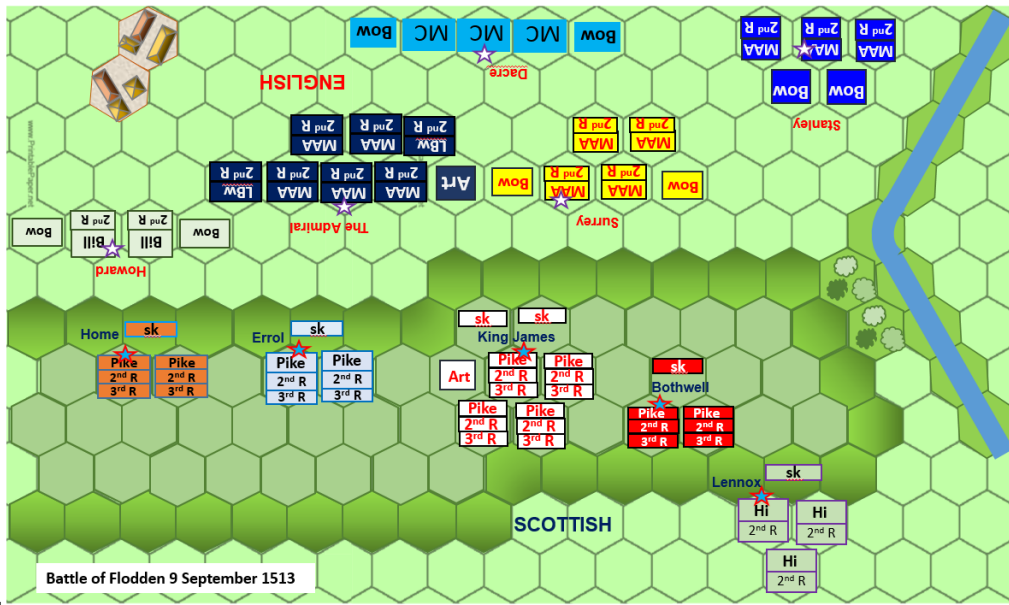


CHARLES THE BOLD SCENARIO

Flodden Field – 9 September 1513



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 Schiltrons		Long Spear infantry		
			General		

CHARLES THE BOLD SCENARIO

Flodden Field – 9 September 1513

English King Henry VIII launched an invasion of France in conjunction with a Hapsburg Imperial invasion. The French King requested that Scotland invade the North of England to encourage Henry to withdraw his army from France. King James IV of Scotland led an army in England. The English Earl of Surrey gathered an army and moved North to confront the Scots who had taken up a strong position on Flodden Edge. Surrey marched around this position and threatened the Scottish rear forcing the Scots to change front and fight.

English Commands				
Left - E Howard	The Admiral		Dacre's Prickers	
2 Two Rank Bills 2 Longbow	5 Two rank Men at Arms/Bills 2 Two rank Longbow 1 Artillery		3 Border Horse 2 Longbows	
	Surrey		Stanley	
	4 Two rank Men at Arms/Bills 2 Longbow		3 Two rank Men at Arms/Bills 2 Longbow	
Scottish Commands				
Home	Errol	King James	Bothwell	Lennox [Highlanders]
2 Three rank Pikes [1 with Noble front rank 1 Skirmisher	2 Three rank Pikes [1 with Noble front rank 1 Skirmisher	4 Three rank Pikes [2 with Noble front rank] 1 Artillery 2 Skirmisher	2 Three rank Pikes [1 with Noble front rank 1 Skirmisher	3 Two Rank Highlanders 1 Skirmisher

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
Bills B	CS, Bill	1	5/4	2					2
Border Horse	CS, MC, lance	3	5	2					2
Bows	SS, Shot, Longbow	2	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
Scottish Stands	Cat	MP	SP	IF	2H	3H	4H	6H	BP
Scottish Pike B	CS, Pike	1	5/4/4	1					2
Scottish Pike with Nobles B	CS, Pike	1	6/5/4	1					2
Highlanders C	CS, Various	2/1	4/4	4					2
Skirmish B	SS, Sk, various	2	2	0	0	-1			1
Cannon B	SS, Art	1	2	0	1	1	0	0	1

Scenario Rules.

1.0 Scottish Nobles. Some blocks of Scottish Pikes have a noble front rank, these blocks fight with 6SP in the front rank. However, as soon as the first stand is taken off of that pike block [after 4SP losses] the noble rank is removed and the pikes drop to a 5SP front rank with a 4SP rear. These pike blocks must start in the front ranks of the Scottish pike commands.

2.0 Longbows can 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.

2.1 Supporting Fire. If in the open and supporting a MAA/Bill Stand Longbows can fire their front rank in Supporting Fire at full normal DF effect. The back rank cannot fire Supporting Fire. If supporting any other stand then Supporting Fire is at half effect.

2.2 Defensive Fire. Only the front rank of Two Rank Longbows can defensive fire against attacking stands.

3.0 Whilst they are still 2 ranks deep the Scottish Highlanders must pursue if they win a battle. They use the Impetuous stands pursuit chart.

4.0 The hill gives no uphill combat advantage, but does affect visibility.

CHARLES THE BOLD SCENARIO

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 [Front rank of English MAA/Bill block]	12	3	36		
Bills [E.Howards command and back ranks of MAA/Bill]	16	2	32		
Border Horse	3	2	6		
Bows	12	2	24		
Cannon	1	1	1		
		40	99		

French	No.	BP	TP	Stands Lost	Points Lost
Scottish Pike	30	2	60		
Highlanders	6	2	12		
Skirmish	6	1	6		
Cannon	1	1	1		
		35	79		