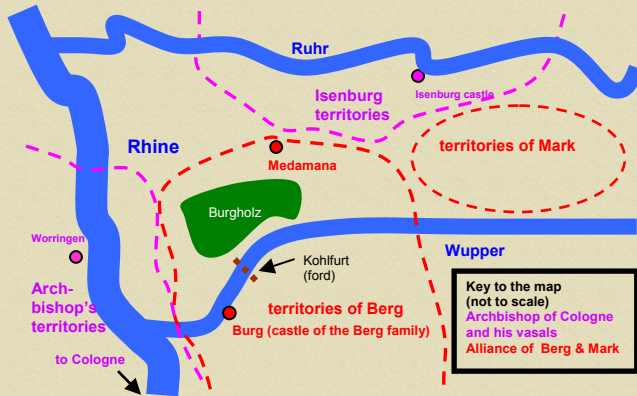


Some facts on this game

THS presents „**Worringen 1286 - The Baron Wars**“ (alternatively titled “Crossing the Wupper”).

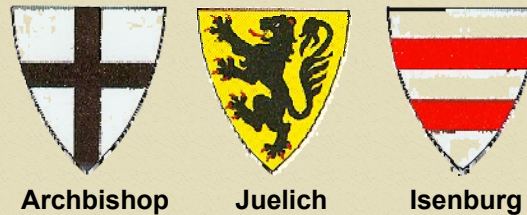
This is a fictional scenario based on the events leading up to the battle of Worringen. The game is set in THS’s backyard, the area between the rivers Rhine, Ruhr and Wupper.



“Worringen 1286 -The Baron Wars” reflects the fight for supremacy between the townsfolk and the Archbishop of Cologne, as well as the disputes between the various local Barons (Burggrafen). These knights, their coats of arms and

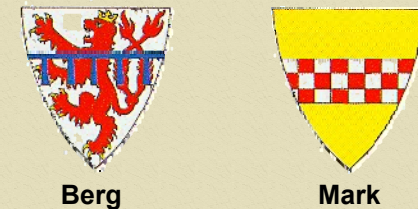
all place names are authentic. To create a playable game we have naturally taken some liberties with the geography of the area and certain characters, such as “Robert Hat and his band of merry men”, who may possibly have never been here.

The Archbishop of Cologne and his vassals’



We are using our home made modular gaming terrain (50x50cm hardboard tiles), which have been lovingly restored in months of hard work by Holger Bartnitzki. The figures are 25/28mm from various manufacturers e.g. Foundry, Hobby Products, Mirliton, Gripping Beast etc. The village was built by Dietmar Schmidt-Bartelt. All other buildings are from Michael Immig’s collection. The trees making up the dark forest known as “Burgholz“ have been provided by the creative Grimm from Hamburg and fantasygelände.de. The rules are, more or less, “MAN AT ARMS-One brain cell medieval skirmish rules” by Jim Wallman.

The opponents



We owe the idea for the scenario and the whole framework to Michael Immig. Some more text, background information and the layout have been added by Karl-Heinz Kieckers. Robert Sleath translated the German texts into proper English. Preparing the game took roughly a year, and it was presented for the first time at “Crisis 07” in Antwerp.



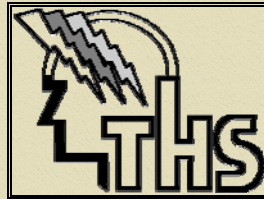
preparing for close combat

The Scenario

In the year of our lord 1286, dark times have fallen on the lands of Berg and Mark. The Isenburg is under siege. Eberhard I of Mark chose his time of attack well. The yearly taxes and church tithes are ready for transport from the Isenburg to the treasury of Archbishop Siegfried von Westerburg in Cologne.

During a dark and rainy night, Salentin II, Count of Isenburg, succeeds in breaking out with a group of his followers and the treasury stowed away in a wagon. With luck they may reach the Archbishops relief column led by Walram of Juelich, before the troops of Eberhard overtake them. To make matters worse Eberhard is also expecting reinforcements from his ally and relative, Adolf V of Berg, the archrival and enemy of the Archbishop.

The situation is further confused by rebellious peasants, brigands and other riff-raff. Who knows what awaits the various factions in the dark forest, the sunken road at Gevelsberg or the village of Medamana? Will the treasury ever reach safety by "crossing the Wupper"?



Team for Historical Simulations

We meet every other Friday night at our Headquarters. You find our **HQ** in Erkrath-Hochdahl, Hackberger Str. 2, near the motorway-junction Hilden (A3/A46) have way between the cities of Duesseldorf and Wuppertal.

What we can offer to you:

- ✦ always the latest news and gossips on the hobby
- ✦ several large tables
- ✦ modular terrain and buildings
- ✦ wargame armies for several periods and systems
- ✦ a large library for your research
- ✦ soft drinks and hot coffee

and you don't even have to pay for it!

Are you interested?

Then have a closer look at our homepage

www.ths-wargames.de

or contact

Karl-Heinz Kieckers

Hackberger Strasse 2

40699 ERKRATH (Germany)

Email: mailbox@kieckers.de

Worringen 1286 The Baron Wars



THS 10/2007