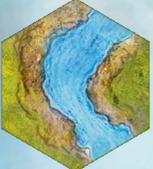
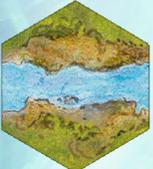


# Otterburn

August 19, 1388

- X 1 
- X 4 
- X 1 
- X 1 
- X 8 
- X 7 



# Historical Notes



**Sir Henry Percy**  
Son of the Earl of  
Northumberland



Victory Conditions



X 5

5

WAR COUNCIL Level 0



**James Douglas**  
2nd Earl of Douglas



Victory Conditions



X 6

5

WAR COUNCIL Level 0

## Briefing

Breaking a period of truce between England and Scottish kings in the summer of 1388, James Douglas mounted a major expedition into England. In a skirmish at the gates of Newcastle he captured the lance and pennon of Henry "Hotspur" Percy, the son of the Earl of Northumberland. Henry swore to recapture them before the Scots re-crossed the border.

On the evening of August 19, the English caught the Scots. Percy dispatched Thomas Umfraville to march north by moonlight and outflank the Scots while he advanced on the Scottish line of battle. Douglas confidently divided his army into two divisions and sent one forward to pin the enemy near the river while he led the other through the hills to attack the English right. Douglas' troops pressed forward so quickly that the English longbows were useless.

Meanwhile, Umfraville, on his march round the flank, discovered and overwhelmed the small band who had remained to guard the Scottish camp. However, instead of taking the fight to the larger Scottish force, he retired by the same route he came, removing himself from the larger battle. In the end, while Percy's lance and pennon were recaptured and Douglas himself was killed in the fighting, both Percy and his brother were captured. By daybreak, the Scots were masters of the field.

## Conditions of Victory

The English gain one Victory banner if an English unit occupies the Scottish camp at the start of the English player's turn. Remove the Blazon token from the Scottish camp and place on the English Victory Track. Use common landmark rules for the Scottish camp.

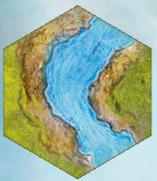
## Special Rules

- The River Rede is impassable
- All Pennant Archer units are Long Bow units.
- Medieval Lore rules are in effect.

# A Dark Day Indeed

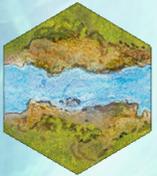
1373

X 1



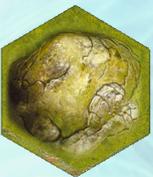
X 4

X 17



X 3

X 9



# Historical Notes

**Abu**  
Emir of the Marinids



Victory Conditions



X 3+



WAR COUNCIL Level 6

**Alfonso IV**  
King of Portugal



Victory Conditions

X 3+



WAR COUNCIL Level 6

## Briefing

It is a dark day indeed...This morning we discover that our hidden advantage - the recruitment of a powerful creature - would no longer be decisive. Our enemies had secretly enlisted their own creature!!

What we hoped would be an easy rout, has turned into an evenly matched fight.

## Conditions of Victory

Decisive Victory : 7 banners, must win by 2

Marginal Victory : first camp to 9

## Special Rules

The creatures are far away from their homes, so no lairs are placed. The pennant side has first choice of available creatures.

The River is impassable except at the bridge.

# The Battle of Teba

August 25, 1330

- X 2 
-  X 1
- X 2 
-  X 1
- X 5 
-  X 1
- X 6 
-  X 11
- X 5 



## Historical Notes

King Alfonso of Castile, with the support of Sir James Douglas and his Scottish warriors had gathered before the Castle of the Star in Andalusia. On August 25, 1330, the Sultan of Granada, Muhammed IV, assembled his Moorish forces to oppose the crusaders.

As the Castilian trumpets sounded, Sir Douglas ordered his troops to advance. The Moors, unable to withstand the fury of the Scots, soon retired. Douglas himself gave chase, but soon found himself without support.

Douglas had been instrumental in Robert the Bruce's defeat of Edward II at Bannockburn in 1314. When the Bruce died in 1329, his heart was cut out and placed in a small silver casket that this very day was carried by Sir Douglas to give cheer to the Scottish soldiers.

In desperation, now surrounded and hard pressed, the fearsome warrior attempted to inspire his men to even greater bravery by hurling the locket containing Robert the Bruce's heart into the fray. The effort however was in vain as Sir Douglas and nearly all the Scotsman at his side were slain.

  
**Muhammed IV**  
Sultan of Granada

1

Victory Conditions



X 3+

6

WAR COUNCIL Level 6

  
**Sir James Douglas**  
Black Douglas

1

Victory Conditions



X 3+

6

WAR COUNCIL Level 6

### Conditions of Victory

Control (occupation) of a bridge with a badge on the opposition side of the battlefield, earns the camp a single Victory banner for as long as the bridge is held.

The Pennant player earns 2 Victory banners for each unit of knights it defeats. When a knight unit is defeated, place the banner bearer and one additional figure on the Victory track.

### Special Rules

The river is impassable except at the ford and bridges.

Castle of the Star (use the Stronghold tile hexes) is considered impassable terrain.

Blue A - Hyena Riders  
Red A - Knights  
Blue B - Cattle Riders