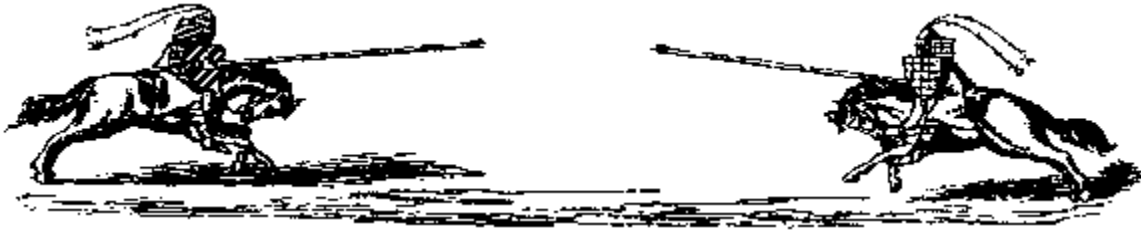


Scenarios for

Knights & Knaves

by Les Benoodt and Phil Johnston



This booklet contains a half dozen scenarios for use with the medieval skirmish rules *Knights & Knaves*. It is being distributed as a premium to owners of K&K who registered their purchase with Historic Enterprises by returning the reply card in the rules package. In other words, if you didn't buy a copy of K&K, you're not supposed to have this booklet.

A couple of notes are in order. First, the scenario descriptions should only be regarded as guidelines. If you have different figures or terrain or whatever than what the scenario calls for, please feel free to substitute wherever needed. A few of the scenarios are based on historical events, but the remainders are hypothetical but typical skirmishes of the period. As usual, we have not given armor or weapons data, since you are supposed to use whatever is on your figures. Forces listed with shooting skills obviously have some kind of missile weapons though. Also, please feel free to designate sergeants as needed, with morale bonuses.

Second, we tried to put in a wide variety of scenarios covering everything from the Dark Ages to the Hundred Years War. Hopefully, this will cover most of you.

Finally, the maps are hand drawn. Phil never could master the *Freehand* software, so he eventually gave up and Les had to resort to pen and ink. His artwork may not be that impressive. But, it is at least legible, which beats Phil's maps. All maps are sized for a 4' by 6' table.

Thanks again for supporting Historic Enterprises.

Scenario One

The Sack of Lindisfarne

A.D. 793

Background

In A.D. 789 the first of the Norse raids into England took Place. Over the next 200+ years, Viking raiders plundered the coasts of England and the Continent. One of the more famous raids was that upon Lindisfarne in A.D. 793. This scenario is based upon that event.

Forces

Saxon

Figure Type	# in Force	Morale	Fighting Skill	Shooting Skill
Abbot/Lord	1	9(+1)	6	na
Friars/Peasant	5	5	4	na
Coerl/Soldier	5	5-8	5-8	na
Coerl/Soldier	5	4-6	4-6	5-7
Peasant	6	4	4-5	na

Viking

Figure Type	# in Force	Morale	Fighting Skill	Shooting Skill
Jarl/Lord	1	10(+3)	10	na
Hirdsman/MaA	3	8	8	na
Bondi/Soldier	8	7	5-8	na
Bondi/Soldier	4	7	5-7	5-7

Note: The scenario is fairly modest in scope. You may expand it by adding additional Viking and Saxon forces, additional huts, etc. or even a reinforcing Saxon fyrd contingent coming to the rescue. (To call for help, the locals must light a bonfire, allowing it to burn for 3 turns. The reinforcements will come in 3D10 turns later anywhere along the western edge of the table.)

Dispositions

The Saxons may set up anywhere they wish. A ship rowing toward the shore is hard to hide, so they are considered to have mustered anywhere they want.

The Viking's ships (1ship per 16 figures) will land on turn 3 but must indicate the landing point at the beginning of turn 1.

Special Rules

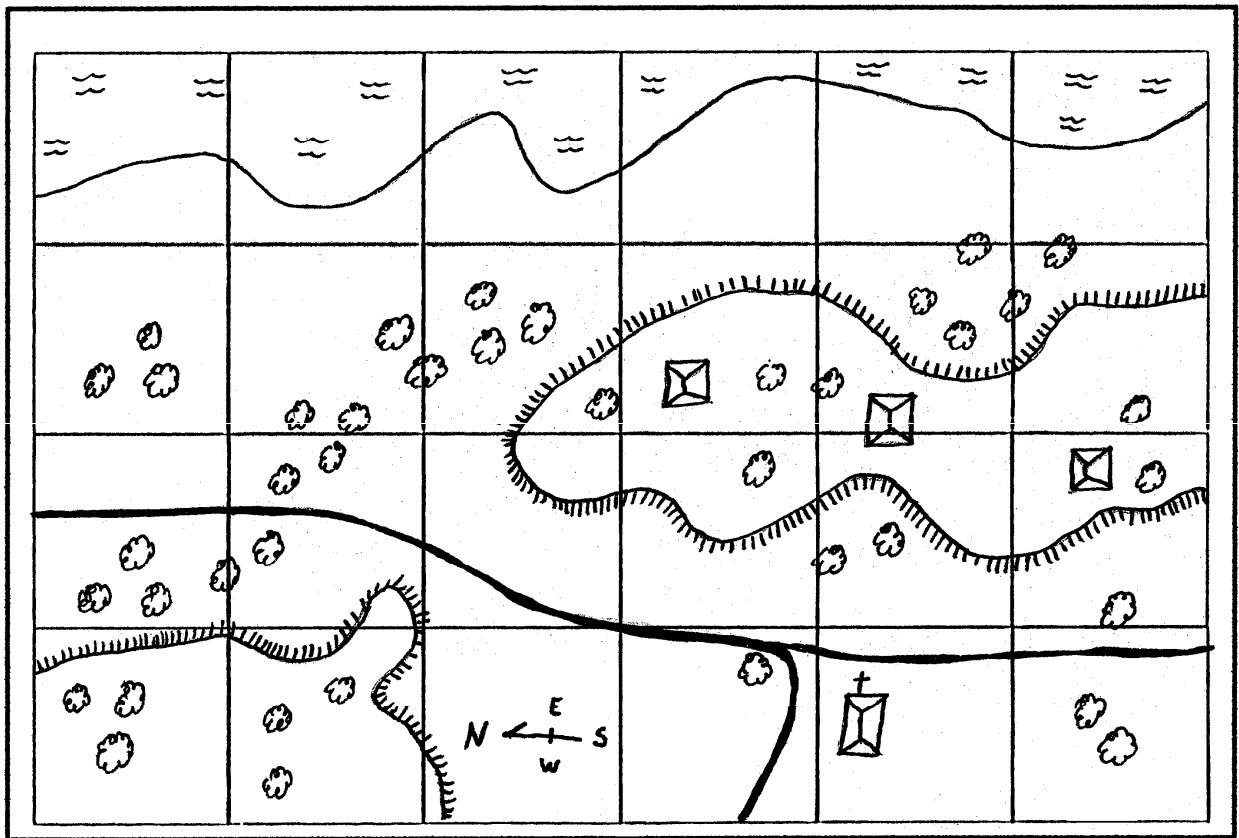
The Saxon player must secretly roll 1D10 for every building on the map — 3D10 for the church. That is the sack value of each building. Only the Saxon player may know these values at the first. As a building is taken, the Saxon player must inform the Viking of the sack value of that building. Each Viking may carry 5 sack points, and each Viking so laden must return to the ship before going after more loot or Saxons. Also, any peasant women/children are worth 5 sack points. (Use 3-5 figures if you have them.)

There is no time limit for this scenario.

Victory Conditions

The Vikings must leave with more sack points than the Saxons have remaining in order to win. It takes a minimum of 6 Vikings to move their ship plus one to lead them, so don't get all your men killed. Wounded Vikings may row and carry loot. The Saxons win by preventing this by any means possible — except killing your won women and children.

(Note: this scenario can be converted to Vikings vs Carolingians, Normans vs Saxons, English or French raiding each other in the 100 Years War, etc. Just keep the ratios the same and make the local defense force weaker in quality.)



Scenario Two

A Well-Watered Acre

A.D. 1190

Background

The Third Crusade spent almost two years besieging Acre. During that time the Crusaders were often short of provisions and were constantly harassed by Saracens. This scenario recreates the attempt of a group of Crusaders to obtain water from an oasis outside their lines.

Forces

Crusader

Figure Type	# in Force	Morale	Fighting Skill	Shooting Skill
Lord/Lord	2	9-10(+3)	9-10	na
Knight/Knight	6	9(+2)	8-9	na
Mtd Sgt/MaA	6	5-8	5-8	na
Foot/Soldier	10	5-7	5-7	na
C-bow/Soldier	8	7	5-6	6-8
Pilgrim/Peasant	8	4	3-4	4-6

Saracen

Figure Type	# in Force	Morale	Fighting Skill	Shooting Skill
Amir/Lord	3	9-10(+3)	9-10	8-9
Askar/Knight	6	8-9(+1)	7-9	7-8
Syria Cav/MaA	12	5-8	5-8	5-7
Turco/Soldier	12	5-8	5-8	5-7
Andath/Soldier	10	5-7	4-7	na
Ft Archers/Soldier	10	5-7	4-6	5-7

This scenario is designed for two Crusader players and three Saracen players. The players may divide up the troops however they wish. No discussion among the players should be allowed except for pre-game planning and when player/figures are in contact. As usual, no one is in overall command for either force.

Dispositions

The Saracens may deploy in the open or in hiding anywhere within 3 feet of the oasis. The Crusaders must enter along the board edge farthest from the oasis. (This is a good scenario for trying out those standing orders rules.)

Special Rules

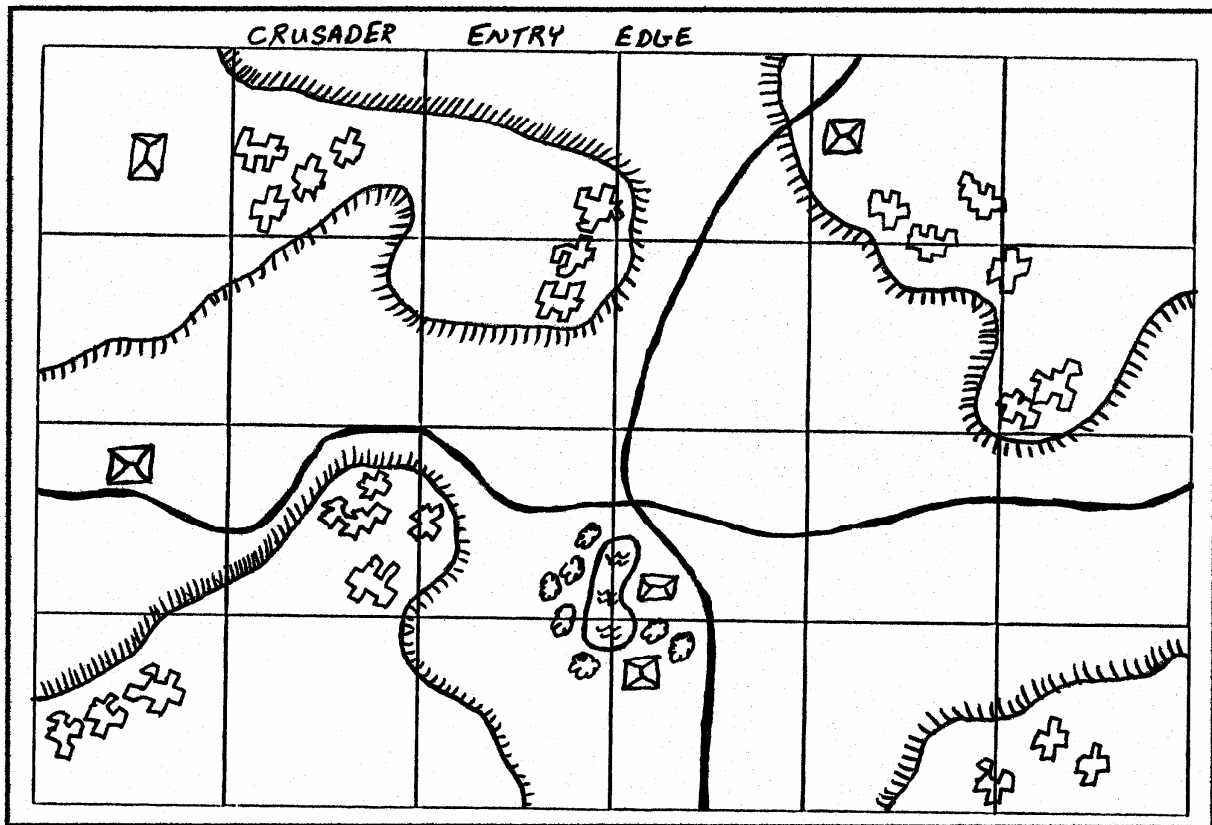
The Crusader force should include 8-10 pack animals or 2-3 tumbrels. The pilgrims or foot can lead these. Camels and oxen have stamina levels of 12 points each, horses have 8. All move at 10" per turn. Two pilgrims can carry as much as one pack animal. (They're used to that kind of work.)

Because of the heat, permanent fatigue levels are reached every 6 turns instead of every 10.

Victory Conditions

The Crusaders must bring at least half their pack animals/tumbrels to the oasis, keeping them there 5 turns and leave by the same board edge they entered on. (Two pilgrims can be considered the equivalent of one pack animal for this purpose.) The Saracens win by capturing more than half the pack animals or tumbrels – pilgrims don't count. Any other result is a draw, unless your player/figure got killed, in which case you lose.

(Note: this scenario can be played by fewer or more participants by adjusting the Crusader/Saracen forces proportionally – it should be about 5-4.)



Scenario Three

Two Saxons in the (Am)bush

A.D. 1067

Background

After Hastings, the Normans conquered the rest of England, but for many years could dominate only the countryside immediately surrounding their castles. The bush belonged to the Saxons, Welsh, etc. In this scenario, a Norman retinue is ambushed by Saxons – or their moral equivalent.

Forces

Norman

Figure Type	# in Force	Morale	Fighting Skill	Shooting Skill
Noble/Lord	1	10(+3)	10	na
Milites/Knight	4	8-9(+1)	7-9	na
Armigeri/MaA	4	7-8	6-8	na
Spear/Soldier	7	5-7	5-8	na
Archer/Soldier	6	5-7	4-6	5-7

Saxon

Figure Type	# in Force	Morale	Fighting Skill	Shooting Skill
Thegn/Lord	1	9(+3)	10	na
Genatas/MaA	8	8-9	7-9	na
Kotsetla/Soldier	8	5-7	5-8	na
Archer/Peasant	6	4-5	4-5	5-7
Serf/Peasant	10	4-5	4-6	na

This scenario can be expanded from the 2-player version here to a 4-player version by doubling the forces or dividing the forces into two commands each with the third and fourth players as sergeants. Also, you can substitute Celts for Saxons. Or make this a brigand raid by reducing the number of Normans by one-third and downgrading the quality of the Saxon Geneatas by one level. (In this case each brigand counts for two points, like the Normans. See victory conditions.)

Dispositions

It's going to be tough going for the Normans, who must move along the road from one board edge to the other. The Saxons may set up anywhere and may be hidden. Again the standing order rules may come in handy.

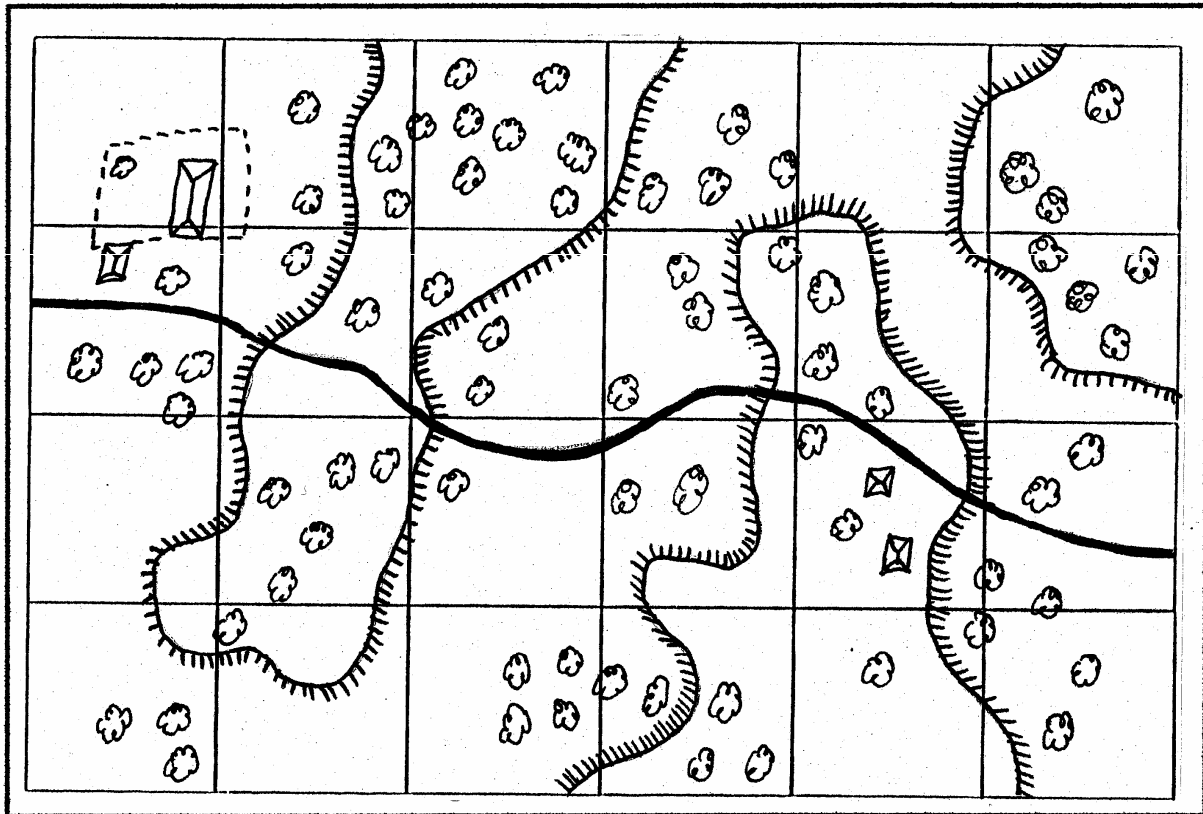
Special Rules

If the Normans, except the noble and milites, leave the clearing along the road, their morale drops by one. (The woods are dark and scary.) If the thegn is disabled or stunned, all the serfs will boot, no questions asked.

Victory Conditions

This is a killing for killing's sake fight. Each disabled Norman counts as two victory points to the Saxons. Each Saxon counts as one victory point to the Normans. The noble and thegn are worth three victory points, five if they are disabled but are captured and live for later humiliation and execution.

In the brigand version count each brigand as two points – thieves are somewhat more reluctant to die in the cause of a bag of gold than rebel/patriots in the cause of their people.



Scenario Four

Bertrand Gets His Man

A.D. 1354

Background

One of the most prominent enemies of the English during the Hundred Years War was a Breton known as Bertrand du Guesclin. Waging a relentless *petit guerre* against the English invaders, Bertrand eventually rose to become Constable of France. In 1354, while Bertrand was visiting the castle of Montmuran, and English force under Sir Hugh Calverly approached – with an eye toward taking and plundering said castle. Instead, Bertrand, with 30 followers, ambushed the English in the woods near the castle and captured Sir Hugh.

Forces

French

Figure Type	# in Force	Morale	Fighting Skill	Shooting Skill
Bertrand/Lord	1	10(+3)	10	na
Retainers/MaA	6	8-9(+1)	7-9	na
Lt Cav/Solder	18	7-8	6-8	7-9
Lt Cav/Soldier	6	7-8	7-8	na

English

Figure Type	# in Force	Morale	Fighting Skill	Shooting Skill
Sir Hugh/Lord	1	9(+3)	9	na
Retainers/MaA	15	7-8	7-8	na
Foot/Soldier	15	5-7	5-7	na
Archer/Soldier	15	4-5	4-5	6-8

The French Light Cavalry with shooting skills are mounted archers and/or crossbowmen. All the French are mounted; among the English only Sir Hugh and his retainers are mounted.

This scenario can be played by two or more people. Designate some of the retainers on each as extra player/figures.

Dispositions

The English must enter and move along the road until attacked. Once attacked, they may move freely. The French may set up anywhere.

Special Rules

If Sir Hugh is surrounded by French (i.e. no English within command range and at least six Frenchmen blocking on all sides – four Frenchmen if Sir Hugh is wounded), he must yield. The French must accept.

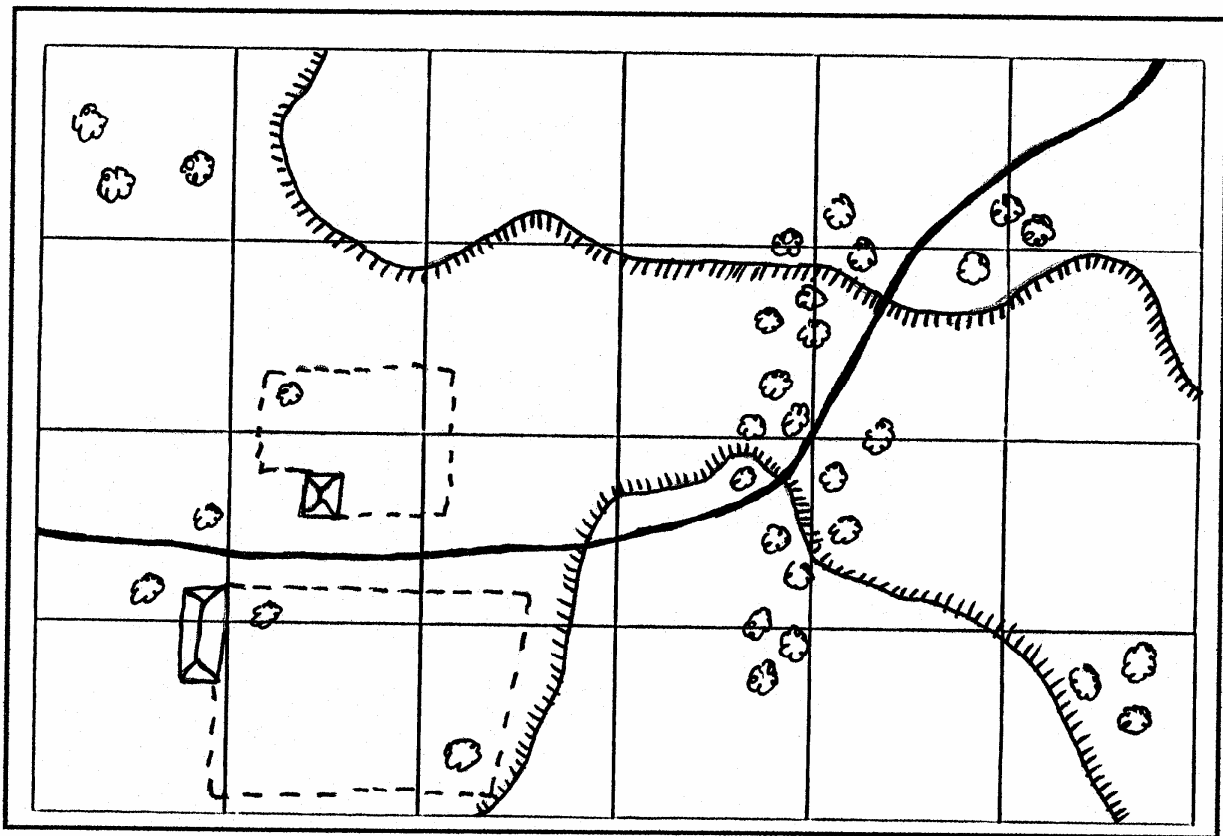
Mounted archers/crossbowmen may attempt to reload while mounted. For this purpose roll for mounted archers as if they were dismounted crossbowmen and mounted crossbowmen as if they were handgunners. (Crossbow teams are not allowed.) don't forget to roll for horse panic. Also, no archer/crossbowman may attempt to load while his horse moves at anything above a trot.

Victory Conditions

The French win by disabling or capturing more than half the English – and capturing Sir Hugh.

The English win by disabling half or more of the French, not losing Sir Hugh and exiting more than half their number off the opposite end of the table.

Everything else is a tie, but if Sir Hugh is captured, Bertrand can consider it a personal victory – he gets a large ransom.



Scenario Five

Raising the Siege

A.D. 1360 -1420

Background

This scenario is set during the Hundred Years War, but it can be translated to virtually any period. The premise is that an English expeditionary force (i.e. the select team) has besieged a French lord and his retainers in a small castle. The lord's sons have scoured the country side and called out the *arriere ban* – the local militia – to relieve their father. Hence the English force and besieged French force are small but of good quality; the relieving force is large and somewhat unsteady.

Forces

French besieged

Figure Type	# in Force	Morale	Fighting Skill	Shooting Skill
Father/Lord	1	10(+3)	10	na
Retainers/MaA	4	8-9	7-9	na
Crsbw/Solder	6	7-8	6-7	5-7
Foot/Soldier	5	7-8	7-8	na

English

Figure Type	# in Force	Morale	Fighting Skill	Shooting Skill
Noble/Lord	1	10(+3)	10	na
Knights/Knight	6	8-9(+2)	7-9	na
Archers/Soldier	10	7-8	6-8	7-8
Foot/Soldier	10	7-8	5-8	na

French Relieving Force

Figure Type	# in Force	Morale	Fighting Skill	Shooting Skill
Sons/Lord	2	10(+2)	8-9	na
Foot/Soldier	6	7-8	7-9	na
Foot/Peasant	18	4-6	4-6	4-6
Foot/Peasant	18	4-6	4-6	Na

The members of the French relieving force who have shooting skills may be armed with bows, crossbows, slings or big rocks. The remainder should be whatever peasant type figures you can muster.

Dispositions

Obviously the French noble and his group must deploy in the castle. They may leave at any time.

The English must deploy in the area marked as the encampment. They may move freely once any of the relieving force is sighted.

The arriere ban boys may come in anywhere, in a single group or in two separate bodies, one under each son.

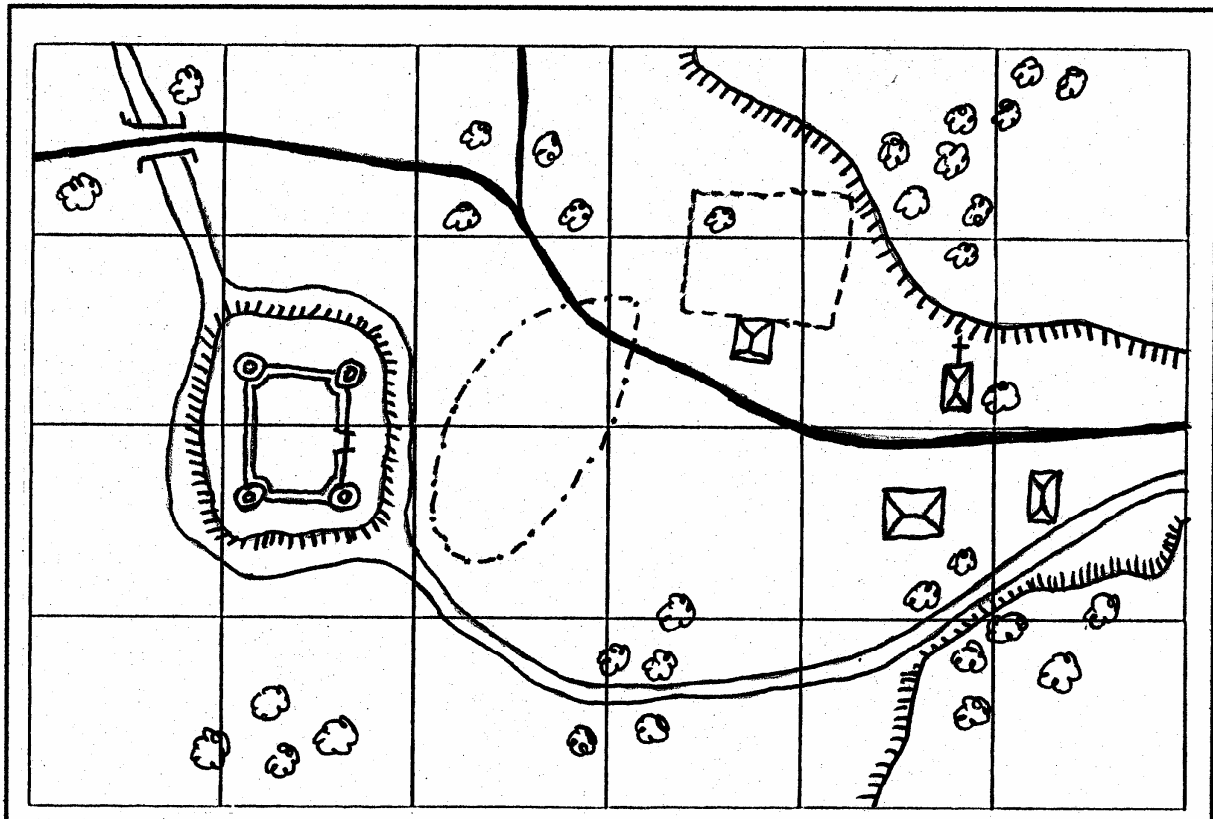
Special Rules

Treat the sons as lords except that figures failing morale for seeing them fall may recover morale and continue to fight.

Victory Conditions

The English win if they chase off the French relieving force or take the castle.

The French win by killing or driving off the English. If the French drive off the English but both French noble sons die, then the victory is tinged with great sorrow. If only one son dies, it has no effect.



Scenario Six

The Battle of the Bovines

A.D. 1300-1400

Background

The Scots along the English border kept up a lively trade in plundering their neighbors during much of the Middle Ages. The English often reciprocated. In fact, this scenario can be played as a Scots expedition against the English, English against the Scots, Italians vs other Italians, Germans vs Germans, etc. Everybody loves a little foraging at his neighbor's expense.

Forces

Scots

Figure Type	# in Force	Morale	Fighting Skill	Shooting Skill
Laird/Lord	1	10(+3)	9	na
Knights/Knight	2	8-9	8-9	na
Lt Cav/MaA	4	6-8	7-8	Na
Foot/Soldier	12	5-8	5-7	na
Archer/Soldier	6	5-8	4-6	5-7

English

Figure Type	# in Force	Morale	Fighting Skill	Shooting Skill
Noble/Lord	1	10(+3)	9	na
Knights/Knight	4	7-9(+2)	7-8	na
Archers/Soldier	8	5-8	5-7	6-8
Foot/Soldier	8	5-7	6-7	na
Locals/Peasant	10	4-6	4-6	4-5

The locals are just that and may be armed with whatever is at hand.

Dispositions

The English may deploy anywhere in one group or many. They have a lot to defend. (Detachments with standing orders may be appropriate, as may additional player/figures.)

The Scots enter anywhere along the south edge of the map. They also may come in as one group or in separate bodies. (Remember that all figures are considered controlled when not within sight of the enemy.)

Special Rules

You will need plenty of livestock to play this scenario. Distribute 15-25 cows, horses, pigs, sheep, etc. among the three farms. Livestock moves as a walking horse and must be driven

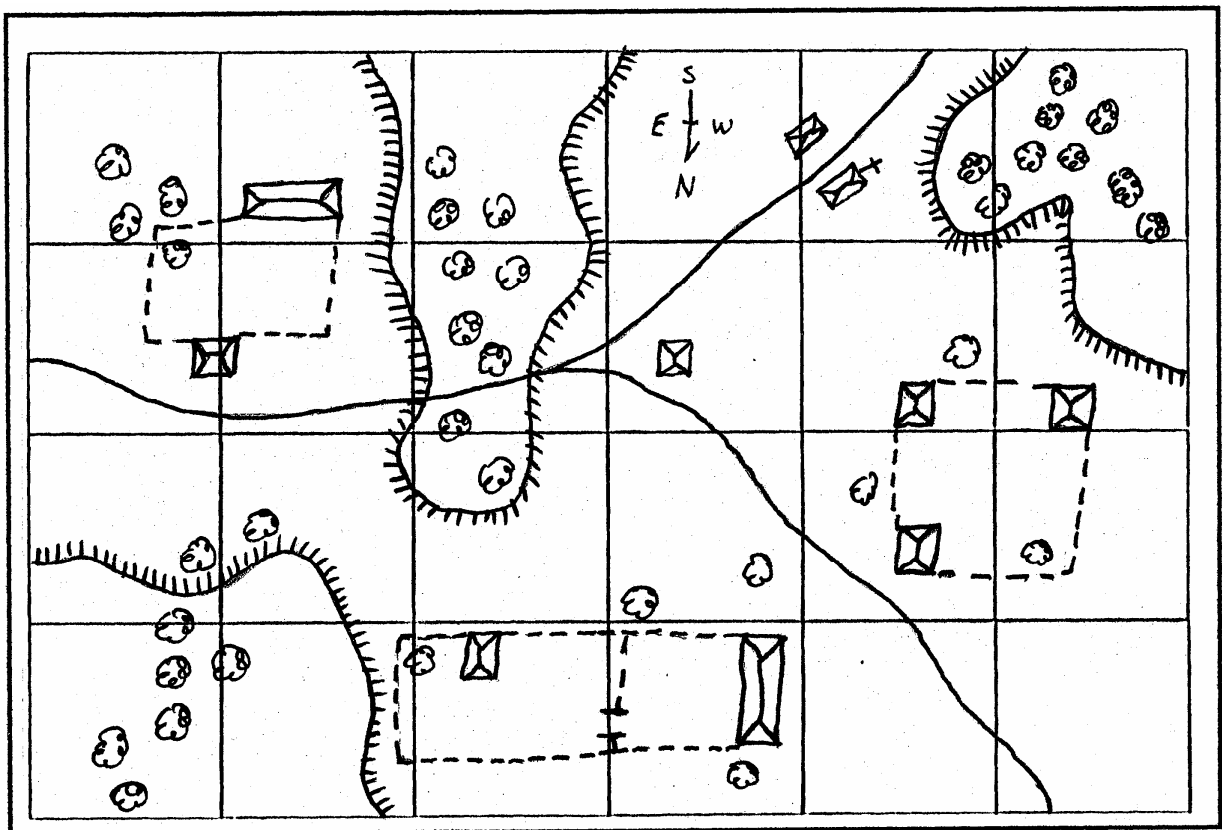
by at least one figure for every 8 animals. (Remember to keep the cattle within command range of their drivers – who of course may be given standing orders to drive them to this place or that.)

Victory Conditions

Simple. The Scots must capture and remove from the table all the livestock and other movable possessions of at least three of the five sites on the table – three farms, an inn and the small parish church with parsonage. They may choose any three they wish.

The Scots care nothing for losses, since it's easier to make new children than to get this kind of wealth. (If you think this too bloodthirsty, then require the Scots losses to remain below 50 percent.)

If the Scots capture – alive – the English lord or any two knights, that counts in value as if it were one of the sites noted above.



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