

The ADVENTURES BOOKLET



Excerpts from the
Veritable Chronicles
of France, Engeland
and Neighboring Countries

by

Jehan Froissart

FROISSART'S CHRONICLES

We could never have hoped to recount the battlefield adventures that follow without the good fortune of stumbling across a heretofore unknown set of manuscripts written by the very hand of one of the leading chroniclers of the Hundred Years War - Jehan (Jean) Froissart. As a principal witness and the primary narrative source for this period, Froissart is widely acknowledged as the most entertaining, if not always the most impartial, chronicler of this troubled time.

Historians have long believed that Froissart died circa 1410, but the precise circumstances and location of his death were unknown. For reasons that will soon become apparent, this conventional history is grievously mistaken. For Froissart was NOT an ordinary man, nor merely a talented chronicler of the Chivalric age...

While his chronicles are well known, and even still in print - little did we suspect that they were little more than a literary pretense - designed to carefully hide the truth from the unsuspecting reader. Now, having uncovered Froissart's long-lost Magnum Opus - *Vraies croniques de France, d'Engleterre et pais voisins* - it all becomes clear: The true story of the period turns out to be something quite different from the commonly accepted accounts told in the centuries since.

Setting up an Adventure

In order to ensure a rapid game set-up, all BattleLore adventures are presented in a similar format, featuring:

- The adventure's title, and (when provided by Froissart), its date in history
- A Battle map, depicting the lay of the land, and the forces deployed on the battlefield at game start
- A list of the Terrain (type and quantity) used
- A list of key figures and supplemental units, if any
- The Adventure's Battle Notes

The list of key figures and supplemental units describes non-standard units required by the adventure. We mention it for future reference only since all the adventures included in this booklet are playable right out of the box, using only the pre-assembled banner bearers that come with your game.

The Battle Notes provide a short background introduction to the adventure, a briefing section denoting the opposing camps: known Commanders, Lore Masters and/or War Councils composition, and the party who moves first (ie who starts the game). Also listed are the Victory Conditions, and Special Rules, if any.

The adventures presented in this booklet were specifically designed to progressively introduce you to all the various facets of BattleLore. It is recommended that you play them in the order in which they are presented. For each adventure, we have listed in a brief Apprentice section at the end of the Battle Notes, the key new rules featured, along with the relevant chapter or page numbers in the Player's Guide.

Briefing

Army's Banner Type

Indicates the starting player

Name of the commander

Edward of Woodstock
the Black Prince

Number of command cards for this player

x 5

Victory Conditions

6

Victory Conditions

WAR COUNCIL Level 1

War Council Setup

Medieval Adventure

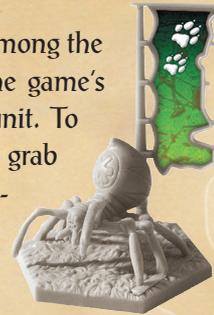
Lore Adventure

We recommend that you first play using the Battle Notes precisely as described, keeping the same Commanders, Lore Masters and/or War Councils set-up. Once familiar with the game basics, you will have plenty of opportunities to revisit these adventures with different War Council set-ups, new Banner Bearers, as well as move onto more advanced adventures on www.battlelore.com

A word about Banner Bearers

The game comes with all the Banner Bearers required to play these adventures already pre-assembled with the exception of the Giant Spider, which cannot fit in the game's box without first being detached from its base.

You will find this banner among the spare banners provided in the game's lower plastic figure storage unit. To attach it to the Spider, simply grab the banner by its base (the non-flag end), and gently insert its tip into the hole on the back of the Spider's base.



A word about Battle Map symbols

Froissart used the following symbols in his maps to represent the position of various units on the battlefield at the onset of battle:



Standard banner unit of matching banner color and weapon symbol



Pennant banner unit of matching banner color and weapon symbol

Goblinoid unit



Iron Dwarf unit

Particulars regarding Goblinoid and Dwarven round badges:

The round Goblinoid and Dwarven badges drawn on some of the Battle maps represent these Mercenary troops' encampments at the start of the battle.

Because these Mercenary troops are easily identified by the color of their figures' bases you do not need to place equivalent round tokens next to each unit on the Battlefield.

The single Goblinoid and Iron Dwarves blazons provided in your game are included solely for your enjoyment in designing (and playing!) future adventures with Goblinoid or Dwarven-specific Victory objectives.



1

AGINCOURT

OCTOBER 25, 1415

Setup Order



x13



Tramecourt

Agincourt

Calais

HISTORICAL NOTES

If you were to believe the rumors, by now I'm already nothing but a battlefield ghost. And all things considered, I probably would have been better off resting comfortably at St Monegunda...

But important business awaited in Calais; and I, along with the King and his men had already lost enough time in Harfleur.

Leaving the port town on October 8, already late in the season, we marched rapidly along the Somme, losing many a man to the bitter Norman winter.

By the evening of the 24th, with the woods of Tramecourt on our right and those of Agincourt to our left, we'd finally encountered the French constable, d'Albret, and his army. After a miserable night under the pouring rain, we positioned our archers in three divisions, just as we had at Crécy-en-Ponthieu some 60 years ago.

Caked in mud, their bodkin arrows notched at the ready, our men were about to perform with the valor that would enshrine their names in the great annals of history. Will your exploits be as heroic as theirs?

BRIEFING



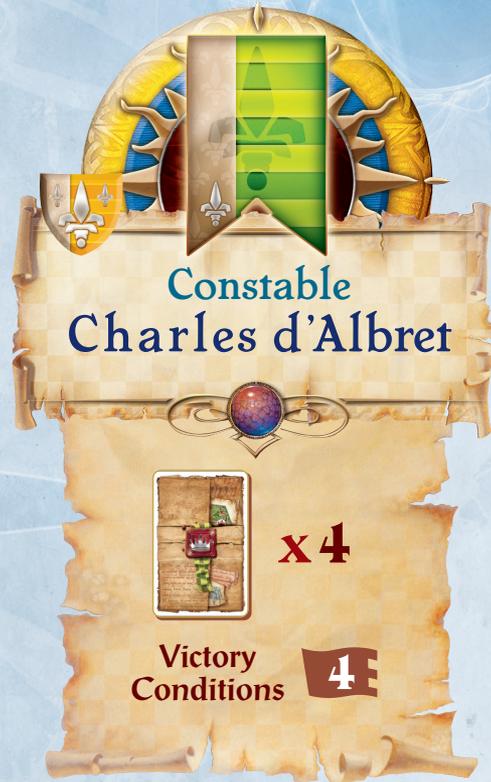
Henry V
of England

1



x6

Victory
Conditions 4



Constable
Charles d'Albret



x4

Victory
Conditions 4

Advice to the Apprentice

This introductory adventure should be played first, regardless of your mastery of the game. Detailed set-up instructions are provided on pages 8-9 of the Player's Guide.

If this is your first game, focus your attention on the general structure of a game turn, as described on page 10, and the various ways to move and battle with your troops. Do not worry too much about Morale effects and Follow-on actions just yet!

FIRST CHEVAUCHÉE

WESTERN BRITTANY,
JULY 1342



Setup Order



HISTORICAL NOTES

"A hundred more shields and crests!"

I was but a youngster in my father's workshop when the order came in. Business was booming.

The lands to the south were teeming with new conflicts and each day brought its share of new commands. All these freshly-painted armorial emblems were a permanent source of fascination for me.

But the word that would change my life, more than any others, was "Chevauchée". I must have been five years of age, the first time I heard it; immediately, visions of knights charging down a crest, lances at the ready and banners to the wind, sprung to my mind.

From that day on, I decided to record all I heard until the day I would start making history myself!

BRIEFING



John of Montfort
Duke of Brittany



x 5

Victory Conditions **5**



Charles of Blois
Duke of Brittany



x 5

Victory Conditions **5**



Advice to the Apprentice

A couple of games of Agincourt under your belt, you should now feel at ease with Medieval tactics, much like the veteran commanders you allegedly represent.

Use the full set of rules outlined in Chapter 1-5, paying special attention to the tactics of the Medieval period (Pursuits and Bonus Melee Attacks, Battle backs and Support, etc...).

HISTORICAL NOTES

Mercenaries... damnable Goblinoid runners, that is! Can't say my first impression of them was reassuring. The first I saw of our "allies" rather unusual fighting style was in Burgos, where I had accompanied my Queen's son, the Black Prince.

From the first skirmish on, their scouts were proving themselves to be a running breed... but it was back toward our side they were rushing, and soon they'd returned back across the bridge. For all I knew then, they would have run all the way to Toledo that day if they hadn't been halted.

Perhaps it was due only to their master's cruelty, but they rallied eventually... and soon the fight was on!!

BRIEFING



**Don Pedro
the Cruel**

1



x5

**Victory
Conditions** **6**



**Henry
of Trastámara**



x5

**Victory
Conditions** **6**

Special Rules

The entire river is fordable (p. 63). In addition, the very shallow ford section, at the bottom of the left red dotted line on the Battle map, does not stop a unit's movement.

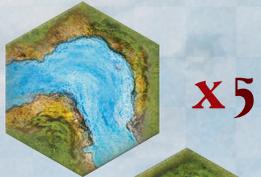
Advice to the Apprentice

Both players should try and play Don Pedro's side in turn, paying special attention to his Goblinoid allies, on the other side of the river. Check the rules for Goblinoid rushes and runs, and the Panic Loss rules (pp. 38-39).

DEEPER IN CASTILE

SUMMER OF 1366,
A MONTH LATER

Setup Order



HISTORICAL NOTES

Last month's battle was rather inconclusive and our allies were only too happy to keep running behind the relative safety of the Rio Arlanzón!

What seemed stranger was our enemy's apparent willingness to ride deeper into Castile. It wasn't until we saw the first Iron Dwarves standards, firmly planted across hill-tops, that their tactics started to make sense...

The rumors we'd heard in Montpellier, of English mercenaries mixed in with Henry the Bastard's troops, hadn't been quite so off the mark, after all. Except they weren't English renegades - they were Scots.

And with a clear certainty, we knew as we lined up for battle - They wouldn't run away!

BRIEFING



Don Pedro
the Cruel

1



x5

Victory
Conditions 6



Henry
of Trastámara



x6

Victory
Conditions 6

Special Rules

The entire river is fordable (p. 63). In addition, the three very shallow ford sections, up the river, do not stop a unit's movement.

Advice to the Apprentice

Both players should play Henry's side in turn, putting his Dwarves' Iron Morale to their advantage on the battlefield.

Check the rules for Morale (pp. 26-28) and Battle backs (p. 30), in addition to the rules for Iron Dwarves (p. 37).

WIZARDS & LORE

AQUITAINE, 1369

Setup Order



x7



x7



x5



x2



x1



HISTORICAL NOTES

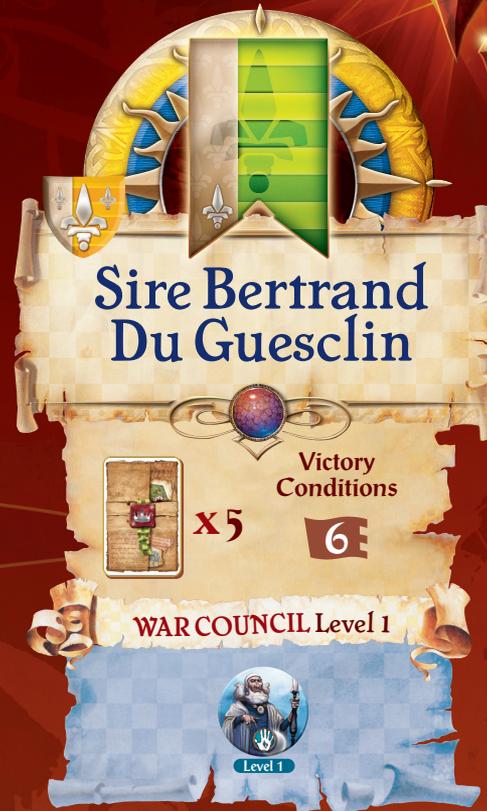
It was in the Carthusian monastery at Burgos that I first had a taste of Arnaldus' magic. Clearly, the monks had learned much from his celebrated *Liber de Vinis*...

But his lore also concealed darker secrets that offered a bitter taste than the elixir in the monks' cellars. Not 'til my return to Aquitaine would I witness the raw power of Arnaldus put to use with such devastating consequences. And no... this time his magical talents were not for the benefit of the vines in the fields, but for men on the fields of battle!

BRIEFING



A Lore card for Sir Robert Knolles. The card features a green and yellow crest with a lion's head. A red square icon with the number '1' is in the top right corner. The name 'Sir Robert Knolles' is written in a stylized font. Below the name is a 'Victory Conditions' section with a small icon of a wooden crate and a red gem, followed by 'x5' and a blue banner with the number '6'. At the bottom, it says 'WAR COUNCIL Level 1' and has a circular icon of a wizard with a staff and a blue banner with 'Level 1'.



A Lore card for Sire Bertrand Du Guesclin. The card features a green and yellow crest with a lion's head. A red square icon with the number '1' is in the top right corner. The name 'Sire Bertrand Du Guesclin' is written in a stylized font. Below the name is a 'Victory Conditions' section with a small icon of a wooden crate and a red gem, followed by 'x5' and a blue banner with the number '6'. At the bottom, it says 'WAR COUNCIL Level 1' and has a circular icon of a wizard with a staff and a blue banner with 'Level 1'.

Special Rules

The entire river is fordable (p. 63). In addition, the very shallow ford on the river does not stop a unit's movement.

Advice to the Apprentice

Before starting, make sure to lay a War Council sheet, Wizard's side face up, and follow the modified game set-up instructions

of page 47-48. At the end of each game turn, do not forget to replenish your Lore, per the table of page 53.

After becoming familiar with the Wizards, you may wish to try other Level 1 Lore Masters to familiarize yourself with their Lore cards. Follow the same instructions as for the Wizards, using each new Lore Master class in turn.

A COMPLEX WEB

NAVARRE, FALL OF 1369

Setup Order



x7



x3



x4



x5



x2



HISTORICAL NOTES

Even the advent of cooler weather could not contain the stench that emanated from Aquitaine. We were in a foul mood as well. First, we'd had to face that braggart, Du Guesclin, and his free companies again. Then, with the sounds of his non-sensical French war cry "Notre-Dame Guesclin!" still ringing in our ears, we began to hear rumors of a new, even more unlikely adversary.

One Owain Lawgoch, a Welshman intent on making good his claim to the crown of Gwynned and Wales, had allied with the French and was actively supporting Sire Bertrand's efforts. He was making the difficult crossing of the Pyrenées, attended by companies of Iron Dwarves whose allegiance owed more to gold coins than to conviction... As for our own scouts, they were coming back with reported sightings of a Giant Spider inside the usurper's camp!

The real Prince of Wales at my side, we decided to sort this matter out. And so on a crisp October morning we rode out to meet the enemy.

BRIEFING

Edward of Woodstock the Black Prince

1

Victory Conditions: x5 **6**

WAR COUNCIL Level 1

Level 1

Owain the Red Hand Prince of Gwynned

Victory Conditions: x5 **6**

WAR COUNCIL Level 2

Level 1 Giant Spider

Special Rules

The river is impassable, except at the fords.

Advice to the Apprentice

Before taking command of the Giant Spider, remember to place her two Summary cards in front of you and give your opponent and

yourself a copy of the standard Creatures Summary card. You may find it useful to read it aloud as you go through a quick recap of each major rule point detailed in Chapter 7 (p. 41-46).

CRISIS IN AVIGNON

BORDER WITH PROVENCE
OCTOBER 1370

Setup Order



HISTORICAL NOTES

In Avignon, it wasn't just Arnaldus' magic that was raising controversy. The cardinals had come to a rather sensitive theological (or was it monetary?) impasse.

For my part, I had traveled to Avignon at the behest of a childhood friend, a canon himself, to help defuse these matters of a higher spiritual order. But our entrance into the city of the Popes was to be delayed... Their back to the Rhone and the famous Pont Saint-Bénézet that traverses it, a free company seemed intent on preventing our collegial procession from crossing into the city.

I should have known that the papal politics of the city would test my naturally conciliatory nature. Never had I seen such an array of so-called experts and masters of lore, charged with offering their advice to both sides of the contest. So while they deliberated in their war councils for hours, we took matters into our own hands... and charged!

BRIEFING



Sir Hugh Calverley

1

Victory Conditions **5**

x5 As soon as it is captured, and for as long as it is held by English forces, the bridge is worth 1 Victory Banner for this camp.

WAR COUNCIL Level 6

War Council members: 3 Level 2, 2 Level 1.



Sire Arnoul d'Audrehem
Bearer of the oriflamme

5E

Victory Conditions **5E**

x5

WAR COUNCIL Level 6

War Council members: 3 Level 2, 2 Level 1.

Special Rules

The river is impassable, except at the bridge (p. 63)

Advice to the Apprentice

Before starting, make sure to lay a War Council sheet, all Lore Masters face up, and set-up a War Council as indicated above, following the War Council set-up instructions of page 57. At the end

of each game turn, do not forget to replenish your Lore, as described on page 53.

After playing with this well-balanced War Council, you may want to experiment with a "hole" in your War Council. Remove a single Level 1 Lore Master of your choice from the list above. When you do so, make sure to remember the rules governing the play of Lore cards out-of-character (p. 57).

A BURGUNDIAN CHEVAUCHÉE

LOIRE VALLEY,
SUMMER OF 1428

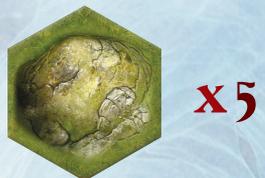
Setup Order



x8



x8



x5



x1



HISTORICAL NOTES

Summer of 1428... My old bones aren't what they used to be, riding day in, day out, in yet another Chevauchée.

But so much has yet to unfold that I need to keep a keen eye and steady hand on history.

Last week, the Burgundians were busy razing minor castles and villages, north of the Loire river, when they ran across the Marshal and his men-at-arms. The Seigneur de Sainte-Sévère has either persuaded his king to issue him a pardon... Or has somehow escaped from the castle in Bourges, where until recently, he was (not so securely it appears) thought to be locked up.

In any event, the engagement against Sainte-Sévère was as swift as it was brutal...

BRIEFING



John Talbot
1st Earl of Shrewsbury

Victory Conditions
x4
6

WAR COUNCIL Level 6

Level 1, Level 2, Level 2, Level 1

The card features a green silhouette of a lion on a shield, a red box with the number 1, a purple gem, a wooden chest icon, and four War Council member icons.



Jean de Brosse
Marshal of France and
Seigneur de Sainte-Sévère

Victory Conditions
x5
6

WAR COUNCIL Level 6

Level 2, Level 1, Level 3

The card features a green and blue shield with a fleur-de-lis, a purple gem, a wooden chest icon, and four War Council member icons.

Special Rules

The river on the bottom right of the Battle Map is impassable. The entire river on the upper left is fordable (p. 63).

Advice to the Apprentice

Before starting, make sure to lay your War Council as dictated by the Battle Notes above, and follow the War Council set-up instructions of page 57. At the end of each game turn, do not forget to replenish your Lore, per the table of page 53.

FREE COMPANIES ON A WAR FOOTING

SEPTEMBER 1428

Setup Order



x15



x12



Giant Spider



HISTORICAL NOTES

The Chivalric spirit of yore now seems only a distant memory. Making matters worse, even an old hand like myself can no longer keep up with the politics of our times.

I long for the simpler days of my youth. So many transients and so-called masters of the arts of war plague our camp these days that we spend as much time keeping our "allies" from each others throats, as we do fighting the enemy on the battlefield!

BRIEFING

Burgundy - unknown commander



X?
at least
4

Victory
Conditions

6

WAR COUNCIL Level 6



Level 1 at least

6 Levels in total,
your choice.
Your commander
must be at least
Level 1, however.

d'Armaçnac party - unknown commander



X?
at least
4

Victory
Conditions

6

WAR COUNCIL Level 6



Level 1 at least



Giant Spider



6 Levels in total, 5 your choice
and 1 for the Giant Spider.
Your commander must be at
least Level 1, however.

Special Rules

Lore Masters' Landmarks rules (p. 65) are NOT in effect in this adventure, regardless of the chosen War Councils' composition.

Advice to the Apprentice

In this adventure, you are required to form your own War Council, following the rules for Customizing a War Council, on page 58. Each War Council must include a Commander of at least Level 1.

Note that the Giant Spider also counts as 1 level token for its camp, putting both sides on an equal footing (6 levels each in total).

ASSAULTING THE TOURELLES

OUTSKIRTS
OF ORLÉANS,
OCTOBER 12, 1428

Setup Order



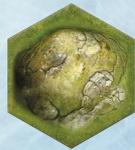
x5



x9



x1



x6



x4



x2



x2



x2



x1



HISTORICAL NOTES

You have to give the d'Armagnac credit; they can sure hold a grudge. Then again, thirteen years in a King's jail, even one as comfortable as the dungeons of Calais, can make one's relatives a bit grumpy, if not outright vengeful...

Thankfully, the d'Armagnacs' last outpost, Orléans, was now in sight, and their Duke still safely locked up. Barring divine intervention, in a matter of weeks we'd be done with their lot!

BRIEFING

Earl of Salisbury

1



X?
at least
4

Victory Conditions **6**
The Stronghold is worth 1 Victory Banner for the Earl and his English troops, as soon – and for as long – as they occupy it.

WAR COUNCIL Level 6



Level 1 at least



Giant Spider



6 Levels in total, 5 your choice and 1 for the Giant Spider.

The Earl must be at least Level 1, however.

Special Rules

Depending on the War Councils' composition, Lore Masters' Landmarks rules (p. 65) may benefit either camp.

Jean de Dunois Bastard of Orléans



X?
at least
4

Victory Conditions **6**

WAR COUNCIL Level 6



Level 1 at least

6 Levels in total, your choice.
The Bastard must be at least Level 1, however.

Advice to the Apprentice

In this adventure, you are invited to form your own War Council, following the rules for Customizing a War Council, on page 58. Each War Council must include a Commander of at least Level 1.

Note that the Giant Spider also counts as 1 level token for its camp, putting both sides on an equal footing (6 levels each in total).



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