

## Fortified Harbor Scenario 4

# No Wool For Flanders

### Background

1337 – The first year of a war which nobody imagine will last in excess of a Hundred Years between England and France is mostly economy-focused. Dismantling the wool business between England and Flanders is a priority for the French, who benefits from an advantage at sea. The English harbors of Portsmouth and Plymouth had already been sacked. The next objective is Southampton. A Flemish boat filled with woolen bundles gets ready to sail, but the cog of Captaine Gilbert is committed to prevent it from leaving its dock. By this beautiful starry night, the reddening brightness of a fire would be beautiful, Gilbert thinks, before ordering his men to sail towards the docks of the sleepy harbor.

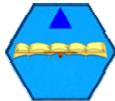
### Map Layout And Starting Positions



Use all 4 maps of the Fortified Harbor. A nef is anchored in the port. The cog is sailing from the South West corner of the map. Counters are distributed between the nef, the cog and the ramparts of the Harbor according to the picture. All the characters on the nef sleep with the exception of a pikeman which stands guard. They are placed with their Stun face up. Woolen bundles are placed on the main deck of the nef. The game is played in 15 turns. The cog plays first.

### The wind:

> Wind direction:



> Sailing:

- The cog starts with a speed of 5
- The nef is anchored and doesn't move.

### Counters

All counters come from CRY HAVOC & SIEGE. All characters are on foot.

The Garrison		The Nef		The Cog			
 Sergeants	Llewelyn Morgen Pugh	 Sailors	David Geoffry Harry Ivor Jasper Morris	 Knights	Sir Gilbert Sir Roland Sir Gaston	 Sergeants	Sgt Arnim Sgt Martin
 Longbows	Idris Merlyn Owen	 Longbows	Myrlin Mathew	 Crossbows	Jacopa Giles Nicholas	 Halberdiers	Ben Frederick Geoffrey Hubert
 Billmen	Cliff Godric Shawn	 Pikemen	Arnold Bryn Gareth Mordred	 Paesants	Baker Carpenter Farmer Gobin		
 Knight	Sir Clarence	 Engineer	Jones				
		 Wool	10				

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### **Special Rules**

- > It's dark. The visibility is limited to 4 hexes. A shooter can only aim at an opponent whom he can see. When a hex is on fire, the visibility is increased to 8 hexes.
- > No character in the nef can move as long as the alert is not given. The alert is given when any character of the opposite camp is in sight, or when a friendly character is attacked and is not stunned or killed in the first attempt.
- > The alert is given one turn after any Englishman spotted a Frenchman. The alert spreads at the rate of 5 hexes by turn. The alert stops spreading if the character having given the alert is killed.
- > Once the alert given, the Englishmen need 2 turns to arm. Meanwhile, their attack strength is limited to 2 and their defence value is identical to that of their Stun face.
- > Woolen bundles or nef hexes catch fire according to the rules of SIEGE (3.5 - Fires: how to ignite and extinguish a fire, and 5.31 – Flaming arrows). Fire can spread from of a woolen bundle to the nef hex in which it is situated and vice versa, in addition to the neighboring hexes.
- > The nef sinks if 10 hexes of the ship are completely burned. The cargo is completely lost in that case.

### **Victory Conditions**

French have to destroy(annul) most bundles of possible wool:

- > from 8 to 10 bundles: Outstanding French victory
- > from 5 to 7 bundles: Nice French victory
- > from 2 to 4 bundles: Narrow French victory
- > 1 bundle only: Nice English victory
- > 0: Outstanding English victory

### **Sources**

I got the idea of this scenario while reading « World Without An End », the sequel of “The Pillars of the Earth”, by Ken Follett !