

Horse Raiders

Extension for CRY HAVOC, SIEGE & OUTREMER/CROISADES



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1 History Of The Wars Between Dauphiné And Savoy

Both alpine principalities of Dauphiné and Savoy were in an almost permanent state of war from 1142 till 1355. Territorial arguments related to multiple homages and to poorly defined borders are the root causes of these conflicts. The brother of the King of France Philippe le Bel, King Philippe VI or several Popes will try to terminate these quarrels for good, but they always resume after just a few months.

Only one pitched battle will take place over two hundred years: Varey (Ain) in 1325, when the Dauphin Guigues VIII routs Edouard de Savoie. For the rest, they are only raids on both sides intended to weaken the economic potential of the enemy. The climax is reached between 1282 and 1354 in border areas like the valley of Grésivaudan, which connects Grenoble and Chambéry.

1.1 The Wars Of Humbert Ist – 1282/1306

Humbert de la Tour du Pin was a vassal of the count of Savoy Philippe. When the brother of his wife Anne, who had no child, dies, he becomes the new Dauphin. His barony is integrated in Dauphiné, which cuts the communications between Bresse and the rest of Savoy. The count of Savoy could not accept this situation and declares war almost immediately: a succession of raids come down on the Dauphinois castles of Avalon and Allevard. The castle of Bellecombe commands the access to the valley of Grésivaudan from its overlooking elevation. His Lord Aimeric has been playing with his strategic position for several years to receive favours from both parties at war. Humbert puts an end to his sleazy game in 1291 by proposing the exchange of his border castle with three richly endowed castles located further inside his principality.

Bellecombe turns to Dauphiné at last, which enrages the new count of Savoy Amédée V. To retaliate, he assaults Bellecombe, sets the fortified village on fire, then raids the valley to the castle of La Terrasse which belonged to the family of Aimeric. The assault fails and it decides to return to Savoy, while scattering death and sadness along his way.

Humbert had meanwhile collected his army and ambushes the count in a wood, which annihilates the Savoyard rear troops. The raiding war resumes in April 1299 and the villages of the valley are badly affected again. Amédée then strengthens the defence of his Southern border by beginning the construction of the castle of Les Marches, which is protected ahead by a fortification of earth



and wood called the Bâtie des Morts (outpost of the dead women), but the latter is sacked as soon as 1303. Raids take place until 1305 with no interruption. The following year, Rolet d'Entremont, who owns a Savoyard castle in the heart of the Chartreuse mountain, decides to surrender it to the Dauphin. Amédée besieges immediately the castle of the traitor with all his artillery. The castle is taken after numerous assaults, causing the death of most of the defenders.

1.2 The Wars Of Jean II – 1307/1321

Jean II succeeds his father Humbert in 1306 and a cease fire is quickly signed. Jean takes advantage of the calm to launch a series of fortifications of the border villages. But the war starts again in 1312 with its slew of devastations. The castle and the village of Avalon remain an unbreachable obstacle for the Savoyards, who are now decided to overcome it. The bailiff of Montmélian, the Savoyard town near the Dauphiné stronghold, decides then to build a fort on the hill of Mont-Briton, just in front of Avalon but separated by the impassable cliff formed by the Bréda creek. Once this lookout post constructed, Guillaume de Verdon organizes a raid against

Avalon in January, 1313 with 149 riders. The castle is poorly strengthened. It is taken and burned down, as well as all the manors of the village.

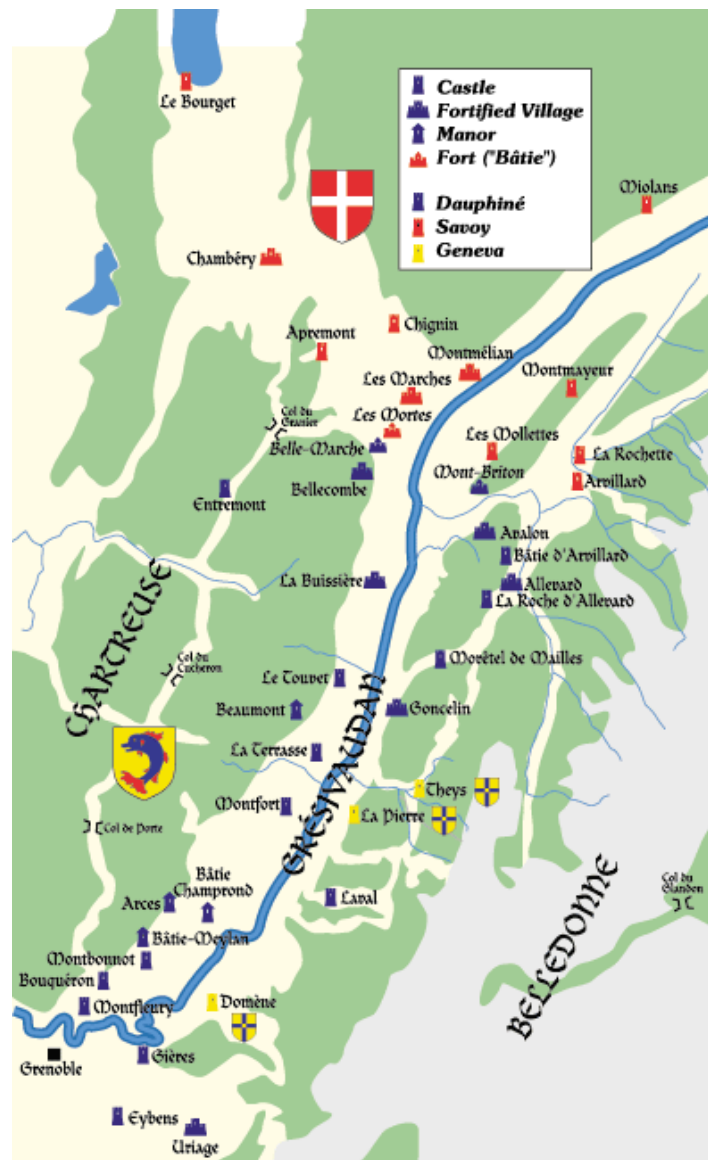
Mont Briton



We also suspect traitors of having helped the enemy from the inside. The Dauphin takes revenge by besieging and by taking in his turn the fort of Mont-Briton on March 13th. Two months later, the bailiff of Savoy launches the erection of a second stockade on the same site. Masons and carpenters are under constant attack by the men of Dauphiné. A treaty ends the conflict in June, 1314 and the litigious fort is dismantled the following year. We don't even try to

understand the reasons why the war resumes in 1320. The count of Savoy orders then to strengthen the defences of the city of Montmélian by erecting a fortified wall with forty nine doors. Unfortunately, they are not quite completed when the men-at-arms of Dauphiné attack at dusk and set most of the houses on fire. One more time, the Savoyards take revenge by attacking numerous villages, mills and forges in the shires of Avalon and Allevard.

1.3 The Wars of Guigues 8th – 1325/1333



Amédée V of Savoy dies in October, 1323 and is replaced by his son Edouard, renowned for his bullish warlike attitude. On the other side, the son of Jean Guigues 8th is only a fourteen-year-old teenager under the guardianship of his uncle Henri. Raids quickly resume but a real battle will mark the emancipation of Guigues: in August, 1325, Edouard besieges the castle of Varey in the plain of Ain. It belonged to a vassal of the count of Geneva, ally of the Dauphin. This last one comes to its help and both armies confront in front of the castle. Edouard is beaten and numerous Savoyard nobles are held prisoners. They will stay during numerous years in jail before their ransoms are paid.

Nevertheless, Varey does not end the war. Raids start up again with renewed vigour: St Pierre d'Allevard is burnt and the mills of Avalon are destroyed again. Cease fires succeed one another without any result. Montmélian is set on fire again in 1330, which leads the Savoyards to burn down Bellecombe in turn. King of France Philippe 6th intervenes, but the situation remains inextricable and he gives up soon after. By moving carelessly to observe the progress of the siege of the castle of La Perrière, Guigues is lethally wounded by

the bolt of a crossbow. To avenge the death of their leader, the troops of Dauphiné make no mercy the next day when the garrison surrenders at the end of a violent assault.

1.4 Last Skirmishes

In 1339, the count of Savoy decides to rebuild the Fort of Les Mortes (Dead Women in English) in the plain of Les Marches. The new Dauphin Humbert 2nd, brother of late Guigues, erects his own fort, named Belle-Marche, beyond the brook of Glandon. Both forts were within arrow range of each other. They faced each other during the next fifteen years until April, 1354. At that time, the count of Savoy Amédée 6th decides to besiege the fort of Belle-Marche. The fort is taken the next day thanks to carpenters who raised a bridge to cross the brook which separates both dreads, while fences were being thrown with grapnels. Amédée had challenged the Dauphin to come to rescue his small castle within five days. He never came and the furious count decided to dismantle both forts. It would be the last raid as five years later, Dauphiné became a French province, a privilege of the son of King. It becomes risky for the Savoyard to challenge his powerful neighbour. The treaty of Paris signed the next year ends this two-hundred year old feudal conflict.

Sources:

- Le Grésivaudan au Moyen-Age, Historic'One

2 The Fortified Village

2.1 The Actual Site of Avalon



This double map is freely inspired by the castle of Avalon, which guarded the access of the valley of Grésivaudan above the city of Pontcharra. The plan of the stony castle is rather faithful to the original, with its high cylindrical tower surrounded with a rounded wall leaving little space for the living quarters. The village was much bigger and counted approximately one hundred houses and no less than three manors. The plan of the manor represented on the map is close to that of the actual Tour Brune (Brown Tower). The small tower which can still be seen today is one of the turrets of the gatehouse of the manor. The stockade of the village will be replaced after the attack of 1313 by a double stony surrounding wall forming the Old Village and the New Village. The location of both gates is in accordance with the original, although they were called in these days gates Dreytaz and Rachestia. The name of the gate of the priory (Pieuré in French) is inspired by the religious house which was built beyond the fortified walls. The name of the gate of the South (Midi in old French) was used in the nearby village of La Buisse.

2.2 Description of the Fortified Village

The weakness of the defences of the village contrasts with the tremendous protections with which the adjacent castle is provided. The master tower can be reached by a wooden staircase with a central drawbridge. A watch turret dominates this tower. The cistern at the feet of this one is covered with a robust stony roof as it is a critical objective to destroy in case of a siege. The castles of the region are defended by very few men-at-arms. Therefore, the parapets of the curtain wall are very long (typically 3 to 4 meters, or 9 to 12 feet) and crenellations, fitted with wooden mantlets, are scarce.

The defence of the castle is strengthened on a side by a fishpond. This pond filled with trouts has a double function: It insures a source of food for the village and enhances its defence.

The great hall (so called Aula in latin texts), as the other buildings of the castle, is built against the curtain wall. The great hall is surmounted by another watch turret facing the village.

The castle can only be reached from the village. The entrance gate is equipped with a murder hole and with mantlets. Staircases lead inside the high court, where horse riders have to dismount.

The village has two fortified gates, each being provided with a murder hole and with mantlets.

The manor (called Maison-Forte, or “strong house” in French), is the residence of a nobleman and is equipped with a tower. It is built at the edge of the village and its stone walls reinforce the defence of the village. The manor is entered through a gatehouse between two turrets.

Most of the houses have their own garden (or “courtil” in old French), as it was common in the Middle Ages. In the game, these gardens, as well as the vineyard planted underneath the castle, are objectives of choice when it is necessary to weaken the economic potential of the enemy.

As a sign of prosperity, there are three traders with their workshops in the shopping street.

2.3 Levels

All the hexes of tiled ground situated at the same level are of the same color to recognize more easily the differences. The table below details the various levels on the map:

| | |
|----------|---|
| 0 | Hexes with grey tiled floor. |
| 1 | Platforms of the stockade, stockade itself, the hexes with pink tiled floor (gates of the village and the access to the lower courtyard, the brown tower, the buildings of the castle and inner courtyard of the castle). |
| 2 | Curtain wall of the castle (blue tiled floor). |
| 3 | Master tower and watch tower of the great hall (brown tiled floor). |
| 4 | Watch tower of the Master tower (green tiled floor). |

Note: These levels add to the levels represented by slopes. For example, a character in the watch tower of the master tower (level 4 with regard to the ground) is in fact 6 levels above a character who would be situated in the swamps of the fishpond, because the line of sight crosses two slope hexes.

3 The Fort of Mont-Briton

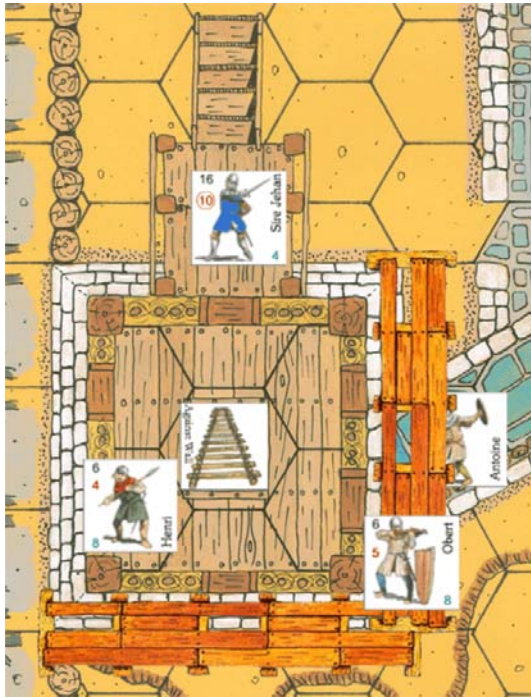
3.1 The Actual Site of Mont-Briton



This map is loosely inspired by a temporary fortification established in 1312 by the count of Savoy to watch the fortified village of Avalon beyond the gorge of the river Bréda. Being built on hostile territory, it was built hastily in one month. The fort (called “bâtie” in old French) is mainly made of deep ditches and mounds with stockades. Only the base of both towers and the inner wall are stone masoned, yet with a low height.

3.2 Description of the Fort of Mont-Briton

It is necessary to cross two successive ditches over bridges to reach the heart of the defence. Then chicanes give access to a narrow corridor between two rows of fences under crossbowmen's firing. At the end of every passage, the access is blocked by bascule gates (called “tornefols” in old French). They are manoeuvred by chains and their low clearance allows only for men on foot to



pass by bending. The last stronghold, called l'Enfermeté (which means Surrounded by walls in old French), contains the house of the captain and two towers with two levels and with spurrs at their footing to counter undermining or to cause dropped missiles to ricochet horizontally. The first level of the towers can be reached either by the curtain wall, or from a wooden platform for the tower of La Rochette. This platform can be destroyed in case of attack. The second level of each tower can be reached by an internal wooden ladder. The first and second levels are made of wattle and daub. The second level boasts arrow slits to fire with a crossbow. It is possible to install hoardings at the second level of these two towers.

Example: Sire Jehan and the sergeant Antoine are at the first level of the tower. Henri the pikeman and Obert the crossbowman are at the second level, Obert being in the hoardings.

An artillery platform in front of the main stronghold is designed to accommodate ballistas and other siege engines to defend from the only side where an attack is possible. The cliff towards the brook of Bréda is almost impassable.

3.3 Levels


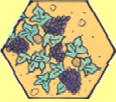
The table below details the various levels on the map:

| | |
|----------|---|
| 0 | Hexes outside the second stockade and at the bottom of the cliff. |
| 1 | Hexes inside the second stockade. |
| 2 | Platforms of the second stockade ; hexes inside the first stockade. |
| 3 | Platforms of the first stockade ; artillery platform and courtyard of the stronghold. |
| 4 | Curtain wall of the stronghold (blue tiled floor) ; first level of the towers. |
| 5 | Second level of the towers. |

4 Special Rules

4.1 Tactical Factors

| Terrain type | Movement cost per hex | Cover type | Effect of terrain on combat |
|---|--|---|-----------------------------|
|  Mantlet | 1 Crossing restricted | Closed: Total Open: Heavy | - |
|  Battlement | 1 Crossing impossible | Total (if missile crosses the battlement) | 0 |
|  Murder hole | 2 | Average (If missile crosses the murder hole) | - |
|  Gemel window | 1 Crossing impossible | Light | |
|  Stockade | 1 Crossing impossible | Total (If missile crosses the stockade) | |
|  Platform | 1 on foot 4 from a ladder | Heavy | 0 |
|  Batter | Crossing impossible | - | |
|  Wattle & Daub Wall | Crossing impossible | Heavy (if missile crosses the murder hole) | |
|  Closed Tornefol | Impassable when the tornefol is closed | Total (If missile crosses) | 0 |
|  Bridge | 1 | None | 0 |
|  Fence | 2 (to cross) | Average (If missile crosses the fence) | Def. + |

| Terrain type | Movement cost per hex | Cover type | Effect of terrain on combat |
|---|-------------------------|------------|-----------------------------|
|  Garden | 2 | Light | - |
|  Vineyard | 2 on foot 4 on horse | Light | - |

4.1.1 The mantlets

Mantlets are hinged wooden shutters which protect completely defenders situated behind crenellations. They equip the curtain wall and the gatehouse of the castle as well as the external sides of both gates of the village. They can be either opened, or closed. By default, we consider them closed. The marker Open Mantlet is placed on a hex to indicate that it is opened.



When the mantlet is opened, the adjacent wall walk or gate hex is treated like any battlement hex of another castle of the Cry Havoc series. When the mantlet is closed, it is impossible to fire through this one. In both cases, an attacker (with a ladder) cannot cross through a mantlet hex because of the horizontal crossbar that allows the wooden panel to hinge. A character must spend a full Turn without moving, shooting or combat to be able to open or close a mantlet.

A mantlet can be set on fire or battered in the same way as a hoarding. Once destroyed, a mantlet hex only provides average protection for cross fires.

4.1.2 The battlements

The huge length of the battlements of the castle makes that it is possible to be totally shielded from the outer shootings if a character stays on a battlement hex.



An attacker can pull up a ladder, a siege tower or a belfry to a battlement or mantlet hex. He will have to jump on the other hand of the height of the battlement to arrive on the wall walk. The character risks to injure him at the reception on the wall walk. To know if he received well, roll 1D6. A character in armour adds 1 to the result of the die:

- > From 1 to 5, the jump is a success;
- > 6, the character is wounded.

Note: Doors and gates being equipped with a roof, it is not possible to cross above a mantlet hex with a siege engine if the mantlet is not opened or destroyed.

Example: Emlyn the crossbowman located above the gate can aim at Sire Gui as the mantlet is open. Obert in the contrary cannot aim at Gui as its mantlet is closed. If Gui can escape Emlyn's deadly bolts, Gui will be able to cross over the mantlet next to Obert. He shall not exceed 4 on the die roll to jump from the battlement on the wall walk without being wounded.

4.1.3 The murder holes

It is possible to shoot missiles as knives, javelins or stones, as well as boiling oil through murder holes on the attackers located in the same hex at the bottom of the wall.

Shooting arrows is not authorized as the vertical shooting with bows or crossbows seems impossible in the reality.

An attacker on the ground can fire at defenders in the gate through the murder hole only with a bow or a crossbow. He cannot be located more than a hex away from the opening.

4.1.4 The gemel windows

They are considered like standard windows for shooting purposes, but they cannot be crossed.

4.1.5 The wooden defenses

Seven different types of wooden defenses can be found in the fortified village or the fort of Mont-Briton:

- > The fences, which bound gardens;
- > The stockades, which encircle the village or the fort;
- > The platforms, which allow the defenders to protect the exposed angles;
- > The footbridge, which allows rising to the master tower;
- > The bridge, which allow crossing the moats;
- > The tornefols, which restrict the access of the fort to foot soldiers only.
- > The wattle & daub walls of both towers of the fort (even though they are not only made of wood).

4.1.5.1 The fences

Fences are conceived to stop hens and pigs, not iron men. A character can step over them with a cost of 2 MP or destroy them if he doesn't move, shoot or fight during the Player Turn. He benefits from middle coverage against a missile shot through the barrier. He can even get infinite protection if he kneels.

4.1.5.2 The stockades

Cut in trunks of fir trees resulting from close forests, stockades are a more fearsome obstacle than they seem at first glance. They are impassable without a ladder. Once on top, the attacker can only jump on the other side, at the risk of severe wounds. To know if he received well, roll 1D6. A character in armour adds 1 to the result of the die:

- > From 1 to 5, the jump is a success;
- > 6, the character is wounded.

A stockade hex can be dismantled with a grapple. Rules to throw a grapple are handled in the Magna Carta, the stockade being at the level 1. A group of three adjacent men on foot or one horse rider is needed to throw the grapple with a chance of success. They cannot either move, fire or fight during a complete turn when they fire at the rope to try to bring down the stockade. The tentative is resolved with the roll of 1D6:

- > From 4 to 6, the few trunks constituting the stockade hex collapse;
- > From 1 to 3, the attempt fails.

You can improve the probability by adding other characters to fire at the grapnel. Every character on foot brings a bonus of 1 to the die, a rider brings a bonus of 3. The attempt is made a success thus automatically with 6 characters on foot or 2 riders.



Example: Sire Graton, Arthaud and Péronet are being helped by Sire Jehan to fire at the grapple. Whatever the result of the die roll, the stockade will be down.

A stockade hex can also be set on fire, using the rules of the Magna Carta. The stockade is managed like hoardings on the fire table. If a stockade hex is destroyed, and whatever the means (grapples or fire), put a Burnt Fence marker on the hex (the name Fence might be misleading, but stockade couldn't fit on the marker!). The hex remains passable with a penalty of 1PM. A character on this hex is at a disadvantage in case of a fight.



4.1.5.3 The platforms

An attacker with a ladder can jump from the top of the stockade on a wooden platform. To know if he received well, roll 1D6. A character in armour adds 1 to the result of the die:

- > From 1 to 5, the jump is a success;
- > 6, the character is wounded.

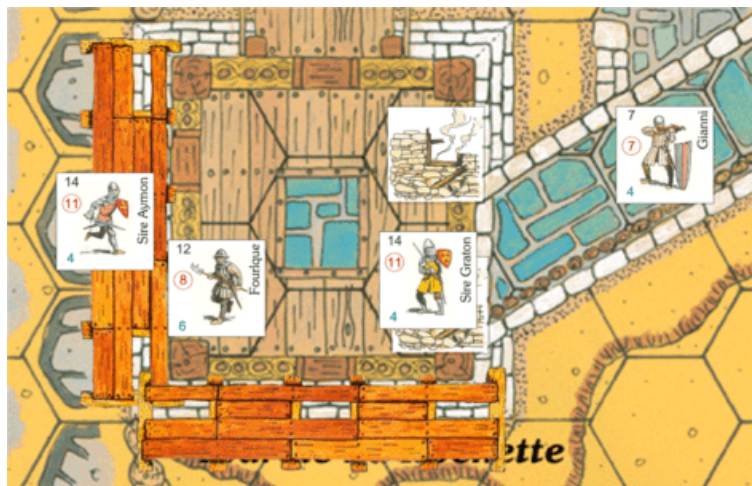
A platform hex can't be dismantled with a grapple, but it can set on fire like a stockade.

4.1.5.4 The wattle & daub walls

These walls include wooden arrow loops in regular interval. Firing through these slits is treated in the same way as for stone arrow loops.

The daub prevents the wood from igniting and it is not possible to dismantle these walls with a grapnel. A ram cannot bring down these walls as they are one level above ground. On the flip side these walls are very vulnerable to shootings from siege engines (see 4.1.5.8). In case of a successful shot, the hex is considered as totally opened, but it remains at a level above the surrounding ground. Put a Destroyed Wall marker (from the Saxon Harbor). The attacker will thus have to use a ladder to climb the batter and access the tower from the outside.

Hoardings can be positioned at the top of the towers.



Example: The last defenders found shelter in the tower. Intensive siege engine fire had destroyed the entire right wall of the tower (note both Destroyed Wall markers). The arbalester Gianni can shoot at will at Sire Gratien who is located on the rubbles of the fallen wall at the same level as him. He can also shoot at Foulque the billman even though this one is located one level higher than him. But he can't fire at Sire Aymon who is in the hoardings and protected by the wattle & daub wall.

4.1.5.5 The footbridge

A removable bridge is located in the middle of the scaffoldings that lead to the Master Tower. The bridge is narrow and only allow for one character to walk on it at a time. You cannot pass a character on the footbridge as a consequence.

Defenders just need to remove the footbridge to prevent the access for the attackers. To remove or lay the bridge, one character must stay on an adjacent scaffolding hex for one full turn without moving or fighting.

Place the Footbridge marker when passage is possible. Remove it when the bridge is removed and the hex impassable.



4.1.5.6 The bridges

These wooden bridges are used to cross the moats. They cannot be raised like drawbridges. On the flip side, defenders can set them on fire to slow down the progression of an attacking party.

In the tactical game, two characters must stay for 2 full turns in adjacent hexes to destroy it.

In the strategic game, it takes one day to destroy a bridge.

When a bridge is destroyed, the Burnt Bridge marker is placed on the hex which becomes impassable. 2 characters adjacent to this hex and who do not perform any other action for 2 full turns can install a footbridge to replace the destroyed bridge.



4.1.5.7 The tornefols

These bascule gates are activated by a chain. They only allow the passage of characters on foot who have to bend. Chicanes placed in front prevent from maneuvering rams to batter tornefols.

A character has to stay a complete turn on a rear hex to be able to activate the tornefol.



By default, the tornefol is closed. When it is raised, place the marker Open Tornefol. If the tornefol is destroyed (by pilonage or by fire), turn the marker to show its destroyed face (Burnt Tornefol). The hex becomes passable with a penalty of 1 PM. A character staying on this hex is in unfavourable position if he fights.



4.1.5.8 Battering wooden defenses

Siege engines can batter an hex with a mantlet, a fence, a platform, a bridge or a gate. To to their weaker resistance, these hexes are considered like hoardings. Just like walls, only one wooden defense hex can be battered by day. A D result is enough to destroy an hex with wooden defenses.

4.1.6 The cistern

It can only be destroyed through battering. The cistern is treated as a stone wall.

4.1.7 The medieval gardens

These gardens (Courtil in old French) are not very difficult to cross (2PM) and only provide light missile protection. A character cannot move, shoot or fight during the Player Turn that he attempts to destroy the vegetables and fruits of a garden hex.

4.1.8 The vineyards

With its strong stocks and its interlaced branches, the vineyard is an obstacle more annoying than the vegetables of the gardens, especially for the riders. For that reason, it will take mounted characters 4 MP to cross a vineyard hex. A character cannot move, shoot or fight during the Player Turn that he attempts to destroy the vine of a vineyard hex.

4.2 Genoese Crossbowmen

These crossbowmen used a large shield called Pavese to protect themselves while loading their weapon.



Add +1 to the die result for any missile fire on a Genoese crossbowman shot from the 3 hexes in front of the shield.

In the same way, add +1 to the die result for any attack coming from the 3 hexes in front of the shield.

The shield is only used in open fields: A Genoese crossbowman behind a defensive structure (fence, tower, wall or hoardings) doesn't use his Pavese and is considered as a standard crossbowman.

Example : Edric the arbalester wants to shoot at Gianni the Genoese. He must add +1 to the die result as his shot will cross the front ark of the Pavese. Jean the bowman on the contrary can shoot at Gianni without any penalty.

4.3 Restrictions on shooting

Roofs are not displayed on the maps but they need to be taken into account. For instance, you cannot shoot from the castle walls or from a tower at an hex of the great hall, the chamber or the chapel. The only exception is when the missile is shot through a door or one of both gemel windows.

In the same way, you cannot shoot from the turret to another hex of the Master Tower below.