

THE DEFENSE OF TRENT

THE NORTHLANDER INVASION

APRIL 6, 1843



Setup order		
1		x4
2		x4
3		x9
4		x10
5		x3
6		x2

Historical Background

In the early summer a Northlander army under the command of The King of the North approached the outskirts of Trent at a quick march.

With very little warning the Trent Garrison and militia had been hastily roused and prepared to defend the walls of Trent.

As the Northlanders formed up around the road outside Trent there was a great shaking and the gates of Trent collapsed to the ground leaving the way into the city exposed.

As the invading Northlander army began its advance the Viridean Garrison Legion moved to fill the gap leaving the local militia guarding the walls.

The stage is set. The battle lines are drawn and you are in command. The rest is history.

Briefing

NORTHLANDER ARMY
Take 6 command cards
Move first.

TRENT GARRISON
Take 5 command cards

Conditions of Victory

6 Banners

Each marked town hex is a temporary banner for the Northlander Army - they gain 1 banner as long as they occupy the town.

Special Rules

None.

CONVERSION TO C&C: ANCIENTS
Sandbags represent Ramparts.
Battle Stars show where Leaders begin attached to units.