

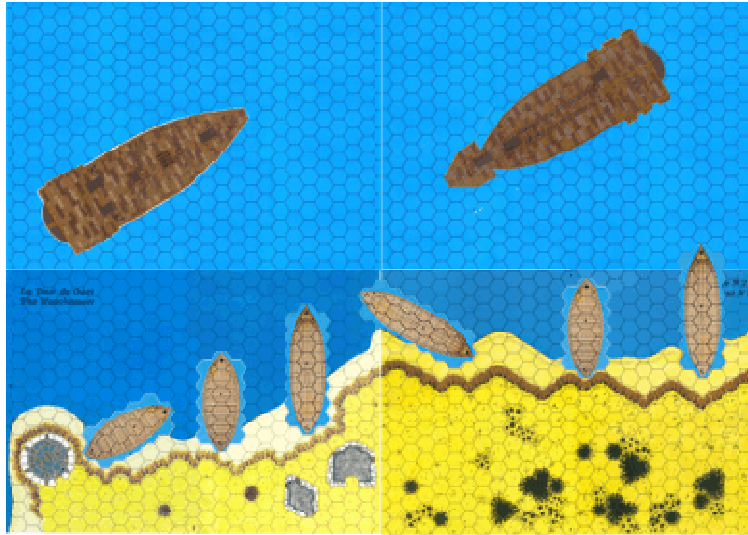
Nefs & Galleys Scenario 5

Damme

Background



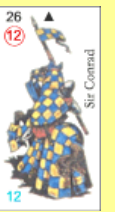












May 1213 : Philip Augustus leads his army and his fleet in Flanders to prepare an invasion of England. While waiting for the last armed forces to join, the King of France attacks successively Ypres and Ghent, pillaging their neighborhood. He left his 1,700 ships to the guarding of a small troop near the city of Damme. John Lackland decides on a preventive strike and sends 500 nefes commanded by William Longespée, Count of Salisbury to destroy the French fleet.

Map Layout And Starting Positions



3 galiotes and 3 drakkars are beached as shown on the map.
 The nef is positioned near the bottom left corner of one of the "Sea" maps. It is anchored and cannot move for the duration of the scenario.
 The English galley enters through the top right corner of the other "Sea" map.
 The French guards are deployed both on land and on the nef.
 The English raiding party enters through the right side of the "Coast 2" map.
 The English play first.
 The game is played over 12 turns.

The Sides

The French		The English	
The beach guard	The nef crew	The raiding party	The galley crew
 13 (12) 4 Dismounted knights Clarence Wulfric	 13 (12) 4 Dismounted knights Lacy	 26 (12) 12 Knights Sir Gaston Sir Conrad Sir Clugney	 7 6 8 Pikemen Bertin Crispin Hal Odo Mark Ben Wat Perkin
 6 5 8 Pikemen Brendan Mordred Bryn Gareth Hayden Stori Arnold Aki	 11 (8) 4 Dismounted squires Mortimer Hugues	 24 (11) 12 Squires Sir Peter Sir William Sir Piers Sir John Sir James Sir Gunter	 5 4 8 Peasants Gam, Smith Giles, Wulf Radult Salter Baker Gobin Carpenter Cedric Farmer
 9 (6) 6 Billmen Godric Cliff Shawn	 11 (9) 6 Sergeants Morgen Pugh Llewelyn	 5 4 8 Shortbows Aylward Bowyer Chretien	 5 4 8 Shortbows Engerrand Mathias Fletcher
 11 (8) 4 Dismounted squires Fitzwaren	 7 (6) 6 Crossbows Emlyn Edric Gawain Alric		 13 (10) 4 Dismounted knights Sir Richard Sir Roland Sir Gilbert

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Special Rules

The torches: Mounted squires carry torches. They must stay next to a ship hex for one full turn without any other action to set the ship on fire.

Flaming arrows: Use the rules of Siege or the Magna Carta (section 10.8). A ship is considered like a trebuchet on the fire table. You don't have to wait for 3 turns to consider the hex burnt: Any hex set on fire counts for the victory points calculation.

Victory Conditions

The men of William Longespée have to set a maximum of boats on fire.

At least a third of the hexes of a ship have to be on fire so that this one is considered lost. It corresponds to 20 hexes for the nef, 8 for a longship and 5 for a galiote.

At the end of the 12 turns, the English player counts the number of destroyed boats by using the following table:

- > Nef: 4 points,
- > Drakkar: 2 points,
- > Galiote: 1 point.

The highest number of points win the game;

- > Over 10 points: Decisive English victory - Philip's fleet is crushed, he won't be able to invade England;
- > From 7 to 10 points: Marginal English victory - The fleet is badly damaged and it will take King Philip weeks to rebuild it. The threat to England is vastly reduced;
- > From 4 to 6 points: Marginal French victory - French reinforcements should arrive within a few days and Philip will have enough ships to sail and invade England;
- > Less than 4 points: Striking French victory - When will we sight the cliffs of Dover?

Epilogue

The attack took completely by surprise the few troops assigned to the guarding of the fleet. At least 400 vessels were destroyed. Having been informed, King Philip returned at full speed to save his ships but he was too late: Although he forced the English to re-embark, they ran away with a considerable booty. Demoralized and debt-laden, Philip gave up his projects of conquest and retreated, after burning the rest of his fleet to avoid that it get seized by the Flemish.

Sources

The Rise of France: The War of Bouvines (Medieval Warfare 1 – Mai 2011 – Karwansaray Publishers)