## Nefs \& Galleys Scenario 4

## Eustace The Monk's Last Stand

## Background

August 1217: Prince Louis of France, son of King Philip II, holds London but is in dare need of reinforcements, horses, siege engines and of course money. A naval force of 80 ships leaves Calais in the direction of the mouth of the Thames. The redoubtable Eustace the Monk is in command. He was a former priest turned pirate who had initially served King John of England but then switched to King Philip. English consider him as a renegade, the French as a privateer: various perspectives! Eustace's flagship is loaded up to the brim and its upper deck is practically at the level of the waterline. His nef was slightly ahead of the other vessels when he saw arriving on his left a group of boats which he thought were fishermen. He decided to inspect them but it proved to be loaded with English men-at-arms led by Richard FitzJohn, bastard of the King: They want a decisive fight!

## Map Layout And Starting Positions



Eustace's ship is represented by the horse carrier.
English knights and bowmen can only be positioned on the nef.
Other English troops can be located on any vessel.
The English play first.
The game lasts 15 turns.
The wind :
$>$ Wind direction:

> Sailing:

- The horse carrier moves wind astern with a spoeed of 5 ,
- The English ships move wind on the bow with a speed of 2 for the cogs and 3 for the nef.


## Special Rules

Sailor deployment: 4 sailors are needed to operate the sail of the small ships and 6 per sail for the large ships. Make sure you have enough of them!
Ship characteristics : Pour les besoins du scénario, on considère que le pont supérieur du navire huissier est entièrement fermé et qu'il n'est pas possible de voir la cale. La félouque est considérée comme une cogue pour les règles de navigation.
Waterline: The horse carrier is overloaded and its upper deck is practically at the level of the waterline. This deck is considered to be at the same level as the cog deck. For this reason, characters on the upper deck of the nef are situated one level higher than those on the horse carrier. English troops on the smaller vessels can simply jump to board the horse carrier.
Pots of lime: the English had taken with them pots filled with lime to blind their opponents. 2 characters adjacent to a barrel of lime during one turn without any other action can open it to spread the powder of lime. The lime will fly away in the direction of the wind and will cover a surface of 5 hexes wide and 7 hexes deep, hanging 3 turns. Every character located in one of these hexes can no longer carry any action or move and is penalized with $(-1)$ to the die roll in case of defensive fight.

The Sides

| The Horse Carrier |  |  |  | The English Ships |  |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| Dismounted sergeant | Sgt Guy (Eustache) |  | Mathew <br> Morris <br> Jasper <br> Ivor, Harry <br> Roger <br> Will"m <br> David <br> Geoffry |  | Bertin <br> Crispin <br> Hal <br> Odo <br> Mark <br> Ben <br> Wat <br> Perkin | Peasants (sailors) | Gam, Smith <br> Giles, Wulf <br> Radult <br> Salter, Baker <br> Gobin <br> Carpenter <br> Cedric <br> Farmer |
|  | Lacy Clarence Wulfric Fitzwaren Mortimer Hugues |  | Brendan <br> Mordred <br> Bryn, Aki <br> Gareth <br> Hayden <br> Stori <br> Arnold |  | Sir Richard Sir Roland Sir Gilbert Sir Gaston Sir Conrad Sir Clugney | Sergeants | Tyler <br> a Wood <br> Martin <br> Arnim |
|  | Morgen <br> Pugh <br> Llewelyn |  | Emlyn Edric Gawain Alric | Shortbows | Aylward Bowyer Chretien Engerrand Mathias Fletcher | Billmen (sailors) | Tybalt <br> Robin <br> Rees <br> Guy <br> Jean |
|  |  |  |  |  | Grappels (4) |  | Pots of lime (2) |

## Victory Conditions

Les hommes de Richard Fitz John doivent capturer le navire d'Eustache et faire le plus grand nombre de nobles prisonniers. Le navire huissier peut choisir de faire face ou de fuir par l'angle inférieur gauche du tapis de jeu.
A l'issue des 15 tours, un décompte de points est fait en utilisant le barème suivant :
> Eustace dead: 5 points,
> French knight made prisoner: 5 points,
$>$ French sailor or man-at-arms killed: 1 point.
If the horse carrier didn't manage to escape, the victory is assessed with the following point count:
$>$ Over 50 points: Striking English victory - The remaining French fleet is up for grab;
> From 36 to 50 points: Marginal English victory - Lift up your hearts, brave companions! For Prince John and England forward;
> From 21 to 35 points: Marginal French victory - The bulk of the fleet is here, and these damned English will soon lay down at the bottom of the Channel.
$>20$ points or less: Striking French victory - Thanks to our supplies, Prince Louis will soon be able to resume its offensive. The lilies standard will soon be on top of the Tower of London!

## Epilogue

Although they started the battle with the wind against them, the English cogs manage to pass the ship of Eustace and gain the windward position. They then open their pots of lime, which blow in the faces of the French and allows them to board the flagship from several sides. Meanwhile, the bowmen of the nef take advantage of their overlooking position to shoot a devastating fire on the enemy deck. The French are quickly overwhelmed and knights are captured, with the exception of Eustace the Monk: Dragged from his hiding place in the hold, he offered to pay 10,000 marks as ransom, but he was only left with the choice of being beheaded upon a trebuchet or the rail of the ship... Emboldened by the capture of the flagship, the English turn against the rest of the fleet and captured many ships whose crews were massacred. Only fifteen ships were able to return to Calais.

## Sources

The battle of Sandwich and Eustace The Monk - Henry Lewin Cannon 1912

