

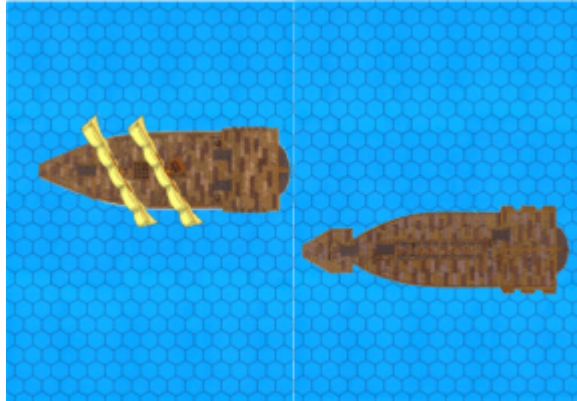
Scenario Nefs & Galleys 1

Prey Sighted !

Background













March 1296. A French galley has left the Norman harbor of Harfleur to cruise along the English shores, looking for an easy prey. The heavy nef sighted in the morning doesn't have enough speed to escape the swift galley. The aftercastle of the hunted nef is getting closer and closer. Soon it will be a blood bath !

Map Layout And Starting Positions



The aftercastle of the nef is placed against the centre line of a 'Sea' map. The galley is positioned behind it, in such a position as to be able to draw alongside for boarding. The galley forecastle is placed one half-hex behind the nef. The English crew is placed on the nef, the French crew on the galley. There are oarsmen on the lower deck of the galley but these take no part in the fighting and should be ignored for game purposes. The game is played in 15 turns. The English player plays first.

The Sides

The English		The French					
 13 12 4 Sir Lacy Knights on foot	Sir Lacy Sir Mortimer Sir Hughes	 6 5 8 Byrn Spearmen	Byrn Arnold Hayden Gareth Mordred	 15 12 4 Sir Richard Knights on foot	Sir Richard Sir Roland Sir Peter Sir William	 8 6 8 Hal Spearmen	Hal Mark Perkin Wat Crispin
 10 6 6 Cliff Billmen	Cliff Godric Shawn	 4 4 8 Gwyn Long bows	Aylwin Myrlyn Gwyn Owen	 7 7 6 Jacopa Crossbow	Jacopa Roland Gaston Bertrand Jacques	 10 9 6 Sgt. Martin Sergeants	Martin Arnim
 7 4 8 Matthew Peasants	Matthew Roger Will'm Jasper Harry Ivor	 Barrel of oil Barrels	4 barrels	 5 6 8 Salter Peasants	Baker Cedric Gam Salter Wulf Smith	 Grapples	4 grapples

Special Rules

No need to worry about sailing rules for this scenario: just follow the game sequence of VIKINGS (translation made by B. Gingell available on Cry Havoc Fan). During the ship movement phase, only the galley can move forward, to a maximum of 3 hexes in a straight line (actually, only the speed difference between both ships is simulated, or you would need too many maps). The rules for movement and allocation of tasks on the ships are used as described in the Nef & Galley booklet (still to be fully translated).

At any stage before the 15 Game Turns have elapsed the French player may decide to cut the grapples (using the normal rules from VIKINGS) and to row away from the English ship using the same rules on speed difference as above. The English may cut the grapples if they wish, but this has no effect on the positioning of the ships since once the ships have been grappled together the oarsmen can keep the ships together as long as the French player wishes to do so.

Any French crewman can capture any English crewman: capture is automatic if the French player declares it in one of the following situations: (a) the combat odds are 8:1 or better in favour of the French, or (b) all ship hexes adjacent to the English crewman are occupied by French characters. One French crewman is normally required to guard each captured English character. However, captured characters may be led onto the French ship and forced to descend to the lower deck; if this is done, the captured characters will be guarded by the oarsmen on the lower deck and the guards can return to the fighting. The English crew will fight to kill and cannot attack to capture.

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Victory Conditions

The French only care about pillage and ransoms :

- > Each barrel transferred onto the galley is worth 1 point,
- > Each knight captured is worth 5 points,
- > Any other character captured (except peasants) is worth 1 point.

At the end of the 15 turns, calculate the total of points earned:

- > Over 20 points : Complete French victory
- > Over 10 points : Marginal French victory
- > Over 5 points : Draw
- > From 1 to 4 points : Marginal English victory
- > 0 point : Complete English victory

Sources

La guerre navale franco-anglaise (French-English naval warfare), by Christian Delabos – Histoire médiévale Nr51 – March 2004