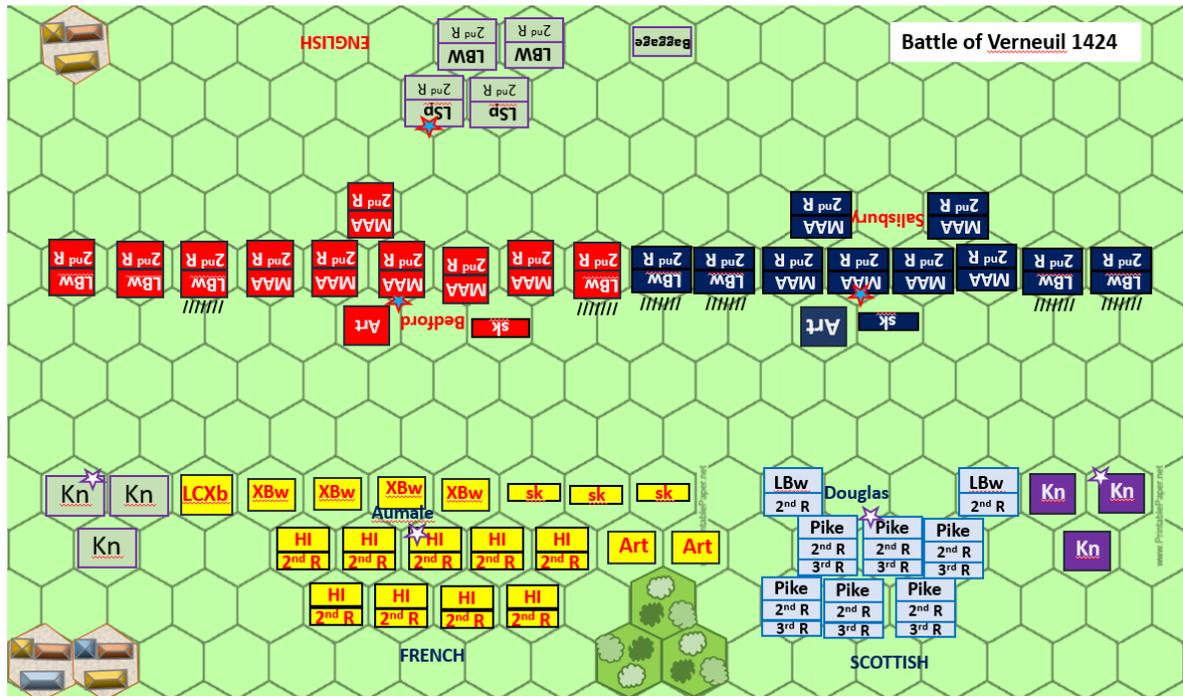


CHARLES THE BOLD SCENARIO

Hundred Years War - Battle of Verneuil – 17 August 1424



Buildings cannot be entered and count as impassable terrain.

Standard Map Symbols

	River/stream		Impassible mountains
	Hillside		Woods on a hilltop
	Archers Stakes		Woods on the flat
	Hill top		Towns
	Defensive Trench on a hilltop		Defensive Works
	Trench on the flat		Defensive Stone Tower
	Swamp		Major River

Note: Only full hexes can be entered by stands

Standard Medieval Unit Symbols

	Heavy Infantry with 2 nd rank		Light Cavalry		Long Spear with 2 nd rank
	Foot man-at-arms with second rank		Mounted Sergeant		Artillery
	Billman with 2 nd rank		Medium Cavalry		Longbows
	Longbows with 2 nd Rank		Knights		Pike Phalanx with 3 ranks
	Crossbows		Archers		Skirmishers
	Billman		Men-at-arms on foot		Handgunners
	Scottish Schiltron		Long Spear infantry		
			General		

CHARLES THE BOLD SCENARIO

Hundred Years War - Battle of Verneuil – 17 August 1424

In 1424 a new Scottish army under the Earl of Buchan arrived in France to assist the French against the English. Wanting to avoid a direct clash with the English the combined Scottish/French army commenced attacking English strongholds on the Norman border. They quickly took Verneuil causing the English Duke of Bedford to march out to retake it. Remembering previous disasters fighting the English the French counselled against battle but Buchan convinced them to make a stand.

English Commands			
French Commands			
Left - Salisbury +1	Reserve	Right - Bedford	
6 Two rank Men at Arms 4 Two rank Longbow stands behind stakes 1 Artillery 1 Handgun skirmisher	Baggage 2 Two rank Longbow stands 2 Two rank Gascons	6 Two rank Men at Arms 2 Two rank Longbow stands without stakes 2 Two rank Longbow stands behind stakes 1 Artillery 1 Handgun skirmisher	
French Cavalry - Left	French Infantry - Aumale	Scottish Pike - Douglas	Lombard Cavalry - Right
3 Knights	9 Two Rank Heavy Infantry 4 Crossbows 3 Crossbow Skirmisher 1 Mtd Crossbow 2 Artillery	6 Three rank Pikes [2 with superior front rank] 2 Two rank Longbow stands	3 Knights

ARMY LIST DEFINITIONS

Unit – Type of Unit, Order Rating A, B or C.

Cat – category of unit, is it a combat or support stand, what kind of unit, what special weapons or missiles does it carry. See the Abbreviation Chart for other categories.

MP – Movement Points, SP – Strength Points, IF – Impact Factor, BP – Break Points

?H – number of D6 added or subtracted at that firing range for stands with missile ability. Imp. S – Steady Impetuous stand

English Stands	Cat	MP	SP	IF	2H	3H	4H	6H	BP
MAA B	CS, Bill	1	6/5	2					3
Gascons B	CS, Long spear	2	5/4	1					2
Bows B [+1 firing vs knights]	SS, Shot, Longbow	2	4/4	0*	2	1	0		2
Skirmish B	SS, Sk, various	2	2	0	0	-1			1
Cannon B	SS, Art	1	2	0	1	1	0	0	1
Baggage	CS, various	0	5	0					3
French Stands	Cat	MP	SP	IF	2H	3H	4H	6H	BP
Knight C	CS, HC, Imp S	3/2	7	4					3
Heavy Infantry B	CS, Bill	1	5/4	2					2
Scottish Pike B	CS, Pike	2/1	[5] 4/4/4	1					2
Crossbows B	SS, Shot, XBow	2	4	0	0	-1	-2		2
Bows B	SS, Shot, Longbow	2	4/4	0	0	0	-1		2
Mtd Crossbows B	SS, LC, X-Bow	2	3	0	0	-1			1
Skirmish B	SS, Sk, various	2	2	0	0	-1			1
Cannon B	SS, Art	1	2	0	1	1	0	0	1

Knights drop to Impact 2 once they have taken losses, they drop to Impact 1 once their SP is 3 or less. Knights are impetuous at **4 hexes** range.

Scenario Rules.

1.0 English Baggage Train

If French Knights start a turn within clear sight of the baggage without stands between they must attempt to attack it, or move towards it a full move, in preference to any other action. They will turn to face it in preference to attacking a nearer stand. Knights attacking it are disordered and have no impetus. The baggage will not retreat but keep fighting until eliminated. Knights will not bounce off from an attack on the baggage but will retreat if beaten. They can lose 2SP per fight attacking the baggage. The baggage guards will not leave the baggage area. A defeated knight stand which retreats does not have to attack the baggage again. No other stands can enter the baggage hex, it is removed once it has been reduced to 0 like any other stand.

2.0 English Longbows

Longbows have two stands in the one hex one behind the other. Stands that start this way must stay this way. They take losses like other multi-stand units with any losses coming off of the rear stand and the front stand staying at full strength for firing and morale test purposes until the rear stand is eliminated. Both stands can fire but the back stand loses 1D6 for firing over the front stand. Their shots are taken individually. They must fire at the same target. If the target is eliminated by the first stand firing the second stand can only fire that round if there is a target in one of the two hexes directly behind the eliminated target. The rear rank loses an extra 1D6 if the stands are firing overhead over more intervening stands. English Longbow men can attack enemy foot stands but have no Impact bonus.

2.1 The English Longbow stands in this battle are highly trained 100 year war veterans. They get an extra 1D6 firing at enemy knights.

2.2 Stakes

Some of the Longbow men are set up behind stakes. Stakes are removed if the bow men leave the hex. Stakes protect the 2 front face hex sides, not flank or rear.

Foot stands attacking Longbow stands behind stakes get no impact and lose 1D6 even if the archers are only a supporting stand in the combat.

Knights attacking automatically disorder, have no impact and lose 2D6, even if the archers are only a supporting stand in the combat.

Knights can take 2SP losses if beaten in melee attacking Longbows behind stakes, even if the longbows are only the supporting stand in the combat.

2.3 Defensive Fire

- Without Cover

Longbow men in the open without stakes get no defensive fire against Knights.

Only the front rank can defensive fire against attacking foot stands.

- With cover

If in cover or in terrain that removes the attackers Impact they can fire defensively with both ranks.

These longbow men are highly trained [100 Years War veterans] so can fire DF at the 2H rate [+2D6 against foot, +3D6 against HC].

2.4 Supporting Fire

If in the open and supporting a Combat Stand Longbows can fire their front rank at full normal DF effect even if the attacker is HC or MC.

If in the open and supporting a Support Stand Longbows can fire their front rank at half effect if the attacker is on foot.

If in cover or behind stakes and supporting a CS or Shot both ranks can fire at full effect against any.

As highly trained longbows these stands can fire all supporting fire at the 2H rate [+2D6 against foot, +3D6 against HC].

CHARLES THE BOLD SCENARIO

3.0 In the first turn the two French flank commands of Knights move first in any order determined by the French player. Knights are impetuous at **4 hexes** range.

4.0 Scottish Nobles

2 blocks of Scottish Pikes have a noble front rank, these blocks fight with 5SP in the front rank. However, as soon as a stand is taken off of that pike block [after 4SP losses] the noble rank is removed and the pikes drop to a 4SP front rank. These pike blocks must start in the front rank of the Scottish pike force.

Victory Point Chart.

No. is the number of this kind of stand in the army. BP is the Break Points for each of those stands. TP is the Total Points for that kind of stand in the army. Keep a tally of each stand lost. Multiply this by the BP to get the number of points lost.

Immediately the points lost tally passes the army break point that army has broken and has lost. If both sides pass their army BP in the one final melee then it is a draw unless the scenario specifies otherwise. Losses are determined for the whole army.

English	No.	BP	TP	Stands Lost	Points Lost
MAA B	24	3	72		
Gascons B	4	2	8		
Archers B	20	2	40		
Skirmish B	2	1	2		
Cannon B	2	1	2		
		50	124		

French	No.	BP	TP	Stands Lost	Points Lost
Knight C	6	3	18		
Heavy Infantry B	18	2	36		
Scottish Pike B	18	2	36		
Crossbows/Bows B	8	2	16		
Mtd Crossbows B	1	1	1		
Skirmish B	3	1	3		
Cannon B	2	1	2		
		45	112		