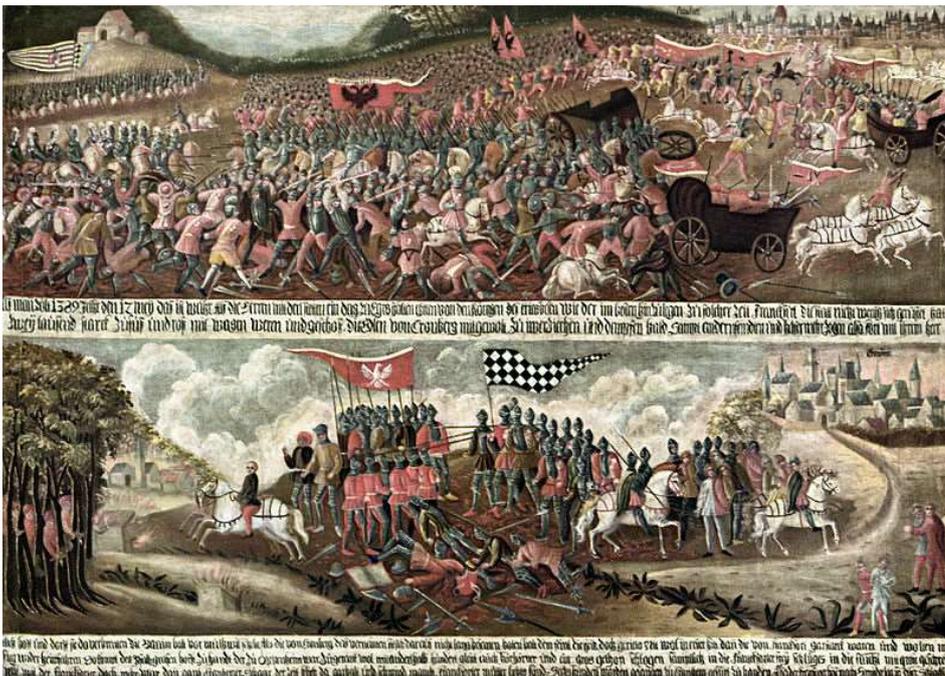


# Anno 1389



It is the year 1389. The feud of Kronberg reaches its bloody climax at the gates of Eschborn and culminates in a fiasco for the Free City of Frankfurt. They suffered over a hundred dead and wounded. The city banners are stolen or destroyed. Many citizens and councilors now live

in the dark dungeons of Kronberg, Hanau, Babenhausen or Windecken. Because all bakers were kidnapped, a shortage of essential bread quickly became apparent in Frankfurt. Of course, Mayor Johann von Holzhausen does not let that rest. He puts together a contingent of foolhardy fighters. Even before the first rooster crows, his men are supposed to liberate the bakers at the gates of Windecken. The Lords of Hanau, who camp there, are still in a good mood and very drunk with victory. The chances for a counter attack are slim. Frankfurt spies have reported that the bakers have to work at the Nidder mill: a good opportunity for a liberation campaign. Hidden on oxen carts under straw, the people of Frankfurt sneak carefully to slay the gatekeepers of Windecken and bring the bakers back to Frankfurt. Frankfurt, only you should win today!

A Tabletop scenario for 2 players, rules **LION RAMPANT**

Game mode **Brawl: 3 units** per side, duration **15-25 Minutes**

Game mode **Skirmish: 4 units** per side, duration **45 Minutes**

Game mode **Escalation: 5 resp. 6 units** per side, duration **60 Minutes**

Presented by **Tabletop Club Rhein Main e.V.**



## Rescue of Frankfurt's Bakers

**Target:** The Frankfurt bakers must leave the battlefield in the direction towards Heldenbergen, the men of Hanau must prevent this!

**Setup:** The scenario begins when the 3 ox or donkey carts in front of the gate are searched by the city guards. To do this, a "challenge" (as described in the rule book) is simply carried out. The City Guard suffers from the special rule "too many drinks", and therefore only hits on 6. If the Hanauers win the challenge (and thus discover the "goods"), they have initiative in the first turn and can carry out an activation without having to test for it. If the Frankfurters win, they have the element of surprise on their side and can use the free activation. If there is a tie, the challenge is repeated until a winner is determined.

The ox carts remain on the bridge and in front of the gate house throughout the game and can be used as cover. At the beginning there are only the *Windecker Herzbuben* with their leader *Willi the Lazy* in front of the gate, the *Windecken Crossbow* on the towers and walls, and the ox or donkey carts on the field. The *Frankfurt bakers* are still at the mill. The *Frankfurter Jäger* and *The Real Frankfurters* under the leadership of *Meier Alexander* are hidden on the carts. As soon as the above challenge is over, *Frankfurter Jäger* and *The Real Frankfurters* can be positioned around the carts according to the normal rules. The *Windecken City Guard* blow for alarm and the *Frankfurt bakers*, recognizing the possibility of escape, are positioned in front of the mill. All other units appear during the game. From round 2, the *Windecken Crossbow* can leave their position by activating them according to the normal rules. *Ulrich von Hanau* also appears with his knights on foot at the city gate and takes over the leadership of the armed forces.

**Character models:** In principle, the character model with the highest rank according to the medieval class order is always the leader of the entire armed forces. Rules for moral bonuses and challenges apply to all character models on the field (rule book page 13, 18ff), the rule for eliminated leaders only to the highest ranking. All leaders retain their special characteristics for the entire duration of the game. This is the only exception to the normal rules of the game.

**The Frankfurt bakers:** The unit can be controlled by the Frankfurt player like any other unit, but there are some special restrictions: The Hanau player may not shoot or attack the unit as long as another Frankfurt unit is a threat, after all they are hostages and bring some coins from the Frankfurt city treasury! If all of Frankfurt's troops are neutralized, the bakers can be captured by successfully attacking them. The bakers then surrender immediately. However, if the bakers have passed the Nidder Bridge, they are considered outlawed and can also be attacked normally. If the Hanau player decides to kill the bakers, the *Frankfurters* have only one thing in mind: revenge! The *Frankfurter's* mission now is to punish *Ulrich von Hanau* for this shameful act and to eliminate him. Failed activation tests by the bakers have no negative effects, the Frankfurt player does not have to give up the initiative!

**Game mode Skirmish:** As soon as the bakers have passed the first bridge over the river Nidder, *Hanauer Reislige* appear on horseback from the direction of the Wehrbach to cut off the way of the fleeing. These are led by *Herr von Marköbel*. A unit of *Frankfurter Pack* also appears from the direction of Heldenbergen to cover the escape.

**Game mode Escalation:** The battle is expanded by the following unit: *Johann von Holzhausen* with his *Serjeants* and *Frankfurt Crossbow* also appear from round 2 from the direction of Heldenbergen. The Hanau Armed Forces are expanded to include a *Hanauer Burgmannen* unit, which intervenes with *Ulrich* at the same time and appears from the direction of the Wehrbach.