
















Casus Belli Scenario for Cry Havoc

The Rage of John Lackland

Background

27 July 1200: John Lackland, brother of Richard the Lionheart, has been King of England for a year. He likes to stay in his domains in Aquitaine. A great lover of women, he has developed an affection for the lady Audrey, daughter of a minor baron. However, she has rejected his advances because she is engaged to Sir Gilbert, a knight from Poitou. King John decides to abduct her, but Gilbert is warned by one of his English friends. He leaves to take refuge in the lands of his brother Gaston, with his fiancée and a few close supporters... Furious, King John sends some knights led by Sir Richard to catch the fugitives, and to bring him Gilbert's head. Gilbert and Audrey had just reached the family lands when they noticed their pursuers! They took refuge in a small village and sent a messenger to find reinforcements. Gilbert had just enough time to organize his defence before Richard and his men arrived at full gallop. "Cry Havoc!" shouted the English knights. For the pleasure of King John!

The Sides

The English Attackers		The French Defenders					
 <p>26 12 Sir Conrad Knights</p>	Sir Richard Sir Conrad Sir Piers Sir James	 <p>5 4 Christian Shortbows</p>	Aylward Bowyer	 <p>26 12 Sir Conrad Knights</p>	Sir Gilbert	 <p>5 4 Gobin Peasants</p>	Gam Smith Giles Radult Salter Wulf Baker Gobin Carpenter Cedric Farmer
 <p>11 8 Sgt. a Wood Sergeants</p>	Tyler a Wood	 <p>11 8 Ben Halberdiers</p>	Frederick Tom Ben Naymes Otto Geoffrey Watkin	 <p>10 6 Guy Billmen</p>	Jean	 <p>7 6 Ben Spearmen</p>	Bertin Crispin
				 <p>6 5 Forester Crossbow</p>	Gaston	 <p>5 4 Christian Shortbows</p>	Engerrand Fletcher
						 <p>2 2 Blodwin Civilians</p>	Audrey
The French Reinforcements							
 <p>26 12 Sir Conrad Knights</p>	Sir Gaston	 <p>11 8 Sgt. a Wood Sergeants</p>	Martin Arnim	 <p>10 6 Guy Billmen</p>	Tybalt Robin Rees Guy	 <p>7 6 Ben Spearmen</p>	Odo Mark Ben Perkin

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Map Layout & Starting Positions



The defenders are first placed on the Village map. The attackers enter through side 7 of the Crossroads map and take the first turn. The reinforcements enter the Village map (through Side 2, 3 or 4, which the defender must have noted secretly on a piece of paper before the start of the game).

Special Rule

On the 10th turn the French player rolls a D10: on a result of 10 the reinforcements arrive. On the 11th turn he adds +2 to the result of the die, on the 12th turn +4, and so on until he obtains a result of 10 which allows him to bring on Gaston and his men.

Conditions de victoire

English total victory: Kill Gilbert and capture Audrey (and carry her off through map side 7 [rules as in Cry Havoc scenario 3]).

Draw: The English player only achieves one of the two objectives.

French total victory: The English player achieves neither objective; this is a dreadful blow to Sir Richard and the King will not be happy...