

## Scenario - Edward's Raids - 2

### Wenlock Priory

#### Background

1338 – War is imminent, suspicion towards aliens living in England is permanent. Edward III orders to seize all the possessions of the priories belonging to French monasteries. Hence, Cluny administers 38 convents in England including the main priory of Wenlock. Sir Clarence and his men have been ordered to arrest the prior and his monks but the villagers of Wenlock, who enjoy the goodwill of the nearby priory, are committed to prevent this from happening. The prior Aldemar receives on this day a French knight and his squire who are resting after a delicate mission in hostile territory.













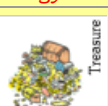
#### Map Layout & Starting Positions



On the “Les Tourelles” map (included in the Orléans 1429 extension), cover the fort of the same name with a Sea map (note that the game terrain remains bounded by the edges of the Tourelles map as represented above). The building along the river banks is a storage house with a pier. Place two 3-hex bridges (from Dragon Noir 1) on both sides of the door giving way to the river to represent the pier. 2 boats are moored to the pier. Place a Drawbridge counter to access the building. This bridge cannot be moved. The walls of the convent and the orchard (“Vergers” in French) are all in good condition.

The English troops enter through the bottom left side of the Village map and play first. Les villagers can be placed on both maps. The clergymen are located in the convent or the orchard. Sire Gui and Sire Aymon are resting in the convent, their horses graze between the orchard and the hangar. Bags are placed in the hangar and the treasury in the nave of the church. The game is played in 15 turns.

#### Counters

The English (Siege)		The Villagers (Cry Havoc)	
 <p>Knights</p>	Clarence Wulfric	 <p>Squires</p>	Fitzwaren Mortimer
 <p>Sergeants</p>	Morgen Pugh	 <p>Billmen</p>	Godric Cliff
 <p>Halberdiers</p>	Bors Evans	 <p>Pikemen</p>	Brendan Mordred Bryn Gareth
		 <p>Clergymen</p>	Claude Geoffrey Engeram Ernest
		 <p>Paesants</p>	Gam, Smith Giles, Wulf Baker, Salter Radult Gobin Cedric Carpenter Farmer
		 <p>Crossbow</p>	Jacques Forester Bertrand Roland
		 <p>Short bows</p>	Bowyer Chretien Engerrand Mathias Fletcher
		 <p>Clergymen</p>	Aldemar (le prieur) Adalhelm
		 <p>Bags</p>	5 bags
		 <p>Treasure</p>	1 Treasure

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### **Special Rules**

Clergymen are men of God that can't oppose men at arms : they are captured as soon as an English character is adjacent to them and doesn't fight anybody else while no friendly character is within 2 hexes.

### **Victory Conditions**

The English party must capture the clergymen and their belongings. The villagers and both French knights must prevent them from succeeding. The clergymen can escape by boat but they can't move until an English character enters the Tourelles map.

At the end of the 15 turns, the English player counts his points using the following schedule:

- > Seized bag (an English character must be within 2 hexes of the bag with no enemy closer): 1 point
- > Seized treasure (an English character must be within 2 hexes of the treasure with no enemy closer): 5 points
- > Clergyman captured or killed: 2 points
- > Prior captured or killed: 5 points

If the total of English points is:

- > less than or equal to 5 points: Crushing defeat – Who will tell Edward?
- > between 6 & 10 points: Large defeat – Spies have flawn and they must be captured at any cost;
- > between 11 & 15 points: Average defeat – Let's cheat in our report out about the number of clergymen and the value of their belongings;
- > between 16 & 20 points: Average victory – These French wiesels won't be able to use their possessions against us;
- > between 21 & 25 points: Large victory – Sir Clarence has won his membership to the Order of the Garter;
- > greater than 25 points: Stellar victory – Edward will have to provide Sir Clarence with that fiefdom he has been seeking for so long!

### **Sources**

La guerre de Cent Ans (Naissance de deux nations) – Georges Minois – Perrin 2008