

# Getting Started – Age of Longbow I

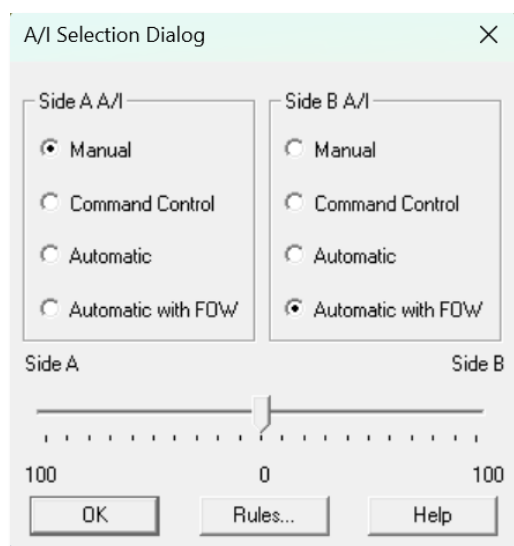
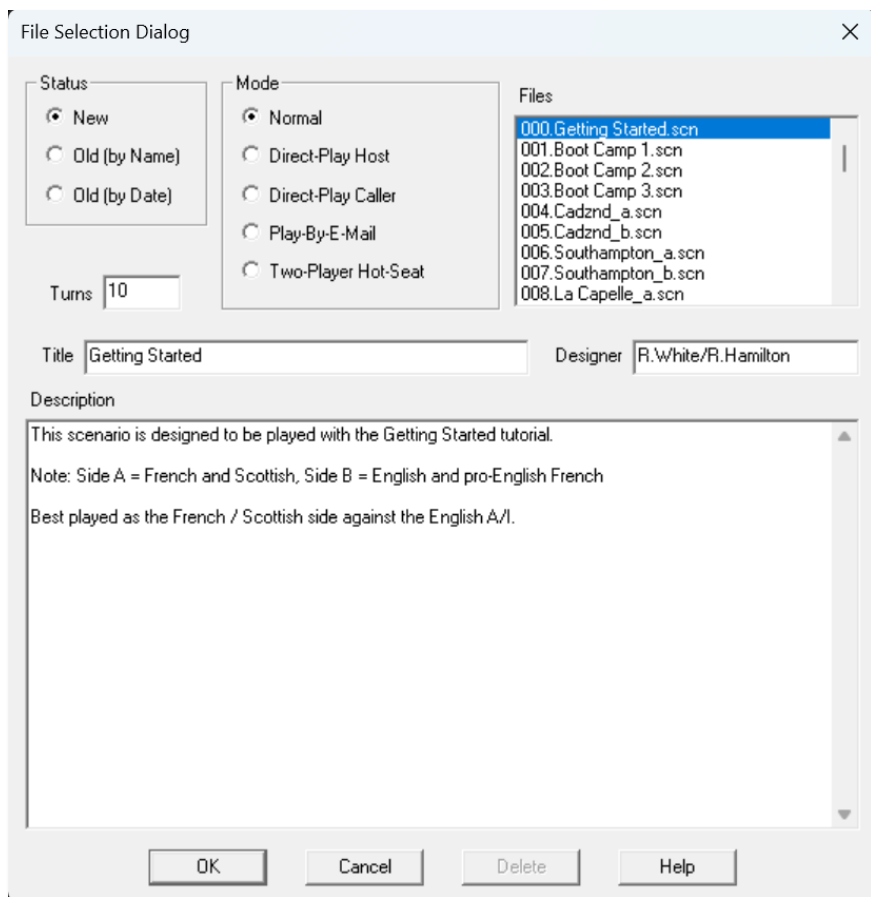
Welcome to **Age of Longbow Volume I: Hundred Years War**, the second game in the **Sword & Siege** series. This guide is intended to familiarize you with all the basic game concepts and to help you start your gaming experience quickly. Following this tutorial session, I highly encourage you to read both the **User Manual** (User.pdf) and **Design Notes** (Notes.pdf) document, which is especially useful for period-specific details. These documents are accessible from the in-game **Help** menu and can also be found in the \Manuals folder. Additionally, there are three “Boot Camp” scenarios which will provide situations to learn how to use the forces involved in this game.

The image below is a quick overview of the game screen and its various parts. We'll be referring to these parts as we step through this tutorial. Do note that the general look is customizable through the **Settings** and **View** menus in the game and will adjust to fit your desired window size and layout.



If your game isn't currently running, double-click on the ALB1 icon in your game folder or the icon created on your desktop during installation.

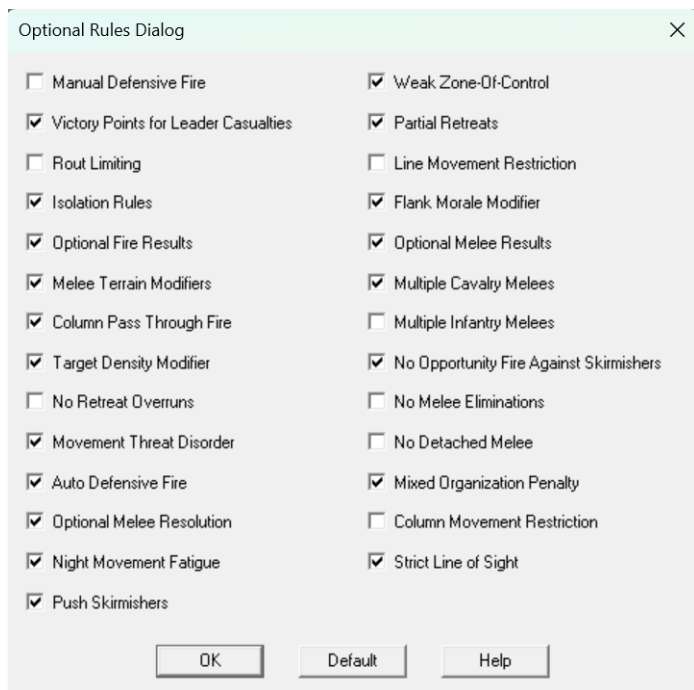
You will be taken to the **File Selection Dialog**. The first scenario is titled "000.Getting Started.scn" – select this entry and then click **OK**.



This takes you to the **AI Selection Dialog**, where you choose the side you wish to play. For the purpose of this tutorial, set the Side A A/I to "Manual" for yourself, and "Automatic with FOW" for the Side B A/I. FOW (Fog of War) is the normal mode you will play in, as this hides the computer's moves for units you do not have a direct visual on (called Line of Sight, or LOS). However, you may choose to play without FOW if you desire.

Note: The Armies that comprise Side A & B are listed in the scenario description. Each side has a colored Army indicator as well, on the Unit Box. More on that later.

Click on the **Rules...** button to open a dialog listing all the optional rules available to you.



We will be playing with the “default” rule set here, but as you gain experience you may want to experiment with other configurations. These rules are explained in detail in the Main Program section of the User Manual, section 9.20. You can access this at any time during game play by pressing the F4 key, or from the **Help** menu. There are also mouse-over tooltips describing the rules on this dialog.

These rules can be revisited in future games, but bear in mind that they can only be set when you first begin the scenario. Each new scenario you begin will then use the modified rules set. If you change them over time in subsequent games and later want to return to the default set, simply click the **Default** button on this dialog.

There are 4 modes in which the game can be played:

- Turns, with a distinct melee sub-phase (This is the default mode).
- Turns, allowing everything to take place in any order within the same turn.
- Phases, with automatic defensive fire.
- Phases, with manual defensive fire.

Both of the “Turns” options use what is called “Opportunity Fire”, which allows the units from the opposing force to react to your units’ actions and conduct ranged defensive fire. A single unit can possibly fire defensively multiple times within a given turn based on what unfolds – but this fire is at 50% effectiveness to offset this capability. Both “Phases” options allow for more discrete control of each segment, with the last one requiring the most amount of file transfers if playing by email (PBEM). The default method of play gives the best overall balance of play versus realism, while also keeping the action moving along. Each mode is set up by selecting certain optional rules at the beginning of a scenario – this is covered in more depth in section 2.3 of the User Manual.

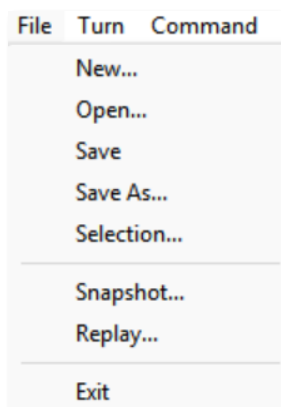
Click **OK** to close the **Optional Rules Dialog**. Then, click **OK** to get the game underway.

The map will appear along with a box announcing the current turn. Click it to close. (A left click will clear the box for this turn, but it will be required in all future turns. If you right-click on it, it will display briefly and then clear on its own in future turns.)

**Note:** A turn in **Age of Longbow** represents 15 minutes of real time, and a hex covers 100 meters across. Some smaller scale actions are included as well.



The Getting Started scenario is a small action of an assault on a fortified camp that will touch on all the various elements of the game system. This situation has a French & Scottish force coming against an English encampment. There are infantry, cavalry, and artillery pieces present.

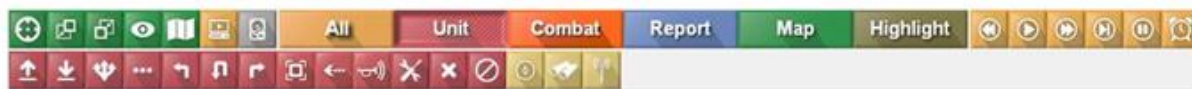


As you step through this introduction, you will find things don't always go as planned. As desired, you can start the scenario over from the beginning by going to the **File** menu in the top left-hand corner and choosing "**Selection...**" – this will open the **File Selection Dialog** where you can start over.

Now, a few details about viewing and moving around the game.

Let's take a moment and look at the Toolbar in more detail. In addition to hotkeys, this is the most common way you will interact with the game.

**Note:** There is a detailed document breaking down each button, the command associated with it and the hotkey. Press F1 to access this in-game, or you can go to the Manuals folder and find the mpb.pdf file.



The Toolbar is dynamic to help meet your needs. You can click on one of the large buttons to display only a certain group of buttons – in the above example we have selected the Unit section. This gives us access to the various commands which allow us to change formations, facing, or position in the hex. If you hover your mouse over a specific button, a tool tip will be displayed telling you what it does (and its associated hotkey).

There are 5 views within the game, pictured below. They can be cycled through with your wheel mouse, the Zoom-In & Zoom-Out buttons on the toolbar, or the hotkeys listed next to each picture.

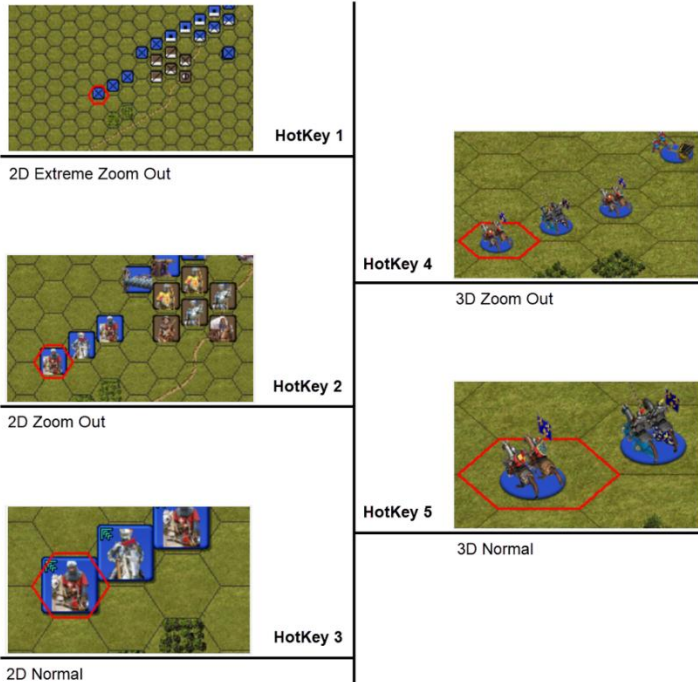


Feel free to use these views according to your taste to better see your objectives, your forces and the action around you as you play.

**Note:** It doesn't matter which map view you choose, in this tutorial we will often be using 2D Zoom Out.

(**Tip:** The Auto Scroll setting is enabled by default and will move the map when you move your mouse to the edge of your display. If you prefer to use manual scroll bars, you can do so by de-selecting **Auto Scroll** from the **Settings** menu).



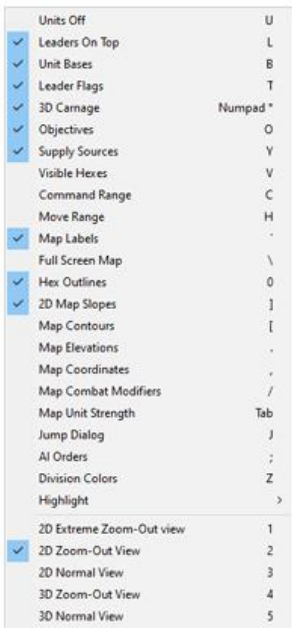


**Note:** You can also use the Jump Map to display a reduced sized image of the entire battlefield. Use the button on the Toolbar or press the “J” hotkey to invoke it. Left-clicking on any point on this map will cause the game screen to “jump” there. This is exceptionally helpful in games played on very large maps.

The compass is displayed in the top left-hand corner of the map when Map Labels are on (which they are by default), and then only in the 2D Zoom Out view.

(Tip: To see or hide map localities, press the ` key or use the “Labels” Toolbar button.)

Again, you can control what is displayed on the screen to meet your preferences. For example, this is the **View** menu, and you can see a wide variety of options are displayed. The > symbol on the same line as an entry indicates that a further sub-menu exists (see **Highlight** for example).



The other letters or symbols listed on the right are the hotkeys associated with those commands. So, if we press the letter “O” on the keyboard, the “Objective” symbols will be turned off... and in this case that would be the English shield pictured at right.



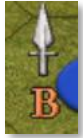
You can even hide all the units from the map (**Units Off**) if you want to get a clearer view of the underlying terrain. When you click on a hex it is surrounded by a red hexagon. This indicates the current **Hot Spot** hex, which in turn controls the information displayed in the Hex Info Area and the ability to assign commands to units. For this particular scenario, in 2D Zoom out and Extreme Zoom Out the map likely does not take up your whole game window. This can vary widely based on the scenario being played – some actions focus on a tiny area of the battlefield, while others cover huge sprawling areas that will have you scrolling and scrolling to get from side to side (and using the Jump Map feature a lot).

There are many stacks of French troops (blue counters), Scottish (brown counters) and three Side B objectives in front of us, as well as a fair number of English troops (red counters) and their allies (rust counters). We may not be seeing the entire English force, however. This is because we have FOW in effect and so we will only see units that we have a Line of Sight (LOS) to. We can determine the time of day or any special weather conditions by looking at our **Status Bar**. If those details don’t display, simply click on any empty hex.

3:00PM May 12 1429, Side A Turn, Turn 1 of 8, Day (Visibility: 20 hexes), Clear (Move Cost: 100%, Art. Fire: 100%, Non Art. Fire: 100%, Attack Mod: 0%)

**Note:** When in 3D view, the symbols with letters near them represent leaders.

Your Objective for this scenario is to surround the encampment before you and capture as many objective hexes as possible. Additionally, you must inflict more casualties than you take.



Now click on the objective hex that is in the central part of the encampment (22,12) and look at the **Terrain Box** in the Hex Info Area. The Terrain Box shows that this objective is worth 100 victory points and is located in a clear hex. Of the other two objectives, one is near the path leading to the village and the other is in the village of Rouvray.

**Note:** the hex location is displayed in the far-right corner of the **Status Bar** at the bottom of your screen.

(22, 12)



Next, click on the “Victory Conditions” button on the Toolbar and we’ll see the **Victory Dialog**, which shows the current status of the game. These values will be updated as play progresses, but at the bottom we can see it is currently a “Side A Minor Defeat”. So, the burden is on you to attack and change that situation or face failure and humiliation from your peers.

Victory Dialog

First Side:  Objectives:

Side A Losses

Infantry Losses	<input type="text" value="0"/>	Infantry Point Loss	<input type="text" value="0"/>
Cavalry Losses	<input type="text" value="0"/>	Cavalry Point Loss	<input type="text" value="0"/>
Artillery Losses	<input type="text" value="0 / 0"/>	Artillery Point Loss	<input type="text" value="0"/>
Ship Losses	<input type="text" value="0"/>	Ship Point Loss	<input type="text" value="0"/>
Supply Losses	<input type="text" value="0"/>	Supply Point Loss	<input type="text" value="0"/>
Leader Losses	<input type="text" value="0"/>	Leader Point Loss	<input type="text" value="0"/>

Side B Losses

Infantry Losses	<input type="text" value="0"/>	Infantry Point Loss	<input type="text" value="0"/>
Cavalry Losses	<input type="text" value="0"/>	Cavalry Point Loss	<input type="text" value="0"/>
Artillery Losses	<input type="text" value="0 / 0"/>	Artillery Point Loss	<input type="text" value="0"/>
Ship Losses	<input type="text" value="0"/>	Ship Point Loss	<input type="text" value="0"/>
Supply Losses	<input type="text" value="0"/>	Supply Point Loss	<input type="text" value="0"/>
Leader Losses	<input type="text" value="0"/>	Leader Point Loss	<input type="text" value="0"/>

Victory Values

Major Defeat	<input type="text" value="-250"/>	Minor Defeat	<input type="text" value="0"/>
Minor Victory	<input type="text" value="100"/>	Major Victory	<input type="text" value="350"/>

Total Points:  Side A Minor Defeat

If you can take and hold the territorial objective hexes and inflict greater losses on the English forces than you take, you will obtain a Minor Victory for sure. However, if you take those hexes, but take a brutal beating in the process, you will not obtain victory.

As you can see from this screen, you gain points for inflicting losses, but you also have points deducted from you for losses you suffer. The 0/0 display for artillery represents guns and/or siege engines destroyed/ captured.

Keep in mind that as combat progresses your troops will suffer losses, gain fatigue, and have a reduction in morale. All of this will cause them to be more “brittle”, which means they may, or may not, execute the commands you issue them. They may even run away! Watching fatigue levels, maintaining command and control, and maintaining solid formations are all significant keys to your success. Once you get the basics of play down you will want to give the User Manual a thorough reading, as this will provide ample details on these topics and more. This and other reference material is accessible from the **Help** menu within the game, or by browsing to the \Manuals folder where the game is installed on your computer.

For the purpose of this tutorial we are going to focus mainly on game mechanics, so you can get right in and begin to play. As you progress, though, you will want to learn details of how battles were fought during this time period, allowing the different “arms” of your Army to complement each other – softening up targets with artillery or siege engines or arrow volleys from archers and crossbowmen, bringing home a cavalry charge and following up with close infantry support. The game engine is designed to reward good tactics and penalize poor ones, but not to prevent you from doing things that may not be historical.

**Very Important:** A unit must be Selected to accept any orders you give it. Its background will be “highlighted” or become brighter when it is selected, and a gold border will surround it.



NOT SELECTED

SELECTED

For those of you who are familiar with the **Musket & Pike** series, you’ll notice the same basic formations that your units can change into or out of. For example, Infantry may maneuver in Column, Line and sometimes Block, and Shortened or Extended Lines. To alternate between these formations, use the Change Formation, Change Block and Change Extended Line buttons on the Toolbar or the associated hotkeys. A new formation has also been introduced: **Open Order**. Only certain units may use this, but when in it, it prevents units from becoming Disordered when moving through Forest or Orchards and provides a -20% fire modifier when fired upon. The formation also applies a negative modifier when engaging in Melee, as it is intended for dispersed formations operating in rough terrain rather than close combat.

Most cavalry and leaders are always Mounted, though cavalry may Charge. To alternate between these formations, use the “Change Charging” button on the Toolbar. Dragoon type cavalry may dismount however. Supply Wagons always move in Column formation.

Command and control during this period was more problematic than in later centuries. So, you will often see less Leader counters on the field and often there will not be a further command layer between the Divisional level and the Army commander. It is still important to try to maintain close proximity to your commanders. There is more information on this in the Design Notes. For now, let’s review the basics.



The image on the left depicts the tools available to you to help maintain Command & Control. In this image, the Brigade leader at the center is selected and the **Command Range** option – which shades everything outside of the leader’s command range – is enabled.

Additionally, the **Highlight Organization** command is also active, which highlights all the leader’s troops and also uses an alternative

highlight (orange) for his superiors in the chain of command. You'll notice that the cavalry unit on the top right is outside of the Command Range of his superior.

**Note:** If a Brigade leader gets Detached from his superior, this will only impact his ability to pass command checks. It does not impart the same Detached effects to his troops as when they detach individually. See the User Manual for an in-depth discussion on command checks so you can grasp the importance of the chain of command.

**Note:** Though the term "Brigade" or other command organizations may be used throughout this document, it is mostly because they are more recognizable in our current wargaming circles. In medieval times, these names would not have been used. Rather, names of rough equivalency for these organizations were a "Battle" or a "Banner".

Let's jump into the scenario and learn how to interact with our pieces so we can get our command to do what we want them to do. In this scenario your side moves first, so we will do some movement examples. As I mentioned earlier, don't worry if you click something wrong, you can always restart the scenario to do it again.

Surveying our situation, we see we have a central force comprised of various pieces of artillery supported by infantry. Some of the artillery is deployed, or unlimbered, and ready to fire, while others are still limbered to allow for movement. Then we have a small cavalry force on either flank. Going back to our Command example you'll note that the three cavalry squadrons on the left flank are detached from their Brigade Leader. They will still be able to operate normally, but if they become Disordered or Routed they will have a hard time returning to good order until a leader gets within range.



Before we go any further, we want to explore methods of issuing commands to our troops. Let's start with Movement. You can choose to either control units one by one, hex by hex, or you can control entire commands at once. Taking the cavalry formation on the right flank, we have three units together with the Brigade leader in the center.

We are going to use a form of movement we dub "Attack Movement", which allows us to move an entire command towards the attack as one cohesive unit with minimal mouse clicks. Double-click hex (35,16) in the center of the formation (unit + leader), press and hold the Shift key and right-click one of the hexes in the direction of where you want to go, in front of the formation. When you do this, the entire formation moves as one – see the image on the left for an illustration.

While certainly not required, this method allows you to advance your force very efficiently with minimal mouse clicks, retaining their formation. This method of movement is primarily useful in wide open spaces, away from significant obstacles.

The second style of formation movement I want to point out is "Travel Movement". For this we are going to use the formation of cavalry that are located to the left. To perform this movement, double-click the left most unit at (22,21). Then press and hold the Alt key and right-click on hex (15,19). You will see the entire command move in single file.





This is an exceptionally easy way to bring reinforcements up towards the action or move around the battlefield. There's a variety of caveats with execution, but this will work on any terrain (not just roads) and for any size of command... you could move an entire Army with a couple of clicks in the right circumstances. The same applies to the Attack Movement – you are not limited to just a brigade, but units can become disordered by combat and terrain, so be cautious in your movement commands. All of this is covered in further detail within the User Manual, section 5.2.13.

If you want to move just a single unit, you just skip using the Shift or Alt keys. To try it, double click the archer unit at hex (31,17) to select it. Then right-click on the adjacent hex directly above it (31,16), or you can use the Drag-and-drop method – after selecting the archer, keep your left mouse button held while moving over the destination hex and release your button. Or you can simply right-click a destination hex and the unit will move there – assuming it has enough movement points remaining. Go ahead and move 1 hex at a time and finish at hex (27,14). You are now positioned to fire a volley of arrows at the English at hex (24,13).



**Tip:** you can use the “Map Coordinates” button on the Toolbar to toggle the display on the map of the hex position for each hex. Press again to clear this feature.

The direction a unit faces is important. Select (double-click) the Archer unit we just moved, it should have 3 movement points left. As you can see, this archer is facing up-left, or northwest, and we want to turn it so it will face west or left. Click the “Counterclockwise” button on the Toolbar. If the unit possesses sufficient movement points, the icon will turn reflecting its new facing, and its Unit Box will show its Line formation pointing in the new direction.

(**Tip:** Facing is very important during combat. A unit may only fire at a target that it faces. Also, fire taken outside a unit's facing causes a severe "enfilade" penalty).



Let's check and make sure we got the desired results from our turn. With the unit selected, go to the **View** menu and choose **Fire Range**, you can also use the hotkey combination “Shift + F”. Your display should look like the image to the left. Since facing is towards the Spline of the hex, we have a firing arc that covers two hexes wide, and this particular unit has a maximum range of 3 hexes. All the available target hexes are in the unshaded area.

Let's use our archers to fire a volley of arrows. Before that, let us review some additional details about our archer. We want to focus on the Unit Box in the Hex Info area. What can you tell me about the unit? You can see the unit has 100 Men, has 100% of its original strength, is a D quality unit, has 1 movement point left from the 18 MPs it started with, has not gained any fatigue and is tagged as Restricted+. “Restricted” means it cannot detach skirmishers, and the + means it can form Open Order. Finally, it is facing west. If you said all these things, then you achieved a perfect score. But wait, there is still more important information that has not yet been revealed about our archer friend.

Archers Milice	Infantry
Gaucourt	Ranks 2
Garrison de Orleans	Front 20%
French Rouvray	Bow
	Range 3 (I)
	Victory 8
Formation Fail 3%	
Move Threat Fail 1%	

To see the extra data, position your cursor over the Unit Box and right-click on it. The image to the left is what you will see. The hierarchy displayed on the left half of the box represents this unit's position within the Order of Battle (OOB). The unit specific information is on the right half. In quick succession, this archer is classified as Infantry in 2 ranks. It occupies 20% of the available frontage in the hex. Its weapon is a bow, and it can fire with a range of 3 hexes. The (I) you see next to the Range indicates that this unit can fire indirectly. In simple terms, it can fire into a hex where it does not have a direct Line-of-sight

(LOS). The last line says Victory 8. That means that for every 25 archers from this unit that become casualties, 8 victory points will be awarded to your foe. Also, victory points are awarded fractionally. By that I mean, a lesser number of victory points are awarded incrementally. Additionally, we see two percentage reports. These are both related to the amount of "Threat" exerted on the hex. The top is the percent chance that the unit will fail a formation change command. The second is the chance the unit will fail a movement command and become Disordered. More information on this can be reviewed in your User's Manual, section 5.2.21.

Now that you know that our archer unit has a range of 3, we can fire on the exposed English defenders. Let's try it. Double-click on our archer to select it. Change to **Fire Mode**. You do this by either holding down the CTRL key or selecting the "crosshair" button on the toolbar in the upper left. This second method will maintain whichever mode you want to stay in until



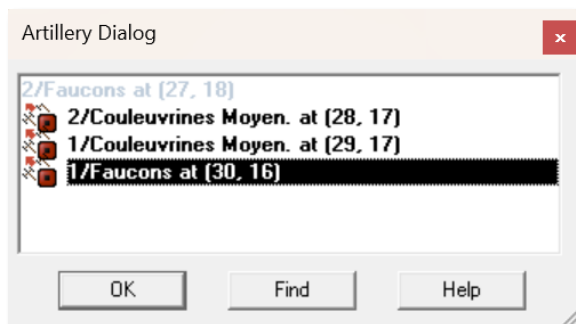
you change it or move to the next game phase. Once in Fire Mode, your game cursor will change from the standard cross to a crosshair. Let's fire a volley of arrows. Place the cursor over the target in hex (24,13) and right click on them. I got "No Effect", how about you?

And now that we know how to fire, let's continue to fire. We can do this in multiple ways. We can just look around and see units that may be in range, then select them and fire. Another method is to use the Hot Key "n," while in Fire Mode to move to the next stack that can fire, or we can also use the "Next Stack" button on the toolbar. This is located directly to the left of the "Move/Fire Mode" button we just reviewed a moment ago.

Oh wait, I almost forgot. Two things you need to know.

First, the enemy does not like being fired upon and will, if able, use opportunity fire to fire back at you. What this means is, if you move within range or fire at an enemy unit that also has a range firing weapon, like a bow or a crossbow, they may take the "opportunity" to fire at you.

Second, you will see that you have multiple artillery pieces that can fire. For those we want to use the **Artillery Dialog** which can be activated from the Toolbar or the hotkey Ctrl + A. This handy tool will display all the artillery that is able to fire, and when an artillery piece is selected in the dialog box, all the valid targets have a



yellow highlight around their counter. If a unit is listed in the box but its text is grayed out then it has no valid targets currently. This can be due to being out of range or having obstructions to its LOS to valid targets.

Go ahead and fire all of your artillery pieces using this tool, or manually if you prefer. Ideally you would fire at "formed" units – larger bodies of men. Firing at skirmishers is likely to be ineffective as is counter-battery fire often times.

Now let us take a closer look at our cavalry. In the Medieval era, there was none more feared and respected than a knight riding a heavy warhorse into battle. Countless times, only a few hundred knights confronted and defeated their enemy who were many times their number. In our current force we have three different types of cavalry available to us. Heavy Mounted Knights, Dragoons (Mounted Archers) and Irregular cavalry.

 <b>B</b> Xaintrailles Xaintrailles Detached	 1/Gendarmes Xaintrailles Mounted	 1/'Archers' Xaintrailles Mounted	 Coustilliers Xaintrailles Mounted
Xaintrailles Xaintrailles Garrison de Orleans French Rouvray  Command: Brigade Rating C Leadership C Movement 9	100 Men Strength 100% Quality B Movement 9 Fatigue 0 Heavy	100 Men Strength 100% Quality B Movement 6 Fatigue 0 Dragoon	100 Men Strength 100% Quality D Movement 20 Fatigue 0 Irregular
Xaintrailles Xaintrailles Garrison de Orleans French Rouvray  Command: Brigade Rating C Leadership C Movement 9	Cavalry Front 25% Lance Armor 2 Melee 5 Assault Pen Victory 35	Cavalry Front 25% Lance & Xbow Range 2 Melee 3 Assault Pen Victory 29	Cavalry Front 25% Javelins Range 1 Victory 13

These forces need to be used in complementary fashion. Irregulars are your screening force, watching your flanks, scouting ahead... possibly making raids against targets of opportunity. Exposed small units, supplies, unlimbered guns, etc. Your Dragoons are the escort and supporting arm for the Heavies. They should soften up targets either while mounted or dismounted. They cover the Heavies to ensure they don't become isolated. They engage other cavalry to keep them off balance. The Heavies come into play when the situation is ripe for them to bring a powerful charge home. Catching opposing forces in the flank and barreling through a multi-hex charge. A successful charge can cause an entire defensive position to collapse in short order.

The image above gives you idea of the strengths and weaknesses of each of these forces.

We've touched on our infantry, specially the archer unit we interacted with. We also have Men-at-arms equipped with halberds, Militia (or Milice) armed with spears, and then a variety of ranged weapons from bows to crossbows.

And finally in our center we have a variety of artillery of various calibers and lethality. We fired some of these units previously but let's look at one of them that is limbered – or in travel mode. Go to hex (25,19) and select the Ribaulds located there. These weapons only have a range of 3, so they need to be moved closer to the enemy before we can bring them into play. For our purposes go ahead and move this unit forward 2 hexes and then stop.

Now execute the **Change Formation** command. This can be done with the button on the toolbar (third from left), from the **Command** menu or by using the hotkey combo Ctrl + C. The gun should unlimber and the words "Setting Up" will display over the unit image. This means it will take a turn, or more, for these guns to become available for firing. This is very common in this time period, so armies generally placed their artillery and then left them there... unless they were forced to remove them.





At this point we have explored a variety of commands, learning how to move the different units and bring them into position so that they may fire. There are still some lessons we need to explore however. Conducting a Cavalry Charge for example and engaging in Melee. It's going to take another turn before we are in a position to do that, so let's go ahead and advance the turn by clicking the clock icon on the toolbar.



You will be prompted to save the game. Go ahead and accept the default file name (battle.btl) and click the **Save** button. You will get the notice that we are now in the Melee phase — acknowledge this box. And now, since we have no melees to conduct, go ahead and advance the turn again. The AI will conduct its actions and once again it will be our turn.

Now, if you moved your cavalry on the left flank like I told you in the demonstration above, you'll notice that the move gave you an increased view of the battlefield... specifically it uncovered two cavalry units on our right flank that were concealed behind a hill. And, lo and behold... we have cavalry in place to deal with them. Again, assuming you followed my sample moves!



Remember what I said above. The Dragoons' job is to go in and soften up targets to prepare the way for the Heavies, and we have been presented with an excellent opportunity to do just that. Send your Dragoons out on either flank of the enemy and deliver a volley into them while still mounted. You likely won't cause much damage, but it's a hit nonetheless, causing fatigue and, potentially, a morale check on their next turn. I have them positioned so that in the melee phase they can make a further strike or at least be able to shield the Heavies after their charge.

To conduct the charge, I select my Gendarmes and the leader that is stacked with them and then initiate the charge command. This command is given when I use the bugle button on the toolbar or its hotkey (Ctrl + B). The word Charging is now displayed over the unit image. You can only move "forward" when in charging mode, but that gives you two hexes to choose from. For us, we will only need the one hex that moves directly forward. You move your charging units during the Movement segment, but you cannot conduct the melee until we advance the turn, so let's do that now. My charge ends at hex (31,11) and I'm ready to move into the Melee phase again.





Click to advance the turn, and let's conduct these melees!

**Note:** Once contact is made through ranged fire or melee the results you get may vary from what is shown here.

All I want to do is disorder the defenders, not displace them – so the prediction message is going to be key for us. I take my dragoon unit on the far right, select it and then drag and drop it on the opposing unit. The message says “No Prediction” which is good. If it said “Advantage Attacker” I would not want to go through with the melee... as I don't want that unit moving. So, I am essentially conducting a harassing attack.



Once dropped, a bullseye displays where the melee will take place. Then go up to the toolbar and select the resolve melee button, or hotkey Ctrl + P.



The melee will resolve and the results will display on the screen. Repeat the process for the second attack... my report said it favored the Defender, which is fine in this case – again, I am preparing for the pending charge to be brought home. So, I “lost” both melees, but now both of the defending units are Disordered. I will now unleash the Gendarmes. Selecting both the heavies and the leader I drag & drop them onto the first defender and then resolve the melee. And bam, success! Now I can melee again – the words “Can Continue” are displayed on my unit – and this time I am hammering into the flank of a disordered defender... and another victory... and because the cavalry charge multiple is 3 for this scenario (can be seen in the Parameter Data Dialog – F2) I can hit the defeated unit one more time, and this time from the rear.



And success one more time. I lost some men in this attack, and gained a little fatigue, but I suspect I just shattered both of the enemy formations. Not so much in number, but in fatigue... and I fully expect both of them to rout away on their next turn. Let's go ahead and advance the turn and see.

One routed, the other ran towards its lines... but mission accomplished, the enemy left flank is now exposed.

For a lot more on cavalry charges, its methods, benefits, restrictions and ramifications, see the User Manual beginning in section 5.3.1.

**Note:** For each hex traversed in Charge mode the cavalry units will gain 15 fatigue points. You should weigh your use of your cavalry very wisely... overuse will quickly see them exhausted and useless.

The process for melee with infantry is the same. You approach adjacent to the unit you wish to engage with, then in the Melee phase you initiate and execute said melee.

**Note:** Not every order to change formation or advance will be successful. The presence of the enemy may be sufficient to interfere with the attempt. This presence is called the “Threat Value”. Right-clicking a Unit Box will show the percentage chance that the formation change will be successful. The absence of a percentage implies complete success. Generally, you may change formation so long as a unit possesses sufficient movement points to do so and the threat is low, and before it has fired. Once a unit has fired it is done with actions for that turn.

Ok, now we have covered all the basics of movement and combat. Let’s go ahead and re-start the scenario from the top, then we can make a battle plan and try and execute it. So, go to the File menu, choose “**Selection...**” and begin the scenario over.

Take a look at the fortified position in front of you, this time in 3D. it will make it clear that the front line is bristling with Archer Stakes which will negate the bonus of a cavalry charge... because most horses would not be willing to impale themselves on the stakes and so the charge would be aborted. Additionally, we see some abatis on the flanks, with artillery and archers waiting for us.



One possible plan would be to use your artillery and archers to approach from the front and pin the defenders down. Then send your cavalry around either flank to try and get behind the defenses and undermine the position. You have enough infantry to shore up one side or the other in this attack, but not both. I have decided to throw the bulk of my force onto my right flank. I have every expectation that I will be able to clear this flank of enemy cavalry, and my cavalry numbers are higher on this flank. I’ll send my men-at-arms and some archers around to try and flank the position as well, hoping that my remaining frontal attack will force the defenders to hold their existing line or risk being overrun.

My diversion on the left will force them to keep their line extended a bit and not reinforce their forward positions. Of course, like we experienced in our initial moves, no plan lasts past first contact... and there may very well be troops in play that I can’t see!

So, whether you are following my plan, or your own, go ahead and get some troops in motion.





I begin executing my plan in a similar fashion to our opening moves, again with the intention of engaging their cavalry on Turn 2. This time I bring up my supporting javelin-equipped units though, and maybe I can get his force completely driven away.

The end of my Turn 3 has the enemy cavalry in retreat, and I'm about to bring home an assault with my men-at-arms into some defending archers. The prediction looks good, and if successful I will have compromised the defensive position.





And it was successful... a crushing blow for the defenders. Those lightly armored archers stood little chance against my plate covered troops.

Now though I have exposed units in the thick of the fight... so hopefully a good bit of the defensive force will run away. Advancing the turn to find out... and they did, so the flank of the position is completely compromised at this point. But the enemy is far from beaten. In fact, looking at the **Victory Dialog** I'm currently at a "Minor Defeat".

Given the layout of the fortifications and both the terrain and size of the map, there's very little chance I will be able to Isolate the defenders. My force is too small and the options for escape are too great for my opponent. So, the answer is to occupy territory (as marked by the three objective hexes) and wipe out as many defenders as possible. Now that I am inside their position I can likely capture some of their artillery as well.

In this next turn I have an exposed a Supply Wagon before me, so I send one of my units to capture it. This not only gives me Victory Points, but it also deprives the defenders of much needed ammunition (arrows in this case). I then bring my leader about to threaten the rear of the first defending artillery unit & I bring some French Milice into the gap I have opened up. Before any other movements I want to go ahead and conduct an artillery barrage as well, to soften up the defenders as much as possible. Remember the **Artillery Dialog**?

Now I will move some more troops into place. I am pressing home my attack with the cavalry on my right... I have some exposed routed archers out in the open, so I plan to run them to the ground. I initiate a charge with my Coustilliers for that role. There's an additional routing unit in the rear that I will put my Dragoons on, and this further extends my front and puts pressure on their rear. I also moved some crossbow men up to support my assault. Below is a shot prior to my melee phase. Note that my men-at-arms units remain Disordered from their previous assault, so I will not melee with them again this round. I have selected to leave my left flank cavalry in place and disengaged so that I have some fresh units to throw into the battle when an opportunity arises.





My cavalry attacks were very successful, and my infantry is in place to start causing some serious havoc in their line next turn. I could attack with my two French units, but the prediction is not in my favor... so I am going to hold off for the following turn in hopes of my men-at-arms returning to good order. Hopefully I will not have waited too long.

What follows are some overview comments of my subsequent turns. As mentioned previously, your results may vary quite a bit. Some units may disorder at different points; some may even run (Rout) away!

It was a punishing round of ranged fire as the defenders held their positions tenaciously... but I have been rewarded in my patience – my core shock troops are back into good order. Additionally, the defenders have exposed their flank meeting my onslaught, and so an opportunity exists to bring my reserve cavalry into play. I love it when a plan comes together!

I begin this round by firing off all my available artillery. There will likely be some that might become available later, after I move troops – so you want to check again before you end your turn. If you notice, I'm not moving my artillery once it is in place. For a scenario as short as this there really isn't time to limber up, move, unlimber and then set up again. For longer scenarios you will have a bit more leeway. I'm conducting a charge on my left & right against targets of opportunity, and I have several melees I'll bring home with my infantry. Things are getting chaotic in a hurry!

My Turn 5 was not terribly successful, so I keep pressing on. I have captured one objective and some more supplies, so I am now in a Minor Victory range, but at the rate I am losing troops that could change quickly. I continue to try and maneuver for advantage, to get favorable melee odds and hopefully eliminate some of the defending artillery.

Turn 7 and things are tense. I have a solid Minor Victory points wise, but my attacks have stalled out on all fronts. Perhaps I was a bit overconfident! The defenders have regrouped a bit and a portion of them have started moving towards the village of Rouvray, while another element tenaciously holds the original fort. I resume pressure with my cavalry and try once again to get control of the camp.

Ahh, finally, some lasting progress. My charges broke up the defenders around Rouvray and sent them running. The fight within the camp is still a brutal slugfest however, so it is very debatable if I will be able to hold that position at the end of the day. Turn 9 arrives and visibility diminishes... dusk is upon us. We press home our available attacks in hopes that we can wear down the defenders more. Turn 10 brings my forces final victory. A few defenders still remain, but my forces are holding the camp finally. And torn and battered for their efforts!

How about you? Were you able to pull out a victory, or did the defenders hold you at bay? You can play the scenario again to try and get a better result. Or you can move on to the next three scenarios in the list, which are dubbed "Boot Camp" scenarios. They will introduce you to various weapons and tactics that you will encounter as you explore this new game. The notes on each are in the following section.



# “Boot Camp” Scenario Notes

## Boot Camp 1: A mixed bag of troops!

This first Boot Camp scenario introduces the player to some of the range of different troop types present in this Hundred Years War title. Cavalry can be heavy shock chivalry lancers, medium dragoon type cavalry capable of firing and fighting dismounted, and light skirmisher cavalry ideal for using its greater mobility to get round enemy flanks to capture objectives and undefended supply wagons. Some infantry are heavy or medium troops, armed with spears, polearms or other melee weapons and lacking any fire ability. These tend to be good melee troops, unless poor quality militia. Other medium to light infantry are equipped with bows, crossbows, javelins or early firearms and are often capable of moving faster than heavier foot. Light cavalry and some light infantry are able to continue moving after firing, reflecting their reliance on speed and ability to perform hit and run tactics.

In this scenario, all units start out in column formation, since they begin some distance from the enemy and column is the fastest moving formation and will not cause disruption when crossing the streams or other difficult terrain. However, column is a very poor formation for firing and, since it is primarily a movement rather than combat formation, also receives a -25% penalty when meleeing.

The English Army: All the English troops are fighting dismounted in this scenario, although there are some battles where the men-at-arms and occasionally some archers are mounted. Most of the English troops are archers, armed with the famous longbow. These troops should go into line or Open Order when close to the enemy and may also deploy skirmishers. However, if threatened by cavalry, the skirmishers should rejoin their parent unit if in open terrain or fields and the archers should also deploy stakes if they are able to. Some archers - such as the two units of Welsh Saethwyr - can move after firing. Several of the English units near the objective are men-at-arms armed with halberds. These are good melee troops but are unable to fire. If threatened by cavalry, they can go into block formation. The archers, however, are unable to use this formation and must rely on stakes—if they possess them—to defend themselves against cavalry. One of the “Camp Follower” units has spears and the other has javelins. The unit with spears is untrained and so unable to go into block formation, while the one with javelins can go into Open Order but not deploy skirmishers. Since these are both low quality units, they should be kept in the rear and out of combat wherever possible, since they are likely to rout and perhaps take other nearby troops with them.

The Burgundian Army: On the left of the English army are their Burgundian allies. The front rank is good quality heavy cavalry armed with lances. Behind are crossbowmen, some with ordinary crossbows and others with heavy crossbows that have a slightly longer range but are slow firing, so are incapable of defensive fire. Crossbowmen should go into line formation when close to the enemy but should avoid melee wherever possible since they are missile orientated troops. They are particularly poor at melee attacking but also fight at a disadvantage when on the defensive. The third line has another unit of crossbowmen, a unit of pioneers and several units of light artillery. The artillery can move forward and stack with the crossbowmen when about to engage the enemy, but it will be the heavy cavalry that will have to keep the guns safe.

The French army: The French cavalry is on the left flank, with a unit of Coustilliers—fast moving irregular light horse armed with javelins on the extreme left. The Coustilliers are best at skirmisher or outflanking rather than fighting in melee. Then, on the road, there is a unit of heavy Gendarme lancers, flanked by two units of dragoon "archers" armed with lance and crossbow. These "archers" can shoot and can also fight dismounted but should try to avoid

trading volleys with infantry since they're worth at least twice as many victory points. Behind the cavalry is a unit of dismounted Gendarmes armed with spears. These are slow-moving but well-armoured and good melee troops. The troops in the French centre are crossbowmen. These should go into line formation when close to the enemy and rely on firepower tactics, even though they fire much more slowly than archers, since they are not good melee troops. Behind the crossbowmen are two artillery units—one with medium guns and the other with light ones—and several units of militia spearmen. In the rear, the supply wagon is guarded by a single unit of Brigans—light infantry armed with javelins. The right flank French troops are Archers Milice—low quality troops armed with inferior bows. These troops are unable to deploy skirmishers but can go into Open Order to reduce casualties when engaging in a fire fight. However, Open Order is a poor melee formation, so these troops should avoid melee as they fight at a disadvantage, particularly on the offensive.

The Scottish Army: On the right flank of the French are their Scottish allies. A single unit of elite and well-armoured men-at-arms armed with halberds is flanked by four units of archers—some with longbows and some with shorter, less effective, bows. These troops should be able to put up a reasonable fight against English longbowmen, but in this scenario they're facing Burgundian heavy cavalry, so need to deploy stakes or get into difficult terrain before the enemy cavalry can charge them! In the Scottish rear, guarding an objective and a supply wagon, there is a unit of Spearmen. This unit should go into block formation if threatened by cavalry or if planning to fight a melee against enemy infantry. Since Scottish spearmen fight in deep formation, it is unable to also go into line formation like English spearmen & billmen or the better trained Scottish men-at-arms unit.

The Aragonese Mercenaries: Behind the French cavalry on the left flank are two units of Aragonese mercenaries—one is a unit of medium cavalry with lance & crossbow and the other a unit of foot crossbowmen. The first fights in a similar way to the French "Archer" cavalry but is unable to dismount, while the second is the same as a French crossbow unit, but better quality.

The Lombard Italian Mercenaries: The Lanze is a veteran unit of heavy lancer cavalry, wearing good armor and on barded horses, so fairly immune to enemy archer fire. The Schioppi unit is armed with handguns and is the best unit for shooting at enemy troops wearing armor. Like other missile troops, it should go into line formation when in proximity to the enemy, but it should attempt to avoid melee, especially against cavalry or melee-orientated infantry armed with halberds or spears.

#### **Recommended Rules:** Default

Side A = French, Scottish and Milanese & Aragonese mercenaries, Side B = English and Burgundians

Intended for playing either side against the A/I or HTH. Playing Side A will provide a different gaming experience to playing Side B, so it's recommended that players replay the scenario from the other side before moving on. It's also possible to play in Hotseat Mode, whether two (or more) people playing the various armies, or a single person playing both sides A and B, rather than playing against the A/I.

## **Boot Camp 2: Infantry against Cavalry**

In this scenario, the outnumbered English force is deployed behind a stream, which provides good protection against cavalry, since cavalry can only cross along a road hexside without getting disrupted. The English Men-at-arms near the crossing point are already deployed in block formation as a precaution, but the archers are unable to use this formation. The Welsh archers on the left flank are not only across the stream but also safely in woods,

so they are in Open Order, which allows them to move in woods without getting disrupted and also reduces the effectiveness of any enemy fire. However, it is a weaker melee formation than ordinary line. The English archers in the center and on the right flank are mostly in open ground and so in ordinary line formation. Some early field artillery are deployed in support, but these are not powerful guns and some have limited range. There are also two units of spearmen—one Welsh and one English—held in reserve just behind the front line, one of which is guarding a supply wagon. These units can use line, block and column formation and, in order that they can redeploy quickly to any danger spot, are currently in column as this is the fastest moving formation.

Units in column formation can enter difficult terrain without disrupting and this is the only formation that can benefit from road movement. However, column is a relatively poor combat formation, firing at 1/4 the effectiveness of units in line and suffering a -25% melee penalty, so it should generally be avoided when in proximity to the enemy. However, attacks across bridges or against gates must be conducted in column formation due to the narrow access making other formations impractical.

The English also have two smaller units of "dragoon" type cavalry which can fight either mounted or dismounted. One is held in reserve on the road and the other is deployed further south on the map guarding a bridge in case the enemy send troops in this direction to outflank the English position. These are the fastest moving troops on the English side but will need to be reinforced as quickly as possible if threatened by superior forces.

The visible French troops facing the English line are cavalry—these are generally the best French troops, but the light cavalry on the left are lower quality irregular horse. Some French infantry—a mixture of crossbowmen and militia spearmen—are believed to be advancing along the road behind the cavalry. French crossbowmen have much slower firing weapons than the English longbows, but if they have pavises (large shields) this will give them good protection from arrows. French militia spearmen are generally low-quality troops and will need to switch from fast-moving column formation into block formation in order to melee more effectively. Some militia may have some protection against arrows in the form of shields or padded & leather armor, but others are likely to be completely unarmored and so highly vulnerable to arrows. However, these spearmen can be quite dangerous if they manage to keep good order and obtain good melee odds.

If the French cavalry attempts a direct assault across the stream, they will automatically become disrupted and should easily be repulsed, but there is open ground on the English right flank, and should the cavalry get across the stream they will become dangerous once they've recovered good order. While the English defensive position is quite a good one, it'll be necessary to avoid too passive a defensive stance and be ready to respond to enemy action and any unexpected developments. There are two objectives and a fixed supply wagon in the rear to protect, but victory or defeat will largely depend on inflicting as many casualties as possible on the advancing enemy whilst keeping one's own casualties to a minimum.

#### **Recommended Rules: Default**

Side A = French Side B = English

Intended for a first play-through as the English side against the French A/I but, for a different sort of challenge, it's recommended that the scenario be re-played afterwards as the French against the English A/I. Can also be played HTH.



## **Boot Camp 3: Defensive action: Archers and Stakes**

This scenario is designed to teach players how to fight a defensive action against 2:1 odds or, if playing the attacker, how to overcome a good defensive position.

A small English force of mostly veteran troops is deployed between two woods and is comprised of dismounted men-at-arms flanked by archers. Some trenches and abatis help strengthen the position. There are some additional units of men-at-arms in the rear—one dismounted and currently in column formation, and one mounted and concealed on the flank in dead ground out of sight of the enemy. Two units of "dragoon" cavalry, in this case mounted infantry armed with longbows and unable to shoot whilst mounted, cover the flanks. There are also two fixed units of low-quality camp followers, which are best kept out of the fight as far as possible. Some English reinforcements may arrive mid-battle on the main road at the top map edge—their arrival could make a significant difference to the outcome of the fight, but unfortunately they may not arrive promptly.

The enemy forces include a mixture of cavalry, infantry and some guns and vary in quality from veteran to militia. The French cavalry is average to good quality and mostly heavy lancers, but includes several units of double-armed "archers" that can also fight dismounted. The French infantry are poor to average quality and include crossbowmen, archers—with inferior bows to the English—and militia spearmen. There is also a single unit of handgunners, which have a short range but are more effective against armored opponents than other ranged weapons. The Scottish allied troops vary in quality and are all foot archers, many of them armed with longbows, so they will be the most dangerous opponents in a fire-fight. The Italian mercenaries are high-quality Milanese cavalry on barded horses, so these troops will suffer fewer casualties if shot at by archers.

The enemy moves first and its cavalry is likely to advance rapidly towards the English defenders. On the first English turn, the archers—or at least those in open terrain or fields—need to deploy stakes to defend themselves adequately from the enemy cavalry, and the men-at-arms should change from line into block formation, since stakes and block negates the melee benefit of charging cavalry.

The English guns are Ribaulds, which are short-range, multi-barrelled light guns which will only be able to fire when the enemy get within a few hexes distance. The outnumbered English should try to hold the line as long as they can, until the enemy outflank the position and should then fall back to the objectives, keeping the archers out of open ground when facing enemy cavalry, unless they have time to place more stakes.

If playing as Side A against the English defenders, it's worth bearing in mind that a direct frontal assault against the enemy position—especially if made by cavalry against units in block formation or defended by stakes—is likely to result in heavy casualties for the attacker with little prospect of success. Perhaps try positioning a force just outside bow-range to pin the defenders in place whilst other troops outflank the position? But bear in mind that there are only 15 turns to break through the enemy line and the English may receive reinforcements.

### **Recommended Rules:** Default

Side A = French, Scottish and Milanese mercenaries, Side B = English

Intended for a first play-through as the English side against the French / Scottish / Milanese A/I. A second play-through as the various Side A forces against the English A/I would provide experience of attacking a defensive position with different troop types.

# Further Information

This guide is designed to give you a basic introduction and feel comfortable with what's going on in the **Age of Longbow Volume I: Hundred Years War** game, but it is no substitute for the User Manual, which is the rulebook for the whole series. The User Manual will expand upon everything discussed here and cover the issues of campaign play, leadership, morale, and supply amongst others that will allow you to fully enjoy the game. You can see this whilst playing by pressing F4.

The **General Help** shortcut provides you with Summary Info such as Terrain Effects Chart, Weapon Effects Chart, Toolbar definitions, hot key listing, etc. You can see this while playing by pressing F1.

If you wish to delve inside the game designer's head, press F3 whilst running the game and the **Designer's Notes** will be yours.

Pressing F2 invokes a feature called the **Parameter Data Dialog**. It provides a host of information including movement costs, terrain benefits and stacking limits amongst other things.

Documentation for the game's editors may be found in the following help files:

- Scenario Editor Help Manual
- Campaign Editor Help Manual

For updates, downloads and the latest information visit WDS at <https://wargameds.com/> or email [Helpdesk@wargameds.com](mailto:Helpdesk@wargameds.com)

You can also head over to the official forums and ask questions or discuss the games with fellow enthusiasts. Visit the Sword & Siege section here - <https://forum.wargameds.com/viewforum.php?f=67>