

TOUR D'HORIZON Cry Havoc

A Medieval Epic As if You Were There

Between a wargame and a role-playing game, Cry Havoc is probably the best-known and most widely played game from the Middle Ages. Created in England about ten years ago, this game was translated and adapted by Duccio Vitale. Sequels and several expansions have developed it, making it



What's In The Box?

Its contents are sure to amaze seasoned wargamers and please those new to the noble art of war simulation. It includes:

Two hexagonal maps representing a village and a relatively open area of terrain. Geomorphic, they can be arranged in any direction and allow for great diversity in the placement of the playing field. Durable, they can withstand a sponge wipe (practical for coffee or coke), although washing them in the washing machine is not recommended! Each hexagon on the maps counts as a distance of two meters, so you can see the leaves of the trees, windows and doors of houses, even pebbles on the paths!

A sheet of pre-cut counters featuring over a hundred characters. We'll talk about them later...

Three booklets with the game rules, a historical booklet presenting the different characters, and a booklet with eight scenarios of increasing complexity. This makes it possible to gradually assimilate the rules.

Two game aids containing essential information for playing a game.

A ten-sided die.

A box for storing the counters, which, in a supreme refinement, has a lid. The box can fall to the ground, but the counters stay in their slots!

One of the booklets describes the characters, but which characters?

There are different character classes in Cry Havoc. First, honor where honor is due. Let's start with the **Barons and Knights**. From atop their steeds, they dominate the battlefield. They are the most powerful and mobile warriors (at least on horseback). Then come the **Sergeants**. Proven veterans, they supervise the infantry during combat. In the infantry, we find:

Halberdiers: These soldiers are well-equipped since they wear armor in addition to their weapon.

Vougiers: Unarmored but wielding the vouge. Originally, this weapon, consisting of a blade attached to the end of a stick, was intended to cut horses' hamstrings, but it quickly became a weapon almost as effective as the halberd.

Pikemen: Equipped with a simple pike, they are the most poorly equipped of the Roman infantry, but they form the largest body of troops on the battlefield because they are not costly to their lord.

Archers and Crossbowmen are responsible for supporting the knights and infantry. Archers wield shortbows. The low power of this weapon is compensated for by its high rate of fire. The crossbow is a formidable weapon even at long range, but is slow to rearm.

Finally, we must mention the armed **peasants**. They are servants of warriors, villagers, or starving bands that roam the countryside. Poorly armed, poorly equipped, and poorly trained, they have a hard time when involved in combat. However, their numbers are their strength.

Civilians are gentlewomen, bourgeois. Merchants and porters who sometimes find themselves involved in the clashes. Their presence often adds spice to the games.

Here are the different categories of characters who will make up the players' armies, each of whom has a role to play.

Thinking that nothing beats a fine, solid cavalry charge to win the battle denotes a true Valerian spirit. But we must not forget that the French cavalry suffered the two most stinging defeats in its history at Crécy and Agincourt with this type of reasoning... Don't despise your foot soldiers. The infantry. Archers and crossbowmen are responsible for disrupting the enemy's lines and preparing the ground for the cavalry.

How do you play?

The rules are simple and allow beginners and experienced players to play the game at their own level. Each player takes turns playing a series of phases that make up the game round (see opposite). The results of the shots are determined by a table that takes into account the weapon used, the shooting distance, and any obstacles between the shooter and his target. The results of close combat vary depending on the attack and defense potential of the opponents as well as the type of terrain on which they are playing are located. One of the most original features of Cry Havoc is the use of tokens. Each character is represented by two double-sided tokens (four for cavalry units). The first token

shows the character in full health on one side, and wounded on the other. If the character is injured, you use the second token, which depicts the character in poor condition; when flipped over, this token shows the character as dead. This system allows for simple and visual management of your army.

All the characters are unique (over a hundred in total) and each has a name and characteristics, which are printed on the tokens.

So this is the famous Cry Havoc game system, then?

Yes, but it's also about compatibility! Cry Havoc is the first in a series of games and expansions that complement and enhance it.

Siege introduces all the siege warfare techniques of medieval fortresses, with new characters, equipment, siege engines (trebuchets, ballistas, ladders, siege towers, boiling oil, etc.), and new scenarios (some playable with Cry Havoc). Samurai transports us to 13th-century Japan. Samurai and ninjas

clash in battles that are no less ferocious than our Western conflicts.

With Vikings, the Scandinavian jarls invade England. Naval battles, pillaging and devastating raids, berserkers and housecarls fight across six maps and on numerous ships (including the famous longships).

Crusades invites Christian armies to fight in Palestine. In the same box, you'll find a tactical game, a strategic game, a diplomacy game, and a role-playing game! Your goal is to place your young lord (Crusader or Saracen) on the throne of Jerusalem.

The Templar Castle and the Medieval Fortified City are two expansion packs that offer players seeking intense gameplay a multi-layered fortress and a walled city, along with additional characters and siege equipment.

Dragon Noir opens the Cry Havoc system to the medieval fantasy universe. Orcs, elves, trolls, humans, and magicians attempt to seize control of the empire. A unique feature of the game is the ability to play through the scenarios in chronological order, as if following a story. The Trial is the sequel to Dragon Noir (the series will ultimately consist of four episodes). It introduces new races of creatures, an immense network of underground tunnels, and allows players to see their magic powers grow. Once again, it is possible to play the scenarios sequentially.

Jean-Michel
Clément
& Valéry
Lambert

There are 200
different figurines
divided into 3 boxes:
Knights, Men-at-Arms,
Peasants, and
Merchants.



If I understand correctly, all these games are compatible?

Yes, the characters and terrain tiles from the different sets can be used with the same rules.

Furthermore, it's possible to purchase additional terrain tiles (both those from the game sets and new ones) to endlessly customize and expand your game board. Finally, the Cry Havoc system is transitioning to a 3D format. All the characters from the core set are available as 15mm miniatures, as are the village buildings. The Dragon Noir's Mill and the Viking Abbey are also available. The Dragon Noir characters are currently in production, and eventually the entire series will be available in 15mm scale thanks to the combined talents of Dominique Signoret (miniatures) and Bruno Bastet (terrain).

Are any new features planned?

Several designers are working on expanding the Cry Havoc product line. The next release will be "The Fortified Port," followed by the final two episodes of the Dragon Noir series. Game accessories, including terrain cards, are also planned. Looking further ahead, a game set during the Norman conquest of England, led by William the Conqueror, is currently under development.

Game Round

Player A's turn is divided into several phases:

1- Archers and crossbowmen fire their weapons

2- Movement

3- Archers fire their weapons again

4- Melee combat

5- Player A revives any knocked-out characters.

Then it's Player B's turn, which proceeds in the same way.

Chronicles

Excerpt from the documents compiled by Sigismund the chaplain at the Abbey of St. Arnoul in Le Puy, commissioned by Sir Gaston de Lory to gather testimonies from those who participated in the battle in which Sir Gilbert was killed while defending Lady Audrée from the attacks of the King of England's men.

Account of Sir James Westbnurgh (prisoner)

I was at the forefront of the troop led by Sir Richard, which was pursuing your lord and the woman we were to bring back to the King, when we came into sight of a village. We had questioned some peasants along the way, and they had told us that the fugitives' horses were exhausted. Sir Richard was convinced that those we were pursuing were still in the village. Our foot soldiers were rallied by the sergeants, the order to attack was given, and we rushed towards the seemingly deserted houses. It was at that moment that my horse was struck by an arrow. I was thrown to the ground and seriously injured in the fall. By God, I know nothing of what happened afterward!

Récit de Gaston, arbalétrier

I was completely exhausted from running like a hare after our knight since dawn, when suddenly we arrived at the village of Braillots. I had barely started to quench my thirst when the sergeants came storming into the village! I didn't even have time to finish my drink before all the villagers were being rounded up. One of the sergeants pushed me towards a window, saying...