

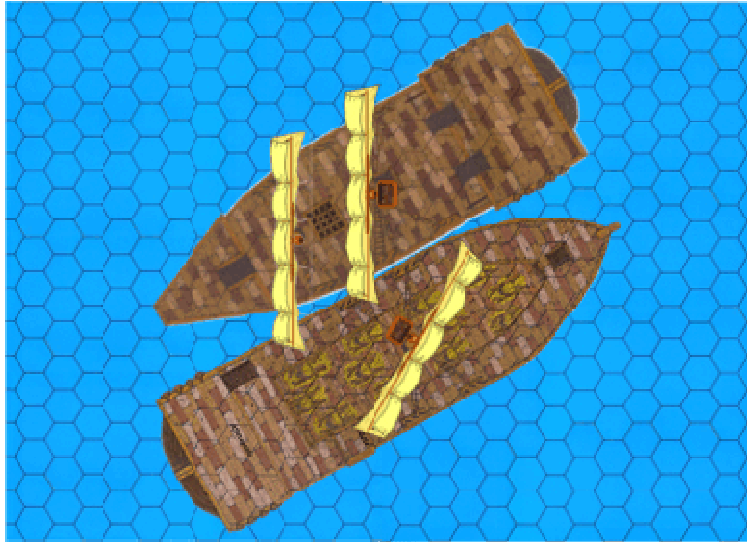
## Nefs & Galleys Scenario 6

### Winchelsea

#### Background

August 1350 : Don Carlos de la Cerda is a privateer hired by the King of France. He had seized with his fleet of 40 ships several English trade vessels in the Channel. King Edward III decides to attack the Castilian while he is on his way back. He arms approximately 50 boats and takes himself the leadership of the assault. His nef was run into by one of the enemy with such violence that both were damaged, and she began to sink. Both vessels staying side by side, the English carry by boarding: they have to seize the Castilian ship or sink down to the bottom of the Channel!











#### Map Layout And Starting Positions



The nef of King Edward and the Castilian ship (represented by the horse carrier) are side by side and can't move for the duration of the scenario. The nef is sinking (See the special rule and the Game Sheet). English and Castilian start the game on their respective ships.

The English play first.  
The scenario is played for 15 turns.

#### The Sides

The Castilian			The English				
 Dismounted knights	Sir Roland Sir Gilbert Sir Gaston	 Dismounted squires	Sir Jacques Sir Roger Sir Thomas Sir Alain	 Dismounted knights	Clarence (Edouard) Lacy Wulfric	 Dismounted squires	Fitzwaren Mortimer Hugues
 Crossbows	Jacques Gaston Bertrand Roland	 Sergeants	Martin Arnim	 Longbows	Owen Idris Myrlin Dylan	 Sergeants	Morgen Pugh Llewelyn
 Pikemen	Bertin Crispin Hal Odo Mark Ben Wat			 Pikemen	Brendan Mordred Bryn Gareth Hayden Stori Arnold Aki		

## Nefs & Galleys Scenario 6

### Special Rules

**Sinking nef:** King Edward's nef sinks a little deeper into the water at every turn. Use the attached Game Sheet to know which hexes are considered as shallow or deep water hexes.

- > From turn 6, hexes of the Aft Castle which are not under water are considered as being at the same level as the upper deck of the Castilian ship. Sail hexes become impassable from this turn on.
- > From turn 10, hexes of the Fore Castle which are not under water are considered as being at the same level as the upper deck of the Castilian ship.

All VIKINGS (or Magna Carta) rules related to sea hexes apply, e.g. an armored character who starts his turn in a deep water hex drowns himself at once due to the weight of his armor. Unarmored characters benefit from a grace period of 2 turns before sinking as well.

Place markers to indicate the line of deep water hexes. Move them on at each turn as mentioned on the Game Sheet.

#### Nef & Galleys Scenario 6 - Wierkehen 1250 - Game Sheet (2)

##### Special Rules

The nef sinks a little deeper into the water at every turn.

Shallow hexes represent deep water hexes.

> Any armored character who starts his turn in a deep water hex drowns himself at once.

> Any unarmored character who starts his turn in a deep water hex drowns himself at once.

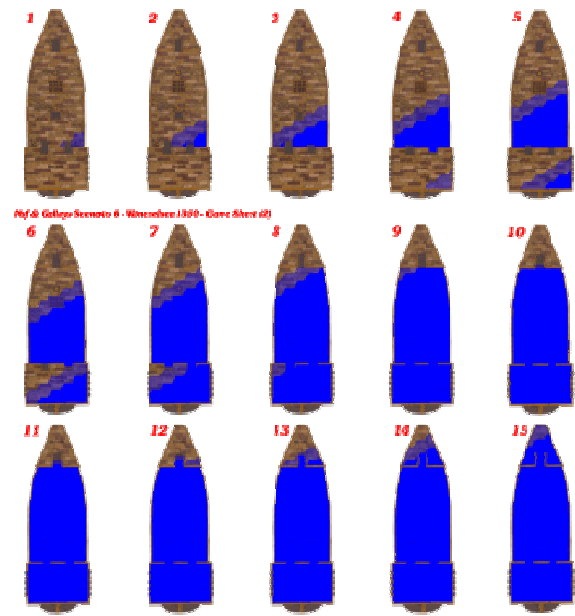
From turn 6, hexes of the Aft Castle which are not under water are considered as being at the same level as the upper deck of the Castilian ship.

From turn 10, hexes of the Fore Castle which are not under water are considered as being at the same level as the upper deck of the Castilian ship.

From turn 10, hexes of the Fore Castle which are not under water are considered as being at the same level as the upper deck of the Castilian ship.

Place markers to indicate the line of deep water hexes. Move them on at each turn as mentioned on the Game Sheet.

ADDITIONAL (or Magna Carta) rules related to sea hexes apply.



### Victory Conditions

Edward's men shall seize the Castilian ship before their nef sinks.

At the end of the 15 turns, sum the points of the surviving English characters using the following schedule:

- > Edward: 4 points,
- > Other armored character: 2 points,
- > Other unarmored character: 1 point.

Victory is based on the number of points:

- > Over 30 points: Striking English victory – The English crushed the Castilian;
- > from 24 to 30 points: Marginal English victory – The English have not yet seized the ship, but it is a matter of minutes;
- > From 17 to 23 points: Deuce – Whichever side who gets a rescue ship might win the fight;
- > Less than 16 points: Marginal Castilian victory – The English will be overwhelmed when the Castilian strike back;
- > Should the English don't manage to board the other ship before their nef sinks, it's a striking Castilian victory;
- > Should Edward get killed or drown, the game stops and Castilian are the winners.

### Epilogue

Edward managed to take the Castilian ship before his nef sinks straight to the bottom. Both fleets fought until twilight. Finally, the English captured 24 ships while they lost only 2.

### Sources

Chisholm, Hugh, ed (1911). Encyclopædia Britannica (11th ed.). Cambridge University Press.