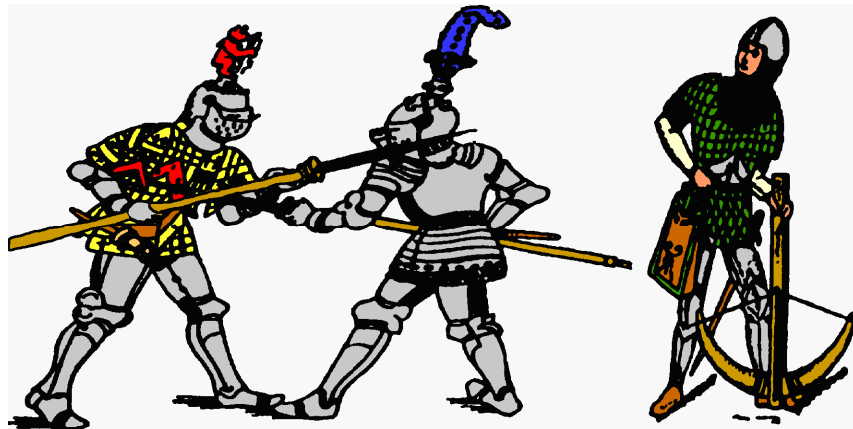
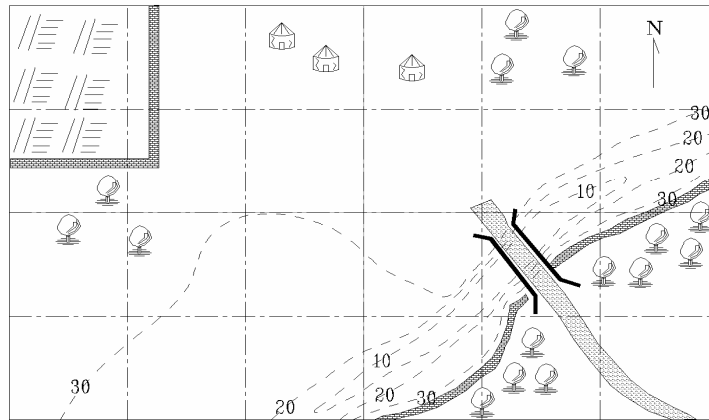


# *More Knights & Knaves.*

*New scenarios & retinue lists for use  
with Knights & Knaves and other  
Medieval skirmish rules.*



# The Getaway



## Background

After a successful cattle raid, the perpetrators are attempting to abscond with their booty (2 packhorses full of loot and 15 cattle). They must cross the bridge and exit the table via the road in the southeast corner. The locals have rallied and are returning in force.

## Victory Conditions

The raiders must get more than half their plunder and  $\frac{2}{3}$  of their forces off the road edge to win. The locals win by disabling, chasing off or capturing the enemy raiders and recovering more than half their goods. Any other result is a draw.

## Special Rules

The river is not fordable at any point. It may only be crossed at the bridge. The raiders may NOT kill the cattle. Roll for random cattle

movement using activation rules. Use any raiders as “cattle sergeants,” who may modify the die roll for each animal. Ignore “enter melee” results. One sergeant may affect up to 7 animals. Cattle moves only at the walk or trot in whatever direction the sergeant wishes to move.

## Forces

### Raiders

Figure type	Morale	Fighting skill	Shooting skill	# in force
Lord	9 (+3)	9	NA	1
Men-at-arms	7-8	6-8	NA	4
Sergeants	7 (+1)	7	6-7	3
Soldiers	6-7	6	6	8

### Locals

Figure type	Morale	Fighting skill	Shooting skill	# in force
Lord	8 (+2)	8	NA	1
Men-at-arms	7	6-8	NA	5
Sergeants	6 (+1)	6	6	4
Soldiers	6	6	6	5
Peasants	5	5	4-5	12

Peasants are armed with a mixture of swords, axes and farm implements. Others are armed with swords, spears, axes, bows (or slings), etc.

### Force Options

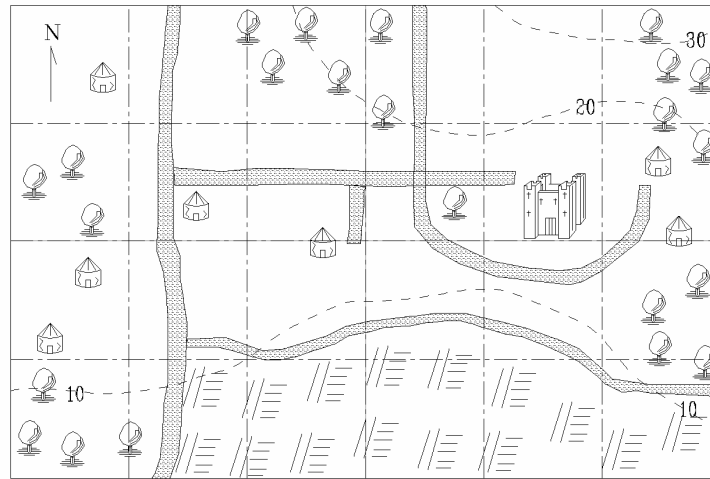
Saxons vs Saxons	Saxons vs Celts	Celts vs Celts (no chariots)
Feudal vs Feudal	English vs French	Scots vs Scots
Japanese vs Japanese	Franks vs anyone	Russian vs Teutonic
Vikings vs Franks	Vikings vs Saxons	Mexican vs Mexican*

\*(use bond prisoners instead of cattle/roll for activation normally)

### Disposition

The raiders start at any edge of the field. A detachment of not more than 5 figures may be at the bridge. The locals may enter from any combination of map edges

## Stand and Deliver



### Background

An important convoy is headed from the southwest board edge (on the road) to the castle. (It either may carry gold, an important princess or religious relics.) Enemies are trying to capture the convoy and get it off the table before reinforcements from the castle can come to its succor. This is best handled as a three-player game.

### Victory Conditions

The convoy player must get his cargo to the castle. His opponent must **CAPTURE** and remove the valuable cargo from the table. Neither may damage the important cargo. There is no time limit.

### Special Rules

Reinforcements from the castle consist of not less than  $\frac{1}{2}$  of the total force. It may be considered to have a standing order and may roll for activation as soon as any convoy escort is shot at or

engages in melee with the opposing forces. The convoy may move off the road at  $\frac{1}{2}$  walk speed. The convoy comprises 2

### Forces

Escort/Castle garrison

Figure type	Morale	Fighting skill	Shooting skill	# in force
Lord	10 (+2)	9	NA	1
Knights	9	9	NA	4
Men-at-arms	8	7-8	NA	5
Sergeants	8 (+1)	7-8	7-8	4
Soldiers	6-7	6-8	6-7	10

### Attackers

Figure type	Morale	Fighting skill	Shooting skill	# in force
Lord	10 (+2)	9	NA	1
Knights	9	9	NA	4
Men-at-arms	8	7-8	NA	5
Sergeants	8 (+1)	7-8	7-8	4
Soldiers	6-7	6-8	6-7	10

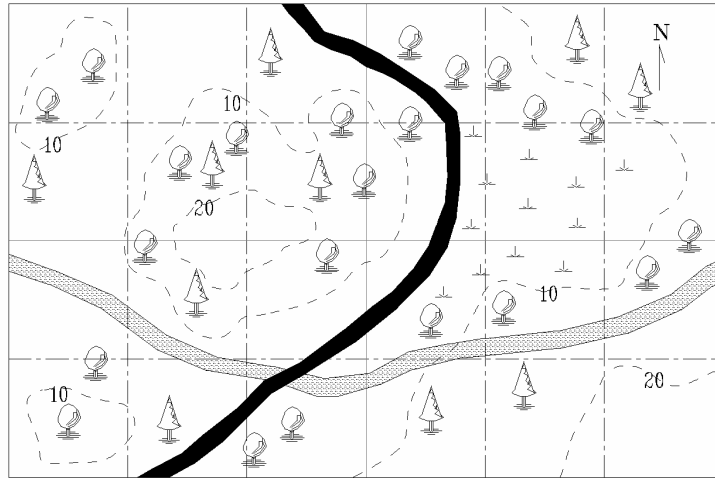
### Force Options

Any feudal retinue list, but works particularly well for Japanese vs Japanese or Swiss vs Imperialist. In both cases, raise all morale by 1 (up to 1 maximum of 10) and consider the drivers as sergeants.

### Disposition

The convoy begins on the southwest road edge. The raiders may enter on any combination of road edges on turn 2 or anytime thereafter. The garrison may not leave the castle until it successfully activates its conditional order (roll 14 or more on 2D10, adding 1 per turn).

## Forcing the River



### Background

The army is on the move. Its vanguard is tasked with taking an important river ford quickly to enable the army to make a dash at an undefended castle nearby.

### Victory Conditions

The attacker must drive the defenders at least two map squares from the ford in 15 turns or less.

### Special Rules

The defender may set six pavisers and/or light mantlets anywhere (not within 1 foot of the table edge).

**Forces****Attackers**

Figure type	Morale	Fighting skill	Shooting skill	# in force
Lord	10 (+3)	9	NA	1
Knights	9 (+1)	8-9	NA	6
Men-at-arms	7-8	7-8	NA	6
Sergeants	7 (+1)	7	6-7	4
Soldiers	6-7	6	5-6	10

**Defenders**

Figure type	Morale	Fighting skill	Shooting skill	# in force
Lord	10 (+2)	9	NA	1
Knights	9	9	NA	4
Men-at-arms	8	7-8	NA	4
Sergeants	7 (+1)	7-8	7-8	4
Soldiers	6-7	6-8	6-7	8

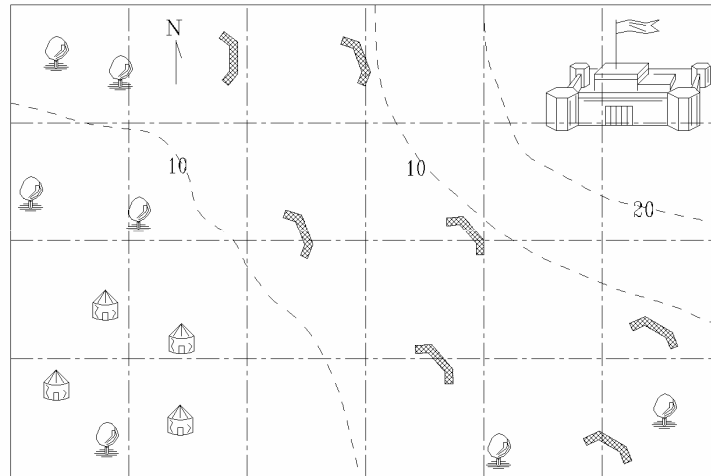
**Force Options**

English vs French	Spanish vs Moorish	Swiss vs Imperialist
Mongol vs Russian	Mongol vs Poles	Roman vs Germanic
Persian Mongol vs Ottoman Turk	Moorish vs Franks	

**Disposition**

The attackers enter on the west road edge or within 1 foot of the road edge. The defenders may set up anywhere but not within one foot of the table edge. The attackers have the option of bringing any or all of their forces along the north or south map edges, west of the river. The arrival of these forces will be delayed 1-10 turns (roll 2D10 and divide in half rounding down).

# A Stormy Night



## Background

This follows the previous scenario and the two may be played one after the other. The invaders eventually forced the crossing and plan to storm a castle.

## Victory Conditions

The attacker must take the castle. Any other result is a victory for the defender.

## Special Rules

The defender must roll for surprise using Castles, Cogs & Chevauchées surprise rules. If the attacker won the previous scenario, the attacker gets a +5 modifier on the surprise table. (Or you may roll 2D10, modify by +4 if the attacker won the previous scenario, with 14 meaning a surprise is achieved. The attacker gets four free moves before the defender may move or shoot.)

The garrison may not attempt to close the castle gate until at least one defender on the castle wall is activated. It then takes 2 figures 4 turns to close the gate.

## Forces



### Attackers

9

As in last scenario—minus ½ of figures disabled or with less than ½ stamina remaining from that fight.

### Defenders

Figure type	Morale	Fighting skill	Shooting skill	# in force
Lord	10 (+2)	9	NA	1
Knights	9	9	NA	1
Men-at-arms	8	7-8	NA	2
Sergeants	7 (+1)	7-8	7-8	1
Soldiers	6-7	6-8	6-7	3

### Force Options

English vs French	Spanish vs Moorish	Swiss vs Imperialist
Mongol vs Russian	Mongol vs Poles	Roman vs Germanic
Persian Mongol vs Ottoman Turk	Moorish vs Franks	

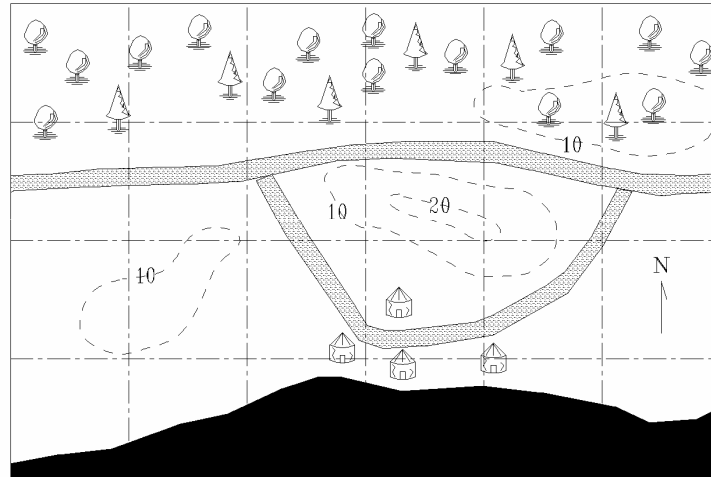
### Disposition

The garrison may set up in the castle. Two soldiers may deploy in the castle gateway. The attackers may set up hidden in any of the works.

### Other Scenarios

Use this map to conduct a siege using Castles, Cogs & Chevauchées. Or set up a sortie mission using the forces as above (doubling the defender and using the attacker's full force from the previous scenario). The garrison attempts to disable siege equipment placed in each fortification. It takes 1 soldier 4 turns to disable an engine. The besieger gets 5 points for every defender disabled or captured. The garrison gets 15 points for each engine disabled. The besieger may set up anywhere but must roll for surprise for each figure (or use using Castles, Cogs & Chevauchées surprise rules).

## Just Visiting



### Background

On a chevauchée to gather whatever it can, a foraging party decides to drop in on a seaside community to take in the sights and take out the goods. But they might be in for a bit of a surprise.

### Victory Conditions

At least 3 figures of the attacking force must spend at least two turns in each building and then exit along either road. If it can plunder two buildings and withdraw safely, it's a draw.

### Special Rules

The defender will deploy one of two possible forces. Prior to the beginning of the scenario roll 1 die—if odd use force 1. If even

## Forces

11

### Attackers

Figure type	Morale	Fighting skill	Shooting skill	# in force
Lord	8 (+3)	8	NA	1
Knights	7 (+1)	8	NA	3
Men-at-arms	6	7	NA	4
Sergeants	6 (+1)	7	6-7	3
Soldiers	5	6	5-6	8

### Defenders Force 1

Figure type	Morale	Fighting skill	Shooting skill	# in force
Lord	10 (+3)	10	NA	1
Knights	10	10	NA	5
Men-at-arms	9	8-9	NA	6
Sergeants	8 (+1)	8-9	8-9	4
Soldiers	7-8	8	8	10

### Defenders Force 1

Figure type	Morale	Fighting skill	Shooting skill	# in force
Lord	8 (+2)	8	NA	1
Knights	7-8	7	NA	5
Men-at-arms	7	6-7	NA	6
Sergeants	6 (+1)	7	6-7	4
Soldiers	5-6	6	6-7	10

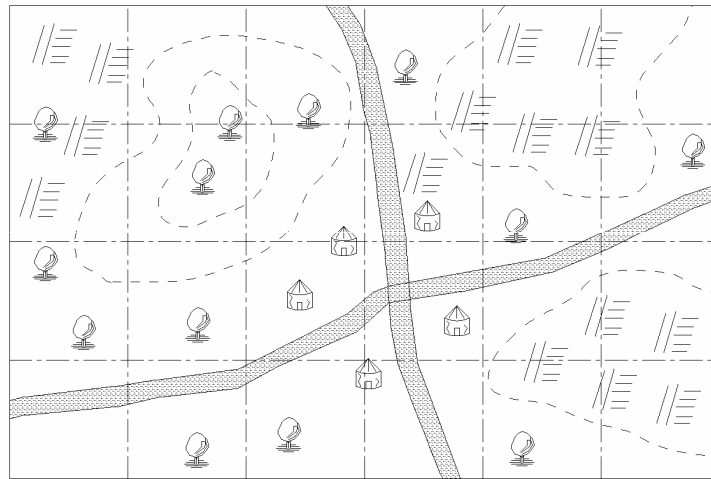
## Force Options

Any

## Disposition

The attackers enter on either road edge. The defenders may set up anywhere south of the road and behind the hills. One-half of the force (including the lord) must begin in the village and may not move until the lord activates his contingent order to move to support. (Roll less than or equal to his fighting skill after at least one friendly figure sees the enemy.)

## Barbarians at the Gate



### Background

Barbarians are raiding a small but strategic village. Obviously, the villagers don't want to see this happen.

### Victory Conditions

The attacker must destroy or drive off the villagers.

### Special Rules

Roll for surprise as in previous scenarios.

**Forces****Attackers**

Figure type	Morale	Fighting skill	Shooting skill	# in force
Lord	10 (+3)	9	NA	1
Knights	9 (+1)	8-9	NA	6
Men-at-arms	7-8	7-8	NA	8
Sergeants	7 (+1)	7	6-7	4
Soldiers	6-7	6	5-6	10

**Defenders**

Figure type	Morale	Fighting skill	Shooting skill	# in force
Lord	8 (+2)	8	NA	1
Men-at-arms	8	7-8	NA	3
Sergeants	6 (+1)	7	7-8	7
Soldiers	6-7	6-8	6-7	15

**Force Options**

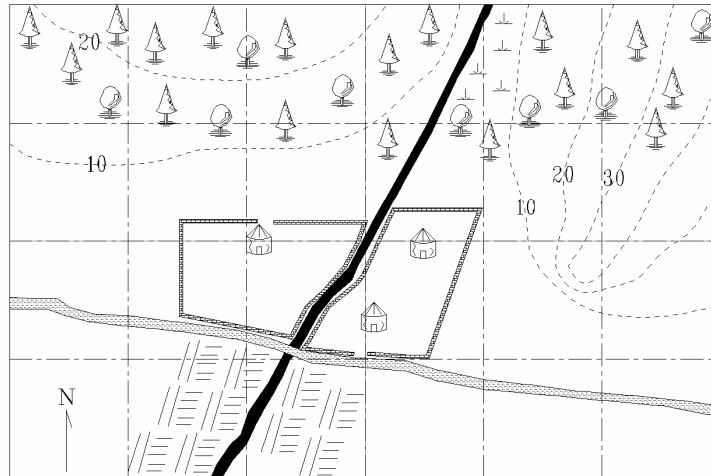
Mongols* vs Poles	Mongols* vs Teutonic Order	Mognols* vs Russians
Germanic vs Roman	Moorish* vs Spanish	

\*(all figures should be mounted in this case)

**Disposition**

The villagers must be randomly distributed around the village, except for the lord and men-at-arms who may be gathered in the town square. The barbarians may enter along any road.

## Defense of DuFour's Drift



### Background

A small force must hold off a much larger enemy until help arrives.

### Victory Conditions

The attacker must destroy or drive off the defenders in 15 turns or less.

### Special Rules

All walls are considered chest high and may only be entered via the openings shown. The stream is not fordable. The attackers may not have more than  $\frac{1}{2}$  of their troops as missile armed. The defender may have all his soldiers and sergeants as missile armed.

**Forces**  
Attackers

15

Figure type	Morale	Fighting skill	Shooting skill	# in force
Lord	10 (+2)	9	NA	1
Knights	9 (+1)	8-9	NA	6
Men-at-arms	7-8	7-8	NA	8
Sergeants	7 (+1)	7	6-7	4
Soldiers	6-7	6	5-6	12

**Defenders**

Figure type	Morale	Fighting skill	Shooting skill	# in force
Lord	10 (+3)	9	NA	1
Knights	9 (+1)	9	NA	4
Men-at-arms	8	7-8	NA	3
Sergeants	7 (+1)	7-8	7-8	4
Soldiers	6-7	6-8	6-7	4

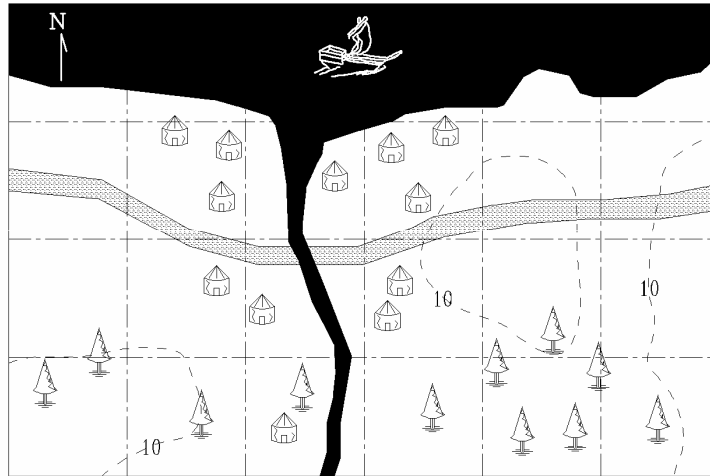
**Force Options**

English vs French	Spanish vs Moorish	Swiss vs Imperialist
Mongol vs Russian	Mongol vs Poles	Roman vs Germanic
Persian Mongol vs Ottoman Turk	Moorish vs Franks	Almost any other combination of forces

**Disposition**

The attackers enter on any map edge any may enter on up to 2 different sides. The defender must set up in the enclosed area but may leave at any time.

## We Were Just Leaving



### Background

Sea-borne raiders landed here some days ago and marched inland to sack a town. The local forces have mustered to try and cut the invaders' communications by retaking their landing site.

### Victory Conditions

The defender loses if his defense forces are killed or driven off or if all his boats are burned. He wins if fewer than  $\frac{1}{2}$  of his troops and boats are lost.

### Special Rules

There are six boats on the beach in the village along the river. They may not be moved. Half of the buildings in the village are destroyed—treat as waist-high walls only. The river is not fordable, but the boats may be used to move across the river. The only other crossing is at the bridge.



**Forces****Attackers**

Figure type	Morale	Fighting skill	Shooting skill	# in force
Lord	9 (+3)	8	NA	1
Knights	8 (+1)	8	NA	3
Men-at-arms	7-8	7	NA	7
Sergeants	7 (+1)	7	6-7	4
Soldiers	6-7	6	5-6	12

**Defenders**

Figure type	Morale	Fighting skill	Shooting skill	# in force
Lord	10 (+2)	9	NA	1
Knights	9 (+1)	9	NA	3
Men-at-arms	8	7-8	NA	3
Sergeants	7 (+1)	7-8	7-8	3
Soldiers	6-7	6-8	6-7	6

**Force Options**

Vikings vs Franks	Vikings vs Saxons	Mongols vs Japanese
Crusaders vs Saracens	French vs English	

**Disposition**

The attackers enter on either road edge or within 1 foot of the road edge. The defenders may set up in the village.

## *New Retinues*

### Japanese 1100-1467

Figure class	Armor	Weapons	Horse	% of Force
Damyio/lord	7-9	Bow, Tachi, Spear, Tanto	Unbarded horse	1 figure
Nobori bearer/ knight	7-8	Bow, Tachi, Tanto	Unbarded horse	0-1 figures
Kinju Samurai/ knight	7-9	Bow, Tachi, Spear, Tanto	Unbarded horse	0-5%
Tomo/ man-at-arms	6-8	Naginata, Tanto		0-5%
Samurai/knight	6-9	Bow, Tachi, Spear, Tanto	Unbarded horse	30-50%
Attendants/ sergeant	5-8	Naginata, Tanto		20-40%
Foot archers/ soldier	4-8	Bow, Tanto		20-40%
Ashigaru/soldier	4-8	Spear		0-40%

Notes: This list covers the Japanese from the Gempei War period until the beginning of the Onin War. In the early period, the Samurai wore a cumbersome box-like oyoroi armor. To reflect this, when mounted and in melee halve their fighting skill. Also, treat the tanto as a short sword. In this period, the Samurai were primarily mounted bowmen and did not carry the spear. In the later period, the oyoroi was replaced by the do-maru became more popular. Treat melee combat normally and delete the bow from the weapons of the samurai. Also, the tachi may be replaced by a nodachi, a two-handed sword. This may be used in mounted combat without penalty. Ashigaru only appear in the later period. (Actually, they appeared earlier but were of little military significance.)

## Early Mexican

19

Figure class	Armor	Weapons	Horse	% of Force
Chieftain/lord	5-7	Maquauhuitl, Dagger		1 figure
Jaguar & Eagle knights/knight	5-7	Maquauhuitl, Spear, Dagger		5-20%
Arrow men/ man-at arms	4-6	Bow, Dagger		10-20%
Apprentices & Cuachics/sergeant	4-6	Spear		15-25%
Warriors/soldier	3-5	Spear		45-60%

Notes: Covers Aztecs, Maya and their minor neighbors. The Maquauhuitl is an obsidian-edged sword/clue. Cuachics rank higher than apprentices.

## Celts

Figure class	Armor	Weapons	Horse	% of Force
Chieftain/lord	4-7	Sword, Javelin	2-horse chariot*	1 figure
Charioteers/ knight	3-6	Sword, Javelin	2-horse chariot*	0-20%
Warriors/knight	3-6	Sword, Javelin		0-20%
Warriors/ man-at-arms	3-5	Sword, Javelin		20-65%
Slingers/soldier	3-4	Sling, Dagger		10-35%
Rabble/Peasant	3-4	Farm implements		0-70%

Notes: \*Treat as non-warhorse (cannot gallop), if one horse is disabled can be cut from chariot, which then moves no faster than a walk. Chariot may have a driver (soldier with a dagger). If chariot has sides, treat as a waist-high wall.

**Late Roman**

Figure class	Armor	Weapons	Horse	% of Force
Patrician/lord	6-7	Sword	Unbarded horse	1 figure
Equites/ man-at-arms	6-7	Sword, Spear	Unbarded horse	20-40%
Legionnaires/ sergeant	6	Sword, Javelin		20%
Archers/soldier	4-5	Bow, Dagger		20%
Legionnaires/ soldier	6	Sword, Javelin		40-60%

Notes: Appropriate for fighting early Germanic or Celts. If the lord falls in battle, the forces does roll for morale but any figures failing morale may be rallied normally.

**Early Germanic**

Figure class	Armor	Weapons	Horse	% of Force
Chief/lord	3-4	Sword	Unbarded horse	1 figure
Nobles/knight	3-4	Sword, Spear	Unbarded horse	5-10%
Veteran warriors/ man-at-arms	3	Sword, Axe, Spear		20-40%
Warriors/soldier	3	Sword, Axe, Spear		40-70%
Archers/soldier	3	Bow, Dagger		5-35%

Notes: Force should have higher morale than average and all warriors and nobles are classed as berserker for action

**Franks**

Figure class	Armor	Weapons	Horse	% of Force
Lord/lord	5-6	Spear, Sword	Unbarded horse	1 figure
Caballarii/knight	5-6	Sword, Spear	Unbarded horse	20-30%
Retainers/man-at-arms	4-6	Sword, Spear	Unbarded horse	25-50%
Slingers/soldier	3-4	Staff sling		10-20%
Archers/soldier	3-4	Bow		10-20%
Spearmen/soldier	3-5	Spear, Dagger		15-30%

Notes: Covers the transition period of Charles the Hammer to Charles the Great.

## Moorish

21

Figure class	Armor	Weapons	Horse	% of Force
Iman/lord	5-6	Spear, Sword	Unbarded horse	1 figure
Lancers/ man-at-arms	4-6	Spear, Sword	Unbarded horse	10-20%
Jinetes/soldier	3-5	Spear, Sword	Unbarded horse	15-25%
Archers/soldier	3-4	Bow, Sword		10-20%
Spearmen/soldier	3-4	Spear		35-60%

Notes: Covers the period of the Cid and the decades following it. If fighting in the mountains, use minimums for mounted troops.

## Spanish

Figure class	Armor	Weapons	Horse	% of Force
Lord	7-8	Lance, Sword	Unbarded horse	1 figure
Knights	7-8	Lance, Sword	Unbarded horse	10-15%
Men-at-Arms	6-7	Lance, Sword	Unbarded horse	10-20%
Crossbowmen/ soldier	4-5	Crossbow, Sword		5-15%
Archers/soldier	4-5	Bow, Sword		5-15%
Bidets/ man-at-arms	4-5	Sling, Sword		10-20%
Genitours/soldier	4-5	Sling, Spear, Sword	Unbarded horse	10-30%
Militia/peasant	4-5	Spear		25-50%

Notes: Counterpoint to the above list. Also can be used into the mid-14<sup>th</sup> Century for the Black Prince's campaign. In this case, increase the armor factor by 1-2 for the lord, men-at-arms and knights.

**Russian**

Figure class	Armor	Weapons	Horse	% of Force
Lord	5-7	Lance, Sword, Axe	Barded horse	1 figure
Dvor/knight	5-7	Lance, Sword, Axe	Barded horse	5-15%
Gentry/ men-at-arms	4-6	Spear, Sword	Unbarded horse	10-25%
Cossacks/soldier	3-4	Spear, Sword, Bow	Unbarded horse	0-30%
Militia/soldier	3-5	Spear, Axe		20-40%
Peasants	3-4	Spear, Axe, Farm Tools		0-40%

Notes: Covers the general period of Alexander Nevsky.

**Swiss**

Figure class	Armor	Weapons	Horse	% of Force
Lord	8-9	Lance, Sword	Barded horse	1 figure
Knights	8-9	Lance, Sword	Barded horse	5%
Men-at-Arms	7-8	Lance, Sword	Unbarded horse	10%
Crossbowmen/ soldier	6-7	Crossbow, Sword	Unbarded horse	15-25%
Halberdiers/ soldier	6-7	Pole arm, Sword		20-35%
Pikemen/soldier	6-7	Spear		35-50%

Notes: Use against German feudals from *Knights & Knaves* list. The crossbowmen may be mounted. It covers the 13<sup>th</sup> and 14<sup>th</sup> Centuries. If you wish to use this list for a later period, increase the armor factors by 1-2 and convert a portion of the crossbowmen to handgunners.

**Ottoman Turk**

Figure class	Armor	Weapons	Horse	% of Force
Lord	7-8	Lance, Sword, Bow	Unbarded horse	1 figure
Sipahis/knight	5-6	Lance, Sword, Bow	Unbarded horse	20-40%

Figure class	Armor	Weapons	Horse	% of Force
Azab/soldier	4-5	Lance, Sword, Bow		15-30%
Janissaries/ man-at-arms	5-6	Spear, Axe, Sword		25%
Serb cavalry/ soldier	5-6	Lance, Sword, Bow	Unbarded horse	0-25%
Serb crossbowmen/ soldier	4-5	Crossbow, Sword		0-30%

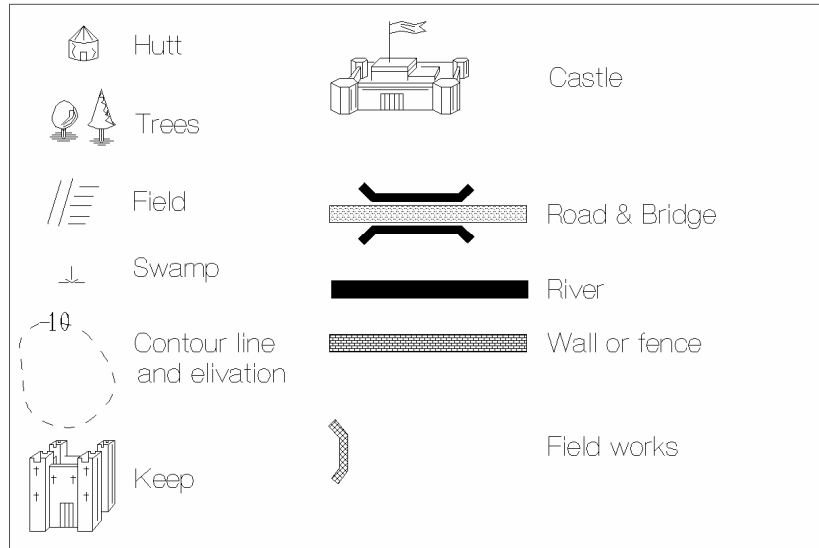
Notes: Covers the latter 14<sup>th</sup> and early 15<sup>th</sup> Centuries when the Ottomans defeated a Crusader army at Nicopolis, besieged Constantinople and fought Tamerlaine at Angorra.

### Mongolian Persian

Figure class	Armor	Weapons	Horse	% of Force
Khan/lord	6-7	Lance, Sword, Bow	Unbarded horse	1 figure
Lancers/ man-at-arms	4-6	Lance, Sword	Unbarded horse	10-30%
Mounted archers/ man-at-arms	4-5	Bow, Spear, Sword	Unbarded horse	15-35%
Tartars/soldier	4-6	Bow, Spear, Sword	Unbarded horse	0-45%
Turcomans, Persians or Armenians/soldier	4-6	Bow, Spear, Sword	Unbarded horse*	15-25%
Naphtha throwers/ soldier	4-6	Naphtha, Sword		0-5%
Elephant troops/ soldier	5-7	Bow, Thrown weapons	Elephant	0-5%

Notes: \* if mounted. Use Naphtha as a thrown weapon that does 3D10 damage regardless of armor. Roll as for handgunner to see if the naphtha soldier ignites himself. Elephants move like a nag and are subject to a horse panic check if wounded. An elephant has a stamina rating triple that of a horse. The howdah counts as a waist-high wall. Each elephant can carry 1 driver and 2-4 soldiers.

# Map Key



All maps have an overlaid 1' square grid to assist in setup.

Thank-you for your continued support of Historic Enterprises. For more FREE scenarios, FAQ and more information about *Knights & Knaves* and *Castles, Cogs & Chevauchées*, visit our Web site at <http://www.hisentco.com>

**Phil Johnston**  
(phil@hisentco.com)

&

**Les Benoodt**  
(les@hisentco.com)

**Historic Enterprises Company**

This work is licensed under the Creative Commons Attribution-NonCommercial-ShareAlike License. To view a copy of this license, visit <http://creativecommons.org/licenses/by-nc-sa/1.0/> or send a letter to Creative Commons, 559 Nathan Abbott Way, Stanford, California 94305, USA.