

DARK AGES SCENARIOS

By Steven B. Guy and Kim Meints

#1 – TROY 1250 BC (DARK AGES)

By: Kim Meints

Greeks- 16 MS, 12 MI, 7 BO, 12 SK, 10 CH, 1 CM A, 4A, 4B, 2C. Deploy P5
Trojans- 8 MS, 18 MI, 12 SK, 8 BO, 12 CH, 4 MC, 2A, 4B, 2C. Deploy J5

Game length- 12 Turns.

Greeks Deploy and move First

Victory- Greeks must try to capture J (Troy) by defeating the Trojans on the open field. Trojans win by preventing a Greek victory.

#2 – SARGON II 714 BC (DARK AGES)

By: Kim Meints

Sargon II- 4 MC, 10 CH, 12 MI, 12 MS, 10 AX, 6 SD, 10 BO, 8 SK, 1A, 2B, 2C, 1D. Deploy I4
Rusa I- 6 CH, 12 MI, 6 MS, 8 AX, 6 BO, 8 SK, 1A, 2B, 2C, 1D. Deploy F4

Game is 12 Turns

Terrain: No River or Woods on map

Victory Conditions: Rusa must capture N (Sargons baggage train). place a blank counter on the hex. SargonII wins if he keeps his baggage train.

Situation: Sargon II was just coming out of the mountain pass when Rusa I tried to surprise him. Sargon was low on supplies and needed to get out of the Mountains

#3 – STONEHENGE ca 536 AD (DARK AGES)

By: Kim Meints

Arthur- 6 BO, 6 HC, 2 MC, 8 MI, CM-1 No 1, 2 No 3. PV 103, PL 52, Vic Dec.
Mordred- 4HC, 2MC, 2SD, 8BO, 8MI, CM- 1 No 2, 2 No 3, PV 102, PL 50, Vic Dec

Arthur Deploy First - within 5 hexes of the Castle/Keep (Stonehenge)

Terrain-Ignore the Rivers and Hills

Battle between King Arthur and the evil Mordred

#4 – TAGINAE 552 AD (DARK AGES)

By: Steven B. Guy

Goths: 12 SD, 10 HC, 10 BO, 1 #2, 2 #3. PL 80. Move first. Victory: Tactical
Byzantines: 10 SD, 10 BC, 10 OB, 1 #1, 1 #2, 1 #3. PL 80. Deploy first. Victory: Tactical.

#5 – QADISIYA 637 AD (DARK AGES)

By: Steven B. Guy

Arabs 30 HB, 10 MC, 3 #3 PV 130 PL 65 Vic: Tac
Persians 20 MS, 10 HB, 12 HC, 6 MC, 4 EL 2 #3 PV 194 PL 77 Vic: Tac

Suggested deployment--east half of map (open ground) Use Elephant and related rules from Phalanx, but see remarks below.

Note: This is a beefing up of the scenario that appeared in Viking but not in the older Dark Ages. This battle plays better in Dark Ages, I think.

The original scenario mentioned the role of horse archers on both sides but only gave them to the Arabs. Said Arabs also got no melee

cavalry. Well, here they appear.

The effectiveness of mounted and foot fire units on the attack decreased in PRESTAGS, as the sequence of play was changed from move, defensive fire, offensive fire, melee--to offensive fire, move, defensive fire, melee. The old sequence allowed the one-two punch of fire followed by melee.

As for the Elephants, Phalanx has them in two attractive shades that match the Dark Ages counter mix. If you don't have access to Phalanx or just don't want to mess with them, no problem. In the actual battle the Persians probably wished they had kept the pachyderms home.

#6 – ASHDOWN 871 (DARK AGES)

By: Kim Meints

Wessex (Alfred the Great)- 6 MS, 2 SD, 2 BO, 2AX, CM-1 #1, 2 #3. PV 56, PL 24. Vic Tac, Deploy First on any hill
Danes- 2 HC, 4 SD, 6 AX, 2 BO, CM-1 #2, 2 #3. PV 74, PL38, Vic Dec. Use Ferocity. Move First

Terrain-Ignore the rivers

#7 – SAURICOURT 881 (DARK AGES)

By: Steven B. Guy

French: 6 HC, 4 BO, 8 SD, 1 #2, 1 #3. PL 44. Victory: Tactical.
Vikings: 6 SD, 6 AX, 4 BO, 1 #2, 1 #3. PL 37. Victory: Tactical.

Notes: Vikings are ferocious as usual.

#8 – MAGHER-ALCHOL 936 AD (DARK AGES)

By: Kim Meints

Saracen- 10 SD, 14 HA, 6 OB, 2 CM#2, 1 CM#3, PV 110, PL 58, Vic-Tac
Byzantine-12 SD, 4 OB, 8 BC, 1 CM#2, 1 CM#3. PV 132, PL 66, Vic-Tac

Terrain- Only Hills on map

#9 – LECHFIELD 995 (DARK AGES)

By: Steven B. Guy

Germans 16 HC, CM: 1 #2, 1 #3. PV 116, PL 46, Vic: Mar
Magyars 12 MC, 12 HA, CM: 2 #3. PV 92 PL 37, Vic: Tac

#10 – ASHINGDON 1016 (DARK AGES)

By: Kim Meints

English- 16 MS, 6 BO, 4 AX, CM-1 #2, 1 #3,PV 66, PL 34, Vic Tac, Deploy First.
Danes- 8 MS, 6 AX, 6 BO, 2 MC, CM-1 #2, 2 #3. PV 82, PL 40, Vic Tac, Use Ferocity. Move First.

Terrain-Ignore the rivers and the hills north of the rivers.

#11 – FULLFORD 1066 (DARK AGES)

By: Steven B. Guy

Vikings: 10 AX, 10 SD, 6 BO, 1 #2, 1 #3 PL 54
English: 10 MS, 10 SD, 6 BO, 2 #3 PL 44

Deploy armies on opposite sides of a stream.

Use Viking Ferocity. Viking move first. Victory conditions, substantive for both sides.

#12 – HARRAN 1104 (DARK AGES)

By: Steven B. Guy

Turks (deploy first) 6 MC, 6 HA, CM: 2 #3 PV 66, PL 30, Vic: Tac
Crusaders (move first) 3 HC, 6 MS, 3 CB, CM: 2 #3 PV 50, PL 20, Vic: Tac

#13 – TINCHEBRAI 1106 (DARK AGES)

By: Kim Meints

Norman- 6 MS, 4 AX, 4 HC, CM-1 #2, 1 #3, PV 62, PL32. Vic Tac.
Anglo Norman- 4 AX, 4 MS, 5 HC, 3 CB, CM-1 #2, 2 #3, PV 82 PL40, Vic Tac

Players decide who deploys first.

Terrain-Ignore the Rivers.

#14 – BATTLE OF THE STANDARD 1138 (DARK AGES)

By: Steven B. Guy

English--14 SD, 10 BO, 1 #2, 2 #3, PL 55. Deploy on the double hill. Vic: Tactical
Scots--25 MS, 12 SD, 4 HC, 1 #2, 2 #3. PL 50. Vic: Tactical

Ignore woods hexes.

#15 – LEGNANO 1176 (DARK AGES)

By: Steven B. Guy

Germans--12 HC, 2 MS, CM 1 #3 leader. PL 42, move first. Victory, tactical.
Italians-- 6 HC, 8 MS, 4 CB, CM 1 #2 leader. PL 31, deploy first. Victory, tactical.

Note: Dark Ages version

#16 – ADRIANOPOLE 1205 (DARK AGES)

By: Steven B. Guy

Bulgarians: 30 HA, CM: 3 #3 PV 90, PL 40, Vic: Tac Moves First
Crusaders: 8 SD, 4 CB, 1 HC, CM: 1 #2, 1 #3 PV 66, PL 30, Vic: Mar Deploys First

#17 – LAS NAVAS DE TOLOSA 1212 (DARK AGES)

By: Kim Meints

Castilians: 16 MS, 10 HC, 4 MC, 1 CM #2, 2 CM#3. PV122, PL72. Vic-Tactical
Moors: 15 MS, 10 HC, 6 HA, 6 MC, 1 CM#1, 2 CM#3. PV 141, PL 92. Vic-Tactical

If the Castilian leader #2 is killed the Moors win a Decisive victory.

Terrain-No rivers or swamps

#18 – The BATTLE OF COURTENUOVA 1237 (DARK AGES)

By: Steven B. Guy

Lombards: 10 HC, 16 MS, 3 CM #3 PV 106, PL 42. Vic: Mar
Imperialists: 10 HC, 10 OB, 10 MS, 1 CM #2, 2 #3's PV 120, PL 48. Victory Tactical

Lombards Deployment: From the Y road intersection in the SE quadrant of the map (the one near the two hills), first deploy the heavy cavalry--two per hex on road hexes going north. The MS are deployed behind the heavy cavalry column, two per hex, still going north. You will end up with a road column 13 hexes long. Leaders can be placed as desired.

Imperialists enter Turn 1 on the road hex that exits the SE corner of the, or within two hexes either side of it.

Historical note: catching the army of the Lombard League in a column of march, Emperor Frederick II surprised and routed the vanguard cavalry. The foot further down the column were able to form up in some sort of order. Despite repeated cavalry charges and missile attacks from Frederick's Saracen bowmen, the foot was barely able to hang on until night, when they withdrew.

#19 – LAKE PEIPUS 1242 (DARK AGES)

By: Steven B. Guy

Crusaders 9 HC, 20 MS, 4 CB, 3 CM #3. Victory—tactical; PL 47
Russians 47 6 HC, 4 MC, 25 MS, 6 HA, 1 CM #2, 2 CM #3 Victory—tactical; —Panic

Russians Deploy first.
Crusaders Move first

Ignore all terrain and effects. Subtract two from all cavalry movement allowances.

#20 – LA FORBIE 1244 (DARK AGES)

By: Steven B. Guy

Egyptians/ Khwarezmids: 10 HA, 6 MC, CM: 1 #2, 1 #3 PV 64, PL 30, Vic: Tac
Crusaders: 1 HC, 6 MS, 5 HA, CM: 2 #3 PV 42, PL 20, Vic: Mar

Crusaders (deploy first)
Egyptians/ Khwarezmids (move first)

If possible, Egyptians/Khwarezmids should deploy with their right flank anchored on the sea--Crusaders should deploy with their left flank anchored on the sea.

#21 – EL MANSURA 1250 (DARK AGES)

By: Kim Meints

French. 12 MS, 12 HC, 6 MC, 2 CM #2. PV 128, PL72. Vic-Decisive
Arabs- 12 HA, 9 MC, 6 MS, 6 CB 2 CM#3 Vic-Tactical

French VC: Where ever the Arabs are deployed the French MUST plow through them and exit off the map in the Arab rear (use your judgement for the rear map edges-No loopholes lawyers!)

Arab VC: Prevent the French from exiting the map

Terrain-Only Hills on map are used.

#22 – MARCHFIELD 1278 (DARK AGES)

By: Steven B. Guy

Bohemians 20 HC, CM: 1 #2, 2 #3 PL 75, Vic: Dec
Hapsburgs 20 HC, 8 HA, CM: 1 #1, 2 #3 PL 83, Vic: Dec

Elimination of the Bohemian No. 2 CM (Ottokar) or the Hapsburg No. 1 CM (Rudolf) results in an immediate decisive victory for the opposing side.

Suggested deployment: the open area on the left hand side of the map. The terrain was flat and featureless, ideal for cavalry.