

# More Scenarios for S.P.I.'s *Yeoman*

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The PRESTAGS series is in many ways a landmark in the art of warfare simulation, being the first complete set of full-sized games using compatible rules to simulate tactical combat in four millenia. The fluid game system encourages the amateur gamer to compose his own scenarios to augment the large selection included. The following

## MORLAIX

(9.7) Morlaix (29th September 1342)

French: 6MI, 14HC, 2x"3"  
Victory Points: 92; Panic Level: 28.  
Deploy: F-6; Stacking: 2.

English: 2 PS, 4 LB, 1x"2", 1x"3", 4 Trenches.  
Victory Points: 22; Panic Level: 9  
Deploy: within one hex of line JK;  
Stacking: 2.

**Game Length:** 15 Game-turns.

**Victory Conditions:** French must achieve a marginal victory. English must achieve a substantive victory.

**Terrain Modifications:** Ignore all slope hexes.

**Historical Notes:** The Earl of Northampton landed with 3000 men at Brest in August, 1342, and laid siege to the town of Morlaix, in Brittany. Meanwhile, Charles de Blois raised an army 15000 strong and marched to the relief of the town. The armies met, and this first battle of the Hundred Years' War set the pattern for most of those to follow; to wit, the French feudal cavalry charged madly at the English archers and were cut down. However, the English were hardpressed to repel the large French army. The action was not decisive, being a relatively minor engagement.

three scenarios are designed for 'Yeoman' and feature English armies, as opposed to the somewhat 'Mediterranean' scenarios in the game.

I wholeheartedly recommend the use of all optional rules, with the notable exception of Si-move, which really isn't worth the trouble.

## AUBEROCHE

(9.8) Auberoche (20th October 1345)

English: Force A: 2 LB. Force B: 1 HC, 1x"2".  
Force C: 1 HC, 1 LB, 1x"3".  
Victory Points: 22; Panic Level: 6.  
Deploy: Force A: R-4, Force B: S-1, Force C: in village adjacent to hex N.  
Stacking: 2.

French: 12 SD/MC, 1x"3".  
Victory Points: 25; Panic Level: 5.  
Deploy: (2130)-2 and/or N-1 (not in village).  
Stacking: 2.

**Game Length:** 15 Game-turns.

**Victory Conditions:** English must achieve a decisive victory. French must achieve a marginal victory.

**Special Rules:** English HC and LB in village (actually a castle) may stack together initially, but once unstacked they may not restack. They may not move as a stack. French MC must initially be unmounted and unstacked (only one per hex).

**Historical Notes:** During the early stages of the Hundred Years' War, the Count de l'Isle laid seige to the English-held castle of Auberoche (in Gascony), commanded by Sir Frank Halle. Sir Frank sent word to the Earl of Derby at Bordeaux, who gathered an army of 400 men-at-arms and 800 archers to relieve Auberoche. Outnumbered six-to-one, Derby attacked the French camp by surprise with his troops whilst Sir Frank made a sortie. The unprepared French were routed with heavy losses and de l'Isle was among those captured.

In particular, the use of the Unit Capability Chart makes 'Yeoman' a simulation, rather than a game.

Of these scenarios, 'Morlaix' and 'Auberoche' are well balanced, while 'Tewkesbury', though unbalanced, is historically accurate.

## TEWKESBURY

(10.6) Tewkesbury (4th May 1471)

Lancaster: 3 HC, 2 MC, 12 MI, 5 CB, 2x"3"  
Victory Points: 55; Panic Level: 18.  
Deploy: K-4 and /or L-4. Stacking: 2.

York: 7 HC, 4 MC, 6 MS, 4 CB, 1x"2", 2x"3".  
Victory Points: 85; Panic Level: 43.  
Deploy: S-4; Stacking: 2.

**Game Length:** 15 Game-turns.

**Victory Conditions:** Yorkists occupy hexes "K" and "L" at the end of the game and achieve a marginal victory. Lancastrians must avoid Yorkist victory conditions and occupy hex "S".

**Terrain Modifications:** Ignore all terrain except for woods hexes.

**Special Rule:** York deploys first, Lancaster moves first.

**Historical Notes:** After the defeat at Barnet, the Lancastrian army was crushed decisively. As at Barnet, this was a confused action with suspected treachery in the Lancastrian ranks.

