troops of Emperor [Maximilian I](#) and the [Old Swiss Confederacy](#), close to the Swiss village of [Dornach](#). The battle ended in a decisive defeat for Maximilian, and concluded the [Swabian War](#) between the Swiss and the [Swabian League](#).

## **Laupen 21 June 1339**

### **YEOMAN Scenario by Kim Meints**

**SWISS:** 16PP,4 CB,1 #2L,1 #3L. stacking 4. Deploy Q3. PV102,PL56

**AUSTRIANS:** 10PS,10MS,8CB,8HC 1 #2L,2 #3L. stacking 2. Deploy N3. PV129,PL64

Terrain-Ignore the rivers. Game is 15 turns

Victory- Austrians must capture Q and get a marginal victory. Swiss win if they deny the Austrians their victory.

**Laupen Historical Notes:** between [Bern](#) and its allies on one side, and [Freiburg](#) together with feudal landholders from the [County of Burgundy](#) and [Habsburg](#) territories on the other. Bern was victorious, consolidating its position in the region. As a consequence of the conflict, the relations of Bern and the [Swiss Confederacy](#) tightened, resulting in Bern's permanent accession in 1353.

This is also the first battle that the white cross was documented as being used as a field sign worn by Swiss combatants.

## **Ayn Jalit 13 September 1260**

### **YEOMAN Scenario by Kim Meints**

**MAMLUKES:** Force A. 4 HC,2LC,8OC,1 #2L, 1 #3L. Deploy J2. Stacking 2

Force B. 6HC,2LC,2OC,1 #1L. Deploy K2. Stacking 2 PV91,PL50

**MONGOLS:** 6HC,,2C,12OC, 1 #2L,1#3L. Deploy H4. Stacking 2. PV95,PL52

Only terrain are the hills.

Game is 18 turns long

Victory- Monols must get a Decsive victory,Mamlukes must get a Substantive victory.

**Ayn Jalit Historical Notes:** also spelled **Ayn Jalut**, was fought between the **Bahri Mamluks** of **Egypt** and the **Mongol Empire** on 3 September 1260 (25 Ramadan 658 AH) in southeastern **Galilee** in the **Jezreel Valley** near what is known today as the **Spring of Harod** (**Arabic:** عين جالوت, **romanized:** ‘*Ayn Jālūt*, **lit.** 'Spring of Goliath'). The battle marked the height of the extent of **Mongol conquests**, and was the first time a Mongol advance was permanently beaten back in direct combat on the battlefield.

## **Aljubarrota 14 August 1385**

### **YEOMAN Scenario by Kim Meints**

**PORTUGESE:** 6HC,2MC,19MS,6PS,6CB,1 #2L,1 #3L. Stacking 2 Deploy J4. PV104,PL52

**CASTILLIANS:** 10HC,4MC,4LC,8CB,12PS,6MS,2HA,1 #2L,2 #3L. tacking 2. Deploy K4. PV163,PL80

Game is 15 turns

Victory- Castillians must capture J and get a Substantive victory. Portugese must get a Marginal

**Aljubarrota Historical Notes:** fought between the **Kingdom of Portugal** and the **Crown of Castile** on 14 August 1385. Forces commanded by King **John I of Portugal** and his general **Nuno Álvares Pereira**, with the support of English allies, opposed the army of King **John I of Castile** with its Aragonese, Italian and French allies at São Jorge, between the towns of **Leiria** and **Alcobaça**, in central Portugal. The result was a decisive victory for the Portuguese, ruling out Castilian ambitions to the Portuguese throne, ending the **1383–85 Crisis** and assuring John as **King of Portugal**.

## **Rakersberg 1416**

### **YEOMAN Scenario by Kim Meints**

**AUSTRIANS:** 6HC,8PS,10MS,6CB,1 HA,1 #2L,1 #3L. Stacking 2 .Deploy M4. PV107,PL58

**TURKS:** 4HC,8MC,10LC,6OC,10MS,4CB,1 #2L,2 #3L. Stacking 2. Deploy N4 PV119,PL62

Terrain-No rivers

Game is 15 turns long

Victory- Turks must capture M and get a Substantive victory. Austrians must hold M and have a Marginal victory.

**Rakersberg Historical Notes:** 12,000 Austrians under Duke Earnest of Styria defeat 20,000 Turks under Ahmed Bey whom were besieging the town of Rakersberg. Turkish losses were more than the Christian army total.

## **Abrittus 251**

### **LEGION Scenario by Steven B. Guy**

**ROMANS:** deploy first H-4--20 SD, 8 LC, 8SK, 1 "2", 1 "3". Panic level 45. Stacking 3

**GOTHS:** move first, surrounding the Romans but no closer than two hexes to a Roman unit. 30 BI, 12 SK, 12 OC, 3 "2". Panic 70. Stacking 3

The streams are rivers and impassible. There are no fords or bridges. All other terrain is considered swamp.

Goths must occupy Hex H to win. Romans must prevent. Scenario lasts 20 turns.

**Abrittus Historical notes:** The Gothic king Cniva lured the pursuing army of the Emperor Decius and his son Herennius Etruscus into the swamps of the Dobrudja in what is now Bulgaria. The Goths surrounded the Roman army and destroyed it in a debacle compared by some to Teutoburg Wald, Adrianople, and Cannae. Decius and Herennius were both killed, but their bodies were never recovered. Decius was the first Roman Emperor to die fighting the barbarians.

## **Najera 3 April 1367**

### **YEOMAN Scenario by Steven B. Guy**

**FRENCH-CASTILIANS:** 24 MI, 4 HC, 4 LC, 2 SD, 6 CB, 1 "2", 3 "3"s. Deploy N-4. PL 36.  
Stacking 2

**ENGLISH-CASTILIANS:** 14 SD, 2 PS, 14 LB, 1 "1", 1 "2", 2 "3"s. Deploy K-4. PL 39.  
Stacking 2

Ignore woods hexes. Victory--French-Castilians must occupy hex K. English Castilians must occupy hex N. If either sides' "2" leader is eliminated (King Henry for the FC, Pedro the Cruel for the EC), the other side wins an automatic victory.

**Najera Historical Notes:** also known as the **Battle of Navarrete**, was fought on 3 April 1367 to the northeast of [Nájera](#), in the province of [La Rioja](#), [Castile](#). It was an episode of the first [Castilian Civil War](#) which confronted [King Peter of Castile](#) with his half-brother [Count Henry of Trastámara](#) who aspired to the throne; the war involved Castile in the [Hundred Years' War](#).

King Peter of Castile was supported by England, Aquitaine, Majorca, Navarra and the best European mercenaries hired by the [Black Prince](#). His rival, Count Henry, was aided by a majority of the nobility and the [Christian military organizations](#) in Castile. While neither the [Kingdom of France](#) nor the [Crown of Aragon](#) gave him official assistance, he had on his side many Aragonese Soldiers and the French [free companies](#) loyal to his lieutenant the Breton knight and French commander [Bertrand du Guesclin](#). Although the battle ended with a resounding defeat for Henry, it had disastrous consequences for King Peter, the Prince of Wales and England.

## **Forum Gallorum 14 April 43 BC**

### **LEGION Scenario by Kim Meints**

**OCTAVIAN:** 30SD,4LC,6SK,1 #1L,3 #3L. Stacking 4. Deploy F4. PV137,PL72.

**ANTONY:** 20SD,6LC,7SK,1 #2L,2 #3L. Stacking 3,Deploy E4. PV142,PL68.

Use Roman Square,Panic. Game is 20 turns. Terrain-Ignore the rivers. Victory- Octavian must occupy E and get a Decisive Victory. Antony must hold E and get a Substantive Victory.

Antony's legions were under-strength so the stacking was put at 3.

**Forum Gallorum Historical Notes:** fought between the forces of [Mark Antony](#), and legions loyal to the [Roman Senate](#) under the overall command of [consul Gaius Pansa](#), aided by his fellow consul [Aulus Hirtius](#).



## **Sempach 9 July 1386**

### **YEOMAN Scenario by Steven B. Guy**

**AUSTRIANS:** 2 CB, 4 PS, 6 HC, 2 "3". Stacking 2. Panic level 20. Deploy two units a hex on road hexes 0137-0634. Leaders on any of these hexes

**SWISS:** 12 PS, 2 "2". Stacking 3. Panic 16. Deploy 2 PS on hex 0830. Leaders and remainder of PS on road hexes 0827-1225, two PS a hex.

Austrian HC can dismount. Use Swiss ferocity. Victory: one side must win a substantive victory over the other.

Ignore streams, fords, bridges and slopes around hex M.

**Sempach Historical Notes:** Meeting engagement between the Swiss and Austrians. The vanguard of the Swiss column was under heavy attack when the rest of the column appeared and smashed into the dismounted Austrian knights, routing them and killing their commander, Duke Leopold.

## **Agnadello 14 May 1509**

### **YEOMAN Scenario by Steven B. Guy**

**FRENCH:** 9HC, 9CB, 6 PP, 1 HA, 2 LA, 1 "2", 1 "3". Deploy N-3. Stacking 3. Panic 59.

**VENETIANS:** 6HC, 4PP, 4MI, 4 AE, 2 LA, 2 "3". Deploy P-3. Stacking 3. Panic 41.

Ignore woods. Clear hexes cost two movement points (muddy ground).

Scenario length 12 turns. French must capture hex P to win. Venetians must deny.

### **Agnadello 1509 Historical Notes:**

The French army commanded by Louis XII invaded Venetian territory. Venice's army was jointly commanded by the cousins Nicolo Pitigliano and Bartolomeo D'Alviano. On May 14th the smaller half of the Venetian army under D'Alviano was brought to bay by the French. The Venetians took up a position on a hill overlooking a stream and vineyards. The ground was muddy from recent rains.

The Venetians repulsed the first French attack. D'Alviano sent to his cousin for help. Pitigliano refused. A second French assault drove the Venetians off the hill. When the news reached the Venetian main body (mercenaries mostly), a good portion of it deserted.

## **Xihau 184 BC**

### **SPARTAN Scenario by Kim Meints**

Revolt of the Yellow Turbans.

Terrain-Only the Slopes and Hills are used.

Units- Most units are found in just one game from the series. the CH are used from Chariot

#### **THE YELLOW TURBANS:**

2PS,4MS,12MI,2CB,4BW,2CH(with 2IB) ,4LC, 1 #2L, 1 #3L, 1 #4L.Deploy within 4 hexes of D. VP45, PL30

The very high PL level reflects what the rebels knew would await them if they were captured or defeated.

#### **HAN ARMY:**

8PS,10MS,3CB,3IB,6CH(with 6IB), 4LC,2MC, 1 #2L, 2 #3L. Deploy within 3 hexes of Q. VP65, PL 30

Game is 15 Turns

**Xihau Historical Notes-** The Yellow Turbans were peasants and Landlords (along with their private troops) that revolted against the weak Han dynasty. The Yellow Turbans were associated with the secret Taiping Taoist Societies. Xihau is one of the battles from the revolt.

## **The Arrow War 1453**

### **YEOMAN Scenario by Kim Meints**

(also uses the AX from other games)

#### **AZTEC:**

5 BW,6SK,12MS,10SD,6AX,1 #1L,1 #2L, 2 #3L. Stacking 2. VP66, PL36 Deploy J4

#### **CHALCO:**

4BW,4SK,10MS,5SD,5AX,1#2L, 2 #3L,1 #4L. Stacking 2. PV49,PL25. Deploy F4

Game is 18 turns

Terrain-All are used

Victory- Aztecs must capture F and get an Marginal victory.

**Arrow War Historical Notes-** The Aztec ruler Moteuczomah Ilhuicamina expands the Aztec empire out further than ever before. One city state that defied him was Chalco. Many wars of the Aztec/Mesoamerican Indians in this period were so called "Flower Wars". more a show of martial skill and prowess among warriors and for captives. and missile weapons were not used in these more personal battles. This was called a "Arrow War", arrows and slings now used to kill from a distance and more indiscriminate deaths among Nobles and Commoners alike.

This taken from the book- *Aztec Warfare* by Ross Hassig.

The Aztecs used a wooden sword(Macuahuitl) and were of the One & Two Handed variety that had Obsidian or Flint blades fitted or glued into grooves along it's edge and was a two sided weapon. The Conquistadors said it could chop off a horses head with one blow and was better at cutting then their own Spanish swords. the sword was 2'9" long

The AX in the above battle reflect warriors armed more with the battle club.

The MS are armed with the Tepoztopilli (or thrusting spear) and was 3'long . the cutting surface was 1' and the handle 2'

The book tells about many campaigns but No accounts of the battles themselves so I had to go by a little common sense(I hope). Also the above battle uses the SK from either Chariot,Spartan or Legion