The Fortified Medieval Harbor

Extension for CRY HAVOC, SIEGE, OUTREMER and VIKING RAIDERS

I hope this extension will compensate for the long-awaited and never-released official Fortified Harbor extension. It had been announced when VIKINGS was released back in 1990 and got delayed since then, until it was officially cancelled. These maps were initially hand-drawn in 1992, then adapted and digitally enhanced in 2004. Finally, they have been completely redesigned in 2008 to allow for professional printing They are designed to be assembled with the Medieval Town to form a huge 6-map system. Yet, a few scenarios can be played without the Town.

1 Harbor Description

The Fortified Harbor has been designed as an expansion pack for the Medieval Town. The moles of the harbor join those of the town in 2 points. Sandy beaches on both sides of the moles give way to docks and wharves for naves, galleys, cogs and other feluccas to accost. To the left, Cesarea Gate is a direct access to the harbor when coming from outside. Proceed to the Montferrat gate afterwards to enter the town. Each harbor mole extends deeply into the sea to secure a large area where ships can dock easily. Each mole is terminated by a round tower: St Michael Tower on the left-hand side and Lusignan Tower on the right-hand side.

Harbor sea access is blocked by an old byzantine tower built on an island, named the Old Sea Tower. A landing stage enables rowboats and other small boats to unboard supply, men-at-arms or prisoners, as this isolated tower surrounded by water is a perfect location to prevent detainees from escaping. 2 wooden stairways must be climbed, with an intermediary stone pillar used as a sentinel outpost to reach the tower gate. Each staircase can be destroyed in case of an attack, to delay the enemy.

2 Maps Assembly

The harbor is made of 2 maps using the standard Cry Havoc format. For convenience, the left-hand side map will be named Saint Michael Tower and the right-hand side map the Lusignan Tower. 2 additional half-maps are placed on top of the Medieval Town, adjacent to the Montferrat gate. Final assembly must look like the picture below:
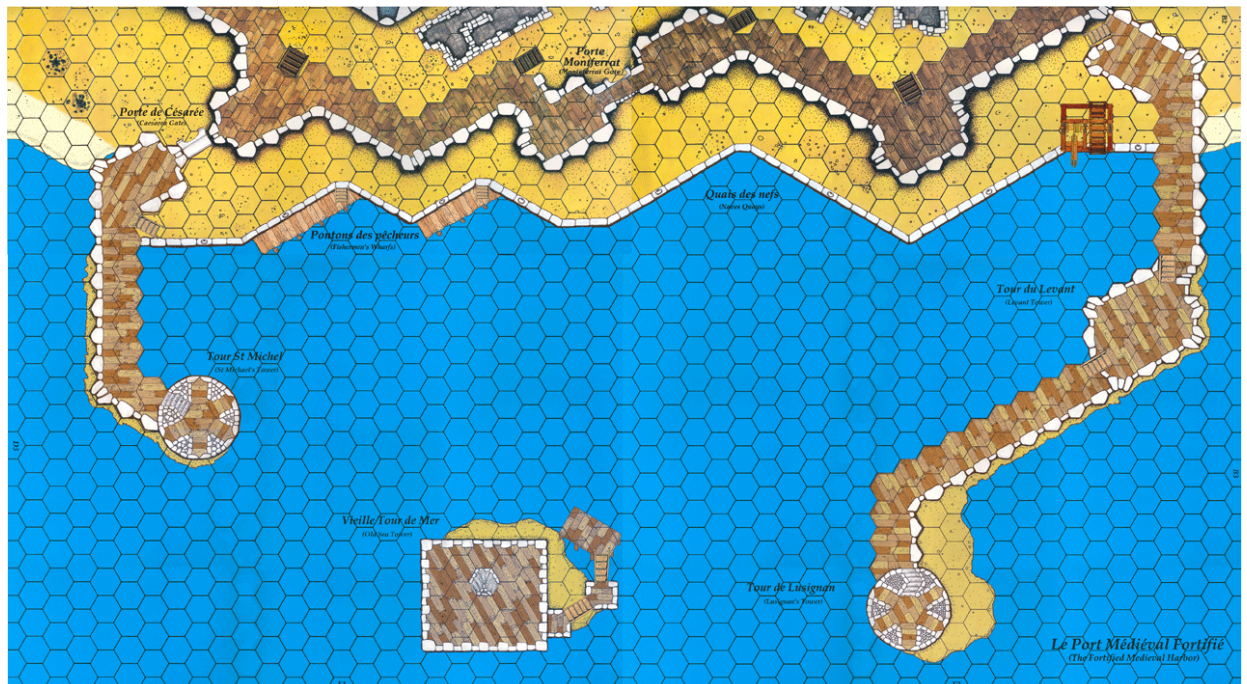
Note : The maps of the Town are not as well thought out out as the sea maps. For this reason, central adjustement of the maps is not perfectly alligned. Yet, this doesn't prevent the assembly of the various maps.

3 Special rules

3.1 Accosting the dock

2 types of docking are possible depending on the size of the boat : small ships (cog, felucca, galiote, rowboat) must use the lower level wharves located towards St Michael's Tower. Large ships (nave, galley or horse carrier) can only dock along the quays next to the Lusignan Tower.

3.1.1 Maneuvering

See the rules in the « Nefs & Galleys » extension.

3.1.2 Docked ship

A ship is considered to be docked when :

- Its sails have been taken up: remove the sails counter(s) to express the fact that they no longer represent a limitation for movements. Climbing to the crows nest is still possible when the ship is docked.
- The ship is fasten to the dock : Put a rope on a nearby dock hex to show this status. Fastening the ship to the dock requires 2 characters : one sailor on board and one docker. This operation takes one full turn during which both characters can't perform any other action.

3.1.3 Boarding and unboarding from the dock

A gangplank (see next chapter) must be used for large ships (nef, galley, or horse carrier). The cost in MP is 2 per hex.

Additional cost to board or unboard a small ship (like a cog or a felucca) along a wharf is +1.

3.1.4 The gangplank

The wooden wharves are considered to be at level -0.5, just like the water in the harbor. On the flip side, the quays are at level 0. A 2-hex gangplank is necessary to move from a quay hex to the upper deck of a large ship, located at level 0.5. Two characters, one on the ship and the other one on the dock are necessary to install or remove the gangplank. This action takes one full turn during which both characters can't perform any other action.

Due to the slope, any character located on the gangplank hex closer to the dock will be at a disadvantage if attacked by another character located on the other gangplank hex. If the opponent is on the dock or the ship, the character on the gangplank will always be at a disdvantage.

3.2 The Old Sea Tower

3.2.1 The jails

When the scenario specifies that the tower is used as a prison, prisoners are located on the lower level of the tower, which gives access to the gate. Put an « Inside Buiding » marker on top of the characters located at this elevation to differentiate from those located on top of the tower.

3.2.2 The gate

This gate is similar to the gate of the keep in SIEGE. The same cover and combat restrictions apply.

3.2.3 Destroying access stairways

This action is performed like the action of taking down a ladder in SIEGE (see rule 1.94 of this game).

3.3 The Treadmill

This lifting gear was used to load and unload the ships. The treadmill spreads over 4 hexes with the crane being outside of the dock and over the water.

To lift or lower loads, one character must be inside the wheel to turn it. The cost to enter a treadmill hex (be it the wheel, the winch or the crane) is 3 MPs. The character inside the wheel must stay one full turn to lift or lower a load by one elevation level.
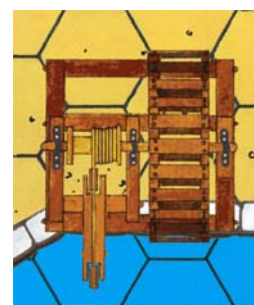
3.4 Shooting from the walls on ships

3.4.1 Levels of elevation

Missile rules relating to different elevation levels as published in the Medieval Town fully apply here.

To keep some consistency with the elevation levels of the various castles, we are using half-levels to avoid considering that the crows nest could be at the same height as the high tower of the Templars Castle. This is very important when the action takes place inside the harbor, where ships are within range of missile fire from the surrounding walls and towers.

The table below summerizes the variations in elevation levels between the various parts of the Fortified Harbor and ships to assess if shooting is possible.

Level of elevation	Fortified Harbor	Large ships	Other ships
-0.5	> Sea hexes > Wharves of the harbor > Landing stage to the Old Sea Tower	Lower deck	Main deck
0	> Flat terrain > Quays & docks		
+0.5		Upper deck	
+1	> Moles (except the central section of the right mole) > Intermediate platform to the Old > Sea Tower	Forecastle Aftcastle	
+2	> St Michael Tower > Lusignan Tower > Gate to the Old Sea Tower > Central section of the right mole.	Crows Nest	
+3	> Summit of the Old Sea Tower		