

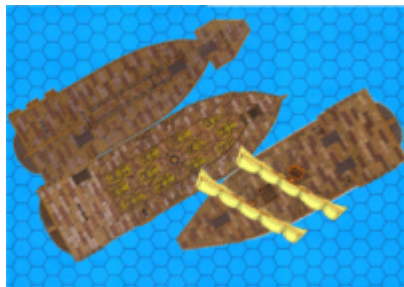
Scenario Nefs & Galleys 2

Sluys 1

Background

June 1340. The French fleet is blocking Sluys, in front of the Flemish city of Bruges. The 200 vessels commanded by Béhuchet and Quiéret are formed into three lines, with the ships tied to one another. Edward III and his fleet realise the tactical mistake of the French: he places his ships to windward, and with the sun behind him his nef attack on the rising tide while the French barricade of ships is unable to manoeuvre.

Map Layout And Starting Positions














The galley and the horse carrier represent French vessels. They are tied to one another and cannot be separated. The French are split between the two ships: at least 4 of the crossbowmen must be on the horse transport and a minimum of at least 10 crew must be on each ship.

The English nef is about to board the horse carrier. All of its crew is ready to attack.

The game is played in 15 turns. The English player plays first.

The Sides

The English		The French					
 13 12 4 Knights on foot	Clarence Fitzwaren Wulfric	 7 5 8 Spearmen	Brendan Arnold Hayden Gareth Mordred	 14 10 4 Knights on foot	Sir Gilbert Sir John Sir Piers Sir Thomas Sir James	 8 6 8 Spearmen	Hal Mark Perkin Wat Crispin Bertin
 10 6 6 Billmen	Cliff Godric Shawn	 6 5 6 Long bows	Aylwin Myrlin Gwyn Owen Dylan Idris	 6 5 8 Crossbows	Forester Roland Gaston Bertrand Jacques Codemar	 10 9 6 Sergeants	Martin Arnim Tyler
 5 6 8 Peasants	Geoffry Morris Will'm Jasper Harry Ivor	 11 9 6 Sergeants	Llewellyn Pugh Morgen	 5 6 8 Peasants	Baker Cedric Gam Salter Wulf Smith		

Special Rules

Ships cannot move in this scenario

The French are facing the sun : Add +1 to dice result when firing missiles or fighting while facing towards the English ship. Rules for movement and allocation to tasks on ships are used as described in the Nef & Galley booklet.

Victory Conditions

There will be no mercy. Victory belongs to the side that inflicts the most losses to the enemy :

- > Each knight killed gives 5 points,
- > Each crossbowman or archer killed gives 3 points,
- > Any other character (excluding peasants) gives 1 point.

At the end of the 15 turns, calculate the difference between the totals of points earned:

- > Over 15 points : Total victory
- > Over 10 points : Good victory
- > Over 5 points : Marginal victory
- > Less than 4 point : Draw

Epilogue

The French crossbows quickly became ineffective in the hand-to-hand combat, while the English archers continued to shoot arrows by moving from one deck to another. The French were soon overwhelmed: many died on the ships or drowned.

Sources

La guerre de 100 ans (The Hundred Years War), Jean Favier – Encyclopedia Britannica, 1911 Edition