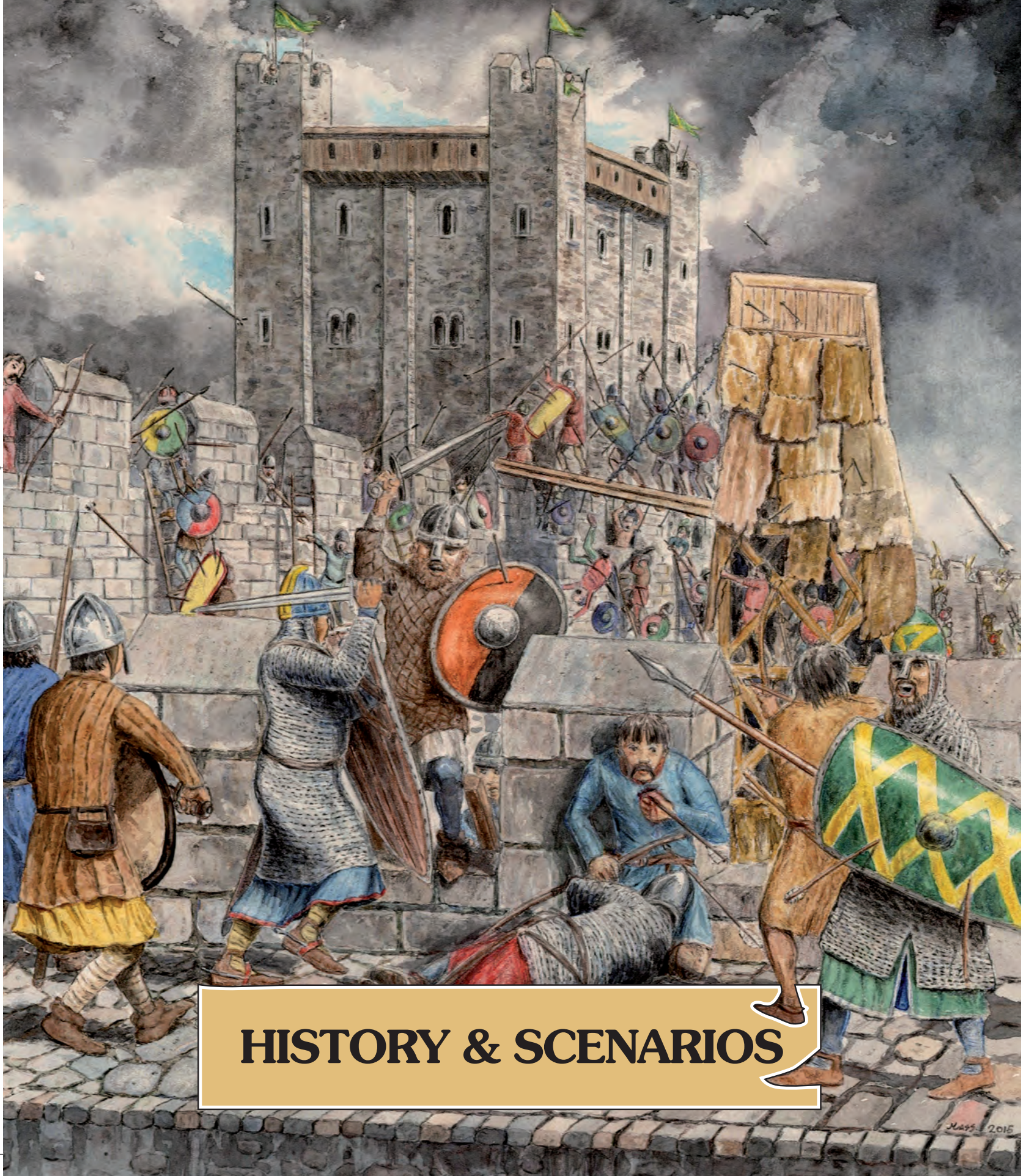




# The Anarchy



**HISTORY & SCENARIOS**





## Historical Background

### The Civil War in England and Normandy

#### Succession crisis

1120, Barfleur in Normandy. A vessel named the White Ship sets sail for England with three hundred young English nobles. Among them was William Adelin, the only legitimate male heir to the King of England, and the Duke of Normandy Henry Beauclerc, the youngest son of William the Conqueror. They held a party on board, which it is assumed the crew partook of the libations. The ship was unable to avoid underwater rocks while exiting the harbor and it sank, killing everybody onboard except two passengers. William's death threw the succession to the English crown into doubt. Henry had a daughter named Matilda but the accession of a woman to the crown was not yet established custom. Robert of Gloucester was one of Henry's 22 illegitimate children and could not therefore be considered. His sister's son, Stephen of Blois, was also a possible option. By 1126, Matilda became Henry's preferred choice as successor.

In 1114, at the early age of 12, Matilda married the 28 year old King of the Romans, Henry V. He was crowned Holy Roman Emperor in Rome in 1117 and Matilda claimed the title of empress. Henry died in 1125, leaving Matilda with the choice of either becoming a nun or remarrying. Her father chose Geoffrey of Anjou, the eldest son of Fulk, the Count of Anjou as her new husband in 1127. Anjou was adjacent to Normandy and both provinces had been at war for years. The wedding was a way to secure Henry's continental border. Matilda was not happy about either marrying the son of a count, or somebody much younger than her, as Geoffrey was only 13 when she was already 25. The wedding was celebrated in 1128 and the following year, Geoffrey became Count of Anjou as his father left for Outremer to marry Melisende and be crowned King Fulk of Jerusalem. The couple didn't like each other and were often separated, yet she gave birth in 1133 to the future king Henry II. The couple was not liked by the Anglo-Norman barons either: Geoffrey was seen as an enemy to Normandy and Matilda's authoritarian style, combined with her inability to speak French (she only spoke German) didn't help either. Her father had his barons, including Stephen of Blois, recognize her as his legitimate heir on three occasions between 1127 and 1131. The relationship between the couple and the king became strained in 1135 when they proposed that he should hand over the royal castles in Normandy to Matilda while he was still alive. Henry refused and a rebellion broke out in southern Normandy, with Geoffrey intervening militarily and seizing castles in support of the rebels. Henry died unexpectedly during this period of confrontation.

All the different claimants to the throne were on the continent when the news of the king's death reached them. Matilda and Geoffrey were in Anjou while Stephen of Blois was further north in Boulogne. He raced to London and was proclaimed the new monarch by the crowds in London, who expected privileges in return. His brother Henry, who was the archbishop of Canterbury, provided the support of the Church and Stephen seized the royal treasury. He focused his first few years as king on stabilizing the northern border with Scotland, withdrawing from Wales and fighting Geoffrey's raiding parties in Normandy.

#### Outbreak of the civil war

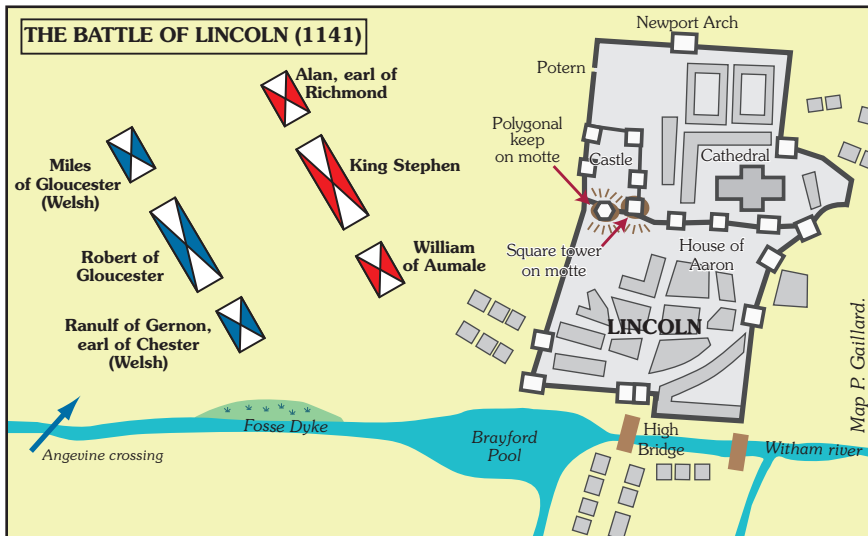
Robert of Gloucester, half-brother of Matilda and one of the most powerful Anglo-Norman barons, rebelled in 1138 and declared his support for Matilda, triggering a major rebellion in Kent and the south-west of England, and seizing the port of Dover. Geoffrey decided to raid Normandy again while David of Scotland invaded Yorkshire. Stephen focused his military response on England, sending troops to defeat the Scots at the Battle of the Standard, raiding south-west England while sending his queen to take back Dover. By 1139, Geoffrey and Matilda had secured most of Normandy, while she and her half-brother were preparing an invasion of England.

The rebels, who were named the Angevins, landed at Arundel with 140 knights on September 30, 1139. Robert marched north-west to Wallingford and Bristol hoping to raise support for the rebellion as well as linking up with Miles of Gloucester, another baron who had renounced his fealty to the king. Stephen responded by moving south and besieging Arundel where Matilda was staying. His brother Henry of Blois, Archbishop of Canterbury proposed a truce and Stephen let the Empress rejoin Robert of Gloucester. The rebels now controlled almost all of the south-west of England in a line from Bristol to Oxford. Stephen started a campaign to reclaim the region, laying siege to Wallingford Castle while continuing west and taking the castles of South Cerney and Malmesbury. Meanwhile, Miles of Gloucester marched east, attacking the rearguard besieging Wallingford and threatening London, which forced Stephen to give up his western campaign.



### The battle of Lincoln

In the north, the local earl Ranulf of Chester was upset by the deal Stephen had struck with the Scots over the ownership of northern England. Feigning a social visit, he took Lincoln Castle by surprise in 1140. Stephen agreed a truce with Ranulf and allowed him to keep the castle, expecting the gesture to prevent him from taking Matilda's side. However, the king was later made aware that Ranulf and his family were staying in the castle with little protection. Going back on his word, he took his army to Lincoln, expecting to seize the baron. As a result, Ranulf fled the castle and declared his support for the Empress. Stephen was left with no other option than to besiege the castle at the start of 1141. Robert of Gloucester and Ranulf led a larger army to the besieged castle and decided to fight the king's army on February 2, 1141. Stephen knew his forces were inferior in cavalry, so he decided instead to dismount most of them to form a strong infantry block in the center, which he led himself on foot. His right was led by Alan of Brittany while William of Aumale was in charge of the left. Robert's forces were strengthened with Welsh contingents on both sides. The king enjoyed an early success when William crushed the Welsh troops but then Robert and Ranulf's cavalry troops encircled Stephen's center, which led many supporters of the king to flee the battlefield. Stephen was finally overwhelmed and taken prisoner to Bristol Castle. The road to coronation seemed open to the Empress Matilda who sought the support of the Church, represented by Henry, Stephen's brother. He actually agreed to hand over the royal treasury, which was fairly empty, and excommunicated those barons who refused to switch side. When Matilda entered London, the city rose up against her and she had to flee and retreat to Oxford.



Meanwhile, Geoffrey of Anjou invaded Normandy again and he quickly took the southern part of the duchy. This move led many Anglo-Norman barons to switch side as they were afraid to lose their possessions both in England and Normandy. Stephen's wife, Queen Matilda of Boulogne, played a critical role during his captivity. She gathered the remaining supporters of her husband in the south-east and allied with the people of London who had previously rejected the Empress. She also convinced Bishop Henry of Blois to turn back to her. Robert of Gloucester and the Empress then decided to besiege Henry in his episcopal castle at Winchester in July, but their troops were encircled by the Queen's forces shortly after. Running out of food, the Empress escaped while Robert commanded the rearguard to protect her flight. In the subsequent battle, Robert was taken prisoner during the retreat. By November, both imprisoned leaders were exchanged and Stephen had a new coronation at Christmas 1141.

Both parties frantically built castles during these years to secure their territories. In the same way, capturing key enemy castles was critical to control enemy territories which could lead to ultimate victory. These castles could be built as a chain, each castle six to nine miles (ten to fifteen kilometers) apart to support each other. Building a castle in England had required royal permission since the days of William the Conqueror. As none of them had such permission, they were named adulterine castles. Their number is still being debated, some citing as many as 1,115 but a more realistic count could be 126. Siege warfare led to the creation of counter-castles. These quickly built fortifications, often simply made of timber and earthworks like motte and bailey castles, were erected beyond range of missile fire.

### Adulterine castles and counter-castles

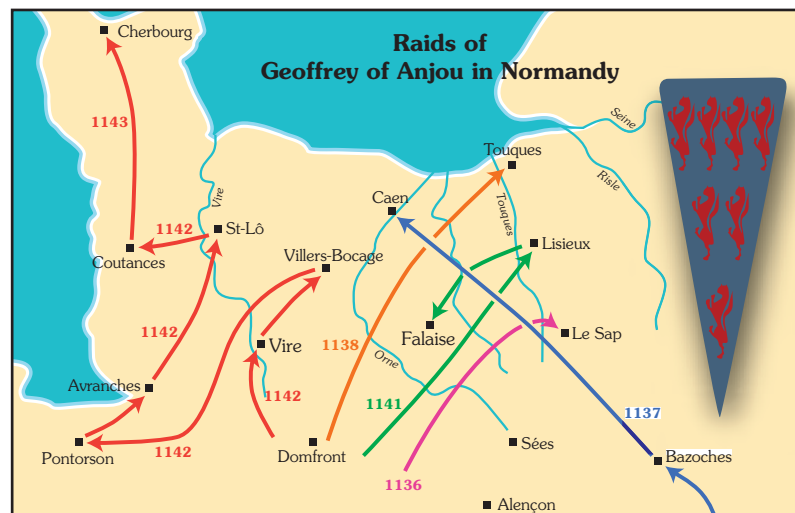
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### Second phase of the civil war

In the summer of 1142, King Stephen besieged the Angevin castles built the previous year, including Cirencester, Bampton and Wareham. He then surrounded the Empress at Oxford Castle. She sneaked out just before Christmas and escaped to safety at Wallingford Castle. None of the parties were making any significant progress in the mid-1140s: in 1143, it was Stephen's turn to be besieged by Robert of Gloucester at Wilton Castle in Herefordshire. He tried to escape but had to fight a battle in open field. He was about to be taken prisoner again by the Angevin cavalry when his steward William Martel gave him time to escape by conducting a rearguard action.

Meanwhile, Geoffrey of Anjou was completing his conquest of Normandy and took Rouen in January 1144. King Louis VII recognized him as Duke of Normandy shortly after, which led many Anglo-Norman barons to stop supporting Stephen. During these years, Stephen tried twice to reclaim castles built by unruly barons like Geoffrey de Mandeville in East Anglia or Ranulf of Chester in the north. He invited them to the court, then arrested them while threatening to execute them if they didn't hand over their castles. Both promised, but rebelled immediately after, which left the king with even fewer supporters. The open civil war ended in the late 1140s, as Robert



of Gloucester died in 1147, the Empress returned to Normandy and many Angevin barons joined the Second Crusade. In the early 1150s, many local barons signed truces between themselves, promising to limit the building of new castles. The son of Geoffrey and the Empress, the future king Henry II invaded England in 1147 with a small mercenary army but the expedition stopped when he ran out of money to pay his men. He came back in 1149, seeking a northern alliance with Ranulf of Chester. Both agreed to attack York, with the help of the Scots, but Stephen marched quickly to the North and the rebels' army quickly disintegrated. Henry returned to Normandy to be declared Duke by his father.

### Stephen's succession

Stephen tried to crown his son Eustace while he was himself still alive, following the usage of the Kings of France, but this was against the Anglo-Norman practice. Henry raised another army in 1153 and besieged Malmesbury Castle. Stephen tried to relieve the castle but couldn't force the son of the Empress to accept battle. Over the summer, the king's troops intensified the multi-year siege of Wallingford, the closest Angevin castle to London. Henry took his army to the south to rescue the garrison while Stephen marched from London towards the castle, looking for a confrontation. The Church instead brokered a truce with the help of the barons on both sides who wanted to avoid a blood bath. Eustace died soon after, which removed a big obstacle to a peace treaty. In November, Stephen recognized Henry as the heir to the throne after he died, while he had another young son, William. Key royal castles would be held by guarantors while all mercenary troops would be sent home and unauthorized castles would be demolished: There were 375 of them! The transition period didn't last long as Stephen died one year later in October 1154.

This period spanning almost 20 years of civil war was named The Anarchy by British scholars in the 19th Century. Even though modern work provides a much more nuanced picture of the state of the government during this time, the term is still being used today.

Henry was crowned at Westminster in December, alongside his wife Eleanor of Aquitaine, former wife of the King of France Louis VII. As a result, Henry's continental possessions encompassed a large part of Western France, where he was supposed to pay homage to the king, while himself being king in England. This is the premise for a long conflict over the next 60 years <sup>1</sup>.



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### The Characters

#### The Anglo-Normans

#### The Knights (Nck)

A number of small but important developments took place in arms and armour around the year 1100. Hauberks became slightly longer, and usually had full-length sleeves. Shields kept the same shape but had grown to enormous proportions. Helmets had a fluted form and/or a forward tilt (forward curved, one piece helmet) which probably indicated that the front was much thicker than the sides and back. A few helmets were also given face-masks. Some were clearly painted in proto-heraldic patterns, which were also appearing on shields.



#### Light Cavalry (Ncl)

Light cavalry consisted usually of lighter armed and armoured men, who could have lances, javelins or missile weapons, such as bows or crossbows. In much of the Middle Ages light cavalry usually consisted of wealthy commoners. Light cavalry were used as scouts, skirmishers or outflankers.



<sup>1</sup> - This will be the background of the upcoming Plantagenets game in the Norman Saga series.



### Light Infantry (Nil)

Usually, but not always, simply protected with a helmet and a shield, and armed with a spear, light infantry was widely used. These footmen used a large rectangular shield for infantry combat. A buckler shield for close combat was also used.



### Javelin Throwers (Nij)

Javelins were still frequently used to harass enemies, though their effectiveness was limited. They were still popular due to the low cost of javelins and the little training required to use them.



### Slingers (Nis)

The sling was widely used during this period, be it on the battlefield or during sieges. Some slingers still carried a small circular shield as in ancient times.

The staff sling has a similar or somewhat superior range to the sling. It was used in siege situations with heavier missiles or incendiaries, to hurl rocks at the defenders of a castle, as staff slings could cast over obstacles such as castle walls. The staff itself could become a close combat weapon in a melee.



### Peasants (Nip)

The usage of general levies was a 12th century novelty, uncommon in the former period. These peasants didn't wear any protection and were typically armed with agricultural tools like scythes, flails and pitchforks. Their value in combat was very low and their role limited to providing a screen against cavalry charges.



### Builders / Miners (Nib)

These skilled laborers were invaluable for building a church, a castle or actually mining the walls of a besieged castle. The most experienced builders could be paid a lot of money.



### Engineers (Nie)

Military engineers planned castles and fortresses. When laying siege, they planned and oversaw efforts to penetrate castle defences.



### Monks (Nic)

England was covered with monastic houses, be they priories, abbeys or monasteries, where monks lived in a fairly secluded way. Their status and the fear of God should be enough for them to weather these difficult times, but the behavior of the all too numerous mercenaries used by both parties meant that they were not safe and could fall prey to these greedy, fearless hordes.



### Women (Ncc)

Women of high rank played a critical role during the Civil War, as for example the empress Matilda or the wife of King Stephen, named Matilda as well, who played a critical role in keeping her husband's cause alive during his captivity. Noble women were accompanied by one or more ladies in waiting to take care of them. Women at that time could ride horses just like men.

## The Flemish



### Light Infantry (Fil)

These mercenaries from the Low Countries and Flanders, later called Brabançons, are widely used by both parties in the 12th century. As professional soldiers, they wore a gambeson and helmet for better protection, while they typically fought with a spear, or sometimes an axe. Operating in bands of up to 1,000 men, they were feared for their tendency to plunder everything, including Church possessions, and their fearlessness.



### Crossbowmen (Fix)

Crossbows are still not widely used in England in the 12th century. Most crossbowmen are mercenaries from the continent, mostly Flanders, but they were not yet the major force they would become at the end of the century. The technology of their weapon was still fairly rudimentary and not as strong as it would later become.

## The Welsh



### The Uchelwyr (Wcm)

These noblemen were typically serving Welsh princes who fought on horseback as marchogs (knights). They wore light armor, a helmet and a circular shield that were typically coloured white, gold, silver or blue. They rode swift horses and could dismount to fight on foot. Their principal weapon was the lance, though they could also use javelins.



### Welsh Infantry (Wil)

These spearmen typically came from North Wales. They wore a belted woolen tunic reaching to the knees and occasionally a thin cloak. They went barefoot and barelegged, or with only one shoe on the left foot, the right one being left bare for better balance on steep hillsides or rough terrain. They cut their hair short and wore moustaches.



### Welsh Javelins (Wij)

Welsh infantrymen could also use javelins or even throw their spear at short distance, which no mail hauberk could resist. They wore a knee-length woolen cape, usually red, green or white, over their linen tunic. Javelinmen accompanied the initial

charge, sometimes followed by feigned flight (a common tactic amongst lightly armed and agile troops to lead their enemy into an ambush).

**Longbow archers (Wia)**

Archers typically came from South Wales. Their elm bows were fired at close range, as an ambush weapon. They were not as deadly as their fourteenth century descendants of the Hundred Years War, as they were not yet used en masse.



**Oxen**

These animals were used to draw siege engines over long distances. At least one pair is needed due to the weight of these weapons and they must be supervised by one peasant.



**Siege engines**

**The Mantlet**

A mantlet was a large shield or portable shelter used for stopping arrows or missiles in siege warfare. It could be mounted on a wheeled carriage, and protected one or more soldiers.



**The Ballista**

Ballistae were similar to giant crossbows and were designed to work through torsion. The ammunition used was basically giant arrows or darts made from wood with an iron tip. These arrows were shot on a flat trajectory at the target. Ballistae are notable for their high degree of accuracy, but also their lack of firepower compared to that of a mangonel.



**The Mangonel**

These machines were designed to throw heavy projectiles from a bowl-shaped bucket at the end of wooden beam. Their range could reach 1,300 feet (400 m). As well as attempting to breach walls, incendiary missiles or putrefied carcasses could be thrown inside—or an early biological warfare was attempted, with diseased carcasses catapulted over the walls to spread disease. Mangonels were relatively simple to assemble, and eventually wheels were added to increase mobility.



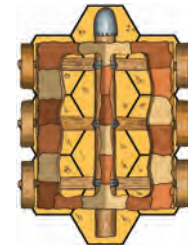
**The Gallery**

A gallery on wheels, also named a cat, was built to protect besiegers trying to undermine a wall or a tower. It had to be pushed up to the wall, and its roof was covered with freshly-cut hides as a flame retardant.



**The Battering Ram**

The battering ram was used to breach walls or to smash open the main gate of a castle. Its ram was slung from a wheeled frame by ropes or chains so that it could be made more massive and be more easily swung against its target. Frequently, the ram's point would be reinforced with a metal cap, while vulnerable parts of the shaft were bound with strengthening metal bands. The frame was then covered in hides as normal to defend from fire.



**The Belfry**

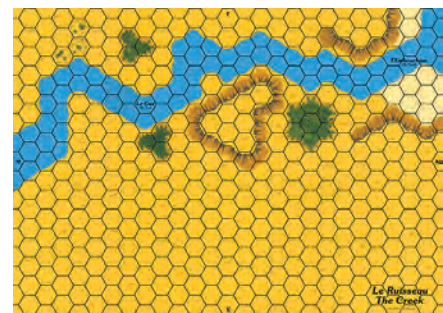
A siege tower or belfry is a specialized siege engine, constructed to protect assailants on ladders while approaching the defensive walls of a fortification. A hinged footbridge was lowered at the last moment to allow the assault. The tower was often rectangular and mounted on wheels with its height roughly equal to that of the wall, or sometimes higher to allow archers to stand on top of the tower and shoot into the fortification. The front of the tower was covered with freshly cut hides to prevent fire from catching on the wooden structure.



**The Maps**

**The Creek**

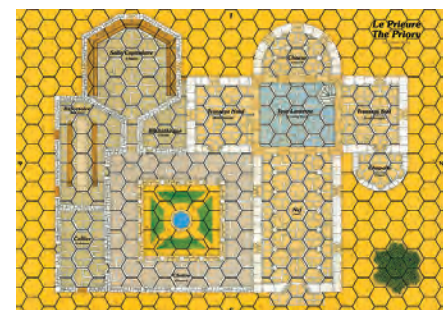
This open terrain map shows a small creek meandering through its northern edge. It can be crossed through a ford. This map can be combined with the Woodbridge map (included in *Diex Aie*), the River map or the original Ford map. It is also compatible with the various coastal maps of *Guiscaerð* through its right hand side.

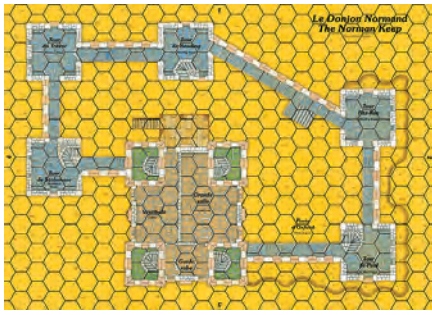


**The Priory**

This map shows a typical monastic house, and is inspired by Ewenny Priory in Wales, built around 1138. The church is of typical Norman style, with a central tower at the crossing of the nave. A small chapel was added to the South Transept. The windows of the Nave are at a high elevation and can only be reached by a scaffold or ladder. The monastic buildings are adjacent to the church and arranged around the Cloisters: the Library, the Chapter House, the Refectory and the Cellarium to store supplies.

Note that the Priory has 3 doors: The church, of course, has a main entrance, but there is also one to get into the cellarium. You can go from the church to the other buildings through the door between the North Transept and the Cloisters. Characters inside the church can move freely from the Nave or Chancel to the Transepts under the Crossing Tower. They can get into the tower through the staircase that starts in the South Transept.





### The Norman Keep

Stone castles start to replace the old wooden motte and bailey castles at the end of the 11th century, even though the latter will still be built during the civil war, especially as counter-castles when besieging a fortress or to quickly claim a territory. The castle represented on the map is typical of Norman architecture, with a strong, square-shaped keep reinforced by four turrets. Its entrance is at the first level. The curtain wall is defended by square towers in its angles. A moat protects part of the wall and a wooden bridge is needed to access the main gate which is still only a simple opening with none of the sophisticated defenses of the following centuries.

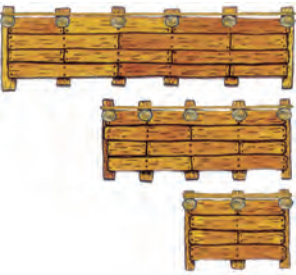
### The Overlays



#### Hoardings

Hoardings are wooden corridors built in front of crenelated walls or towers. They are fitted with arrow-slits and murder holes to throw stones and missiles on attackers located at the bottom of the walls. Hoardings have the pros and cons of all wooden superstructures: they are easy and quick to set up, but also easy to destroy with mangonels or flaming arrows. For protection against fire, hoardings were covered with freshly cut hides. 3 types of hoarding markers are available, covering 1, 2 and 3 hexes to cope with any wall layout. Only the hoarding floor is drawn, with its murder holes for vertical shooting and the vertical wooden screens fitted with arrow slits. These holes should be cut out to actually see any character located at the base of the wall. Murder

holes should be displayed facing the outside for enhanced realism.  
Each scenario details whether hoardings can be used and where to put them.



#### Scaffolding

Scaffolding are used when building a wall or when it is necessary to reach an opening at a higher elevation, like the windows of the church or the door of a keep.





# Scenarios

These 15 tactical scenarios of increasing difficulty are designed to familiarize you with the rules of *The Anarchy*. A few scenarios involve game components which are commercially available, including the boxed games *Guiscard* and *Diex Aie*, as well as several maps like The Meadow, The Sheepfold, The River and the Trail of the Crusaders.

The five campaign scenarios are designed to generate clashes which are resolved on tactical maps. Use the game campaign worksheets to manage the various counters and settlements on the map. These worksheets can easily be used to create your own scenarios by providing a realistic historical setting. For the tactical battles, it is recommended to use several additional maps, as well as the Norman counters included in the *Guiscard* and *Diex Aie* box sets.

The proposed purchase table at the end of this booklet lets you create your own scenarios using balanced forces. An Excel utility on [www.cryhavocfan.org](http://www.cryhavocfan.org) is available to help you set up your scenarios more easily.

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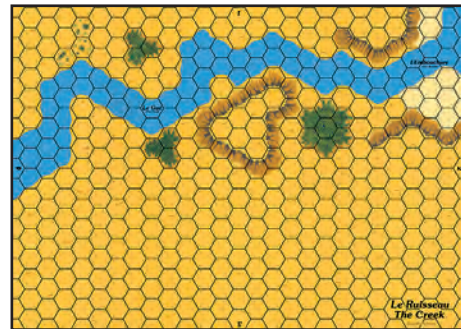
## Scenario 1: Don't Trust Mercenaries!

### Background






June 1137: For the fourth year in a row, Geoffrey of Anjou is raiding through Normandy, burning villages and subjugating numerous monasteries. King Stephen intends to stop him at Argentan but a quarrel starts between his Flemish mercenaries led by William of Ypres and the Norman troops led by Robert of Gloucester. It quickly develops into a pitched battle.

### Map layout and starting positions

The Flemish are deployed on the left hand side of the map, at least 4 hexes away from the central fold. The Normans are placed on the right hand side of the map, at least 4 hexes away from the central fold as well. Each player rolls the D10. The highest score plays first. The game is played in 8 turns.



### The sides

The Flemish			
	Johannes Bernhard Rutger Waldo Sibert Diggo Dagmar Ivo		Ekbert Wigo
Flemish Light Infantry		Crossbows	
The Normands			
	Josselin		Rhiryd
Knight		Welsh Longbow	
			Bernard Edgard Louis Joël Alain
		Light Infantry	
			Faramond Looy Holger Gifford
		Peasants	
	Gaylord		
Slingers			

### Victory conditions

Sum the remaining points of the surviving characters in each camp at the end of the 8 turns, using the purchase table at the end of this booklet. The camp with the highest score wins the game.

### Epilogue

The Norman army disintegrated and most of the Norman barons decided to leave with their retinues. The king pursued some of them until Pont Audemer but gave up trying to bring them back to fight. He was forced to sign a two-year truce with the count of Anjou.

### Sources

Jim Bradbury, *Stephen and Matilda*, page 168.



## Scenario 2: The Ford

### Background

October 1142: King Stephen pursues the Empress Matilda to Oxford. The Royal troops close in on the fortified city, separated from it only by a river, while the garrison shoots arrows from the walls and a small force provokes them from in front of the city gates. Stephen decides to charge across the ford and assail those Angevins who risk leaving the safety of the city walls.

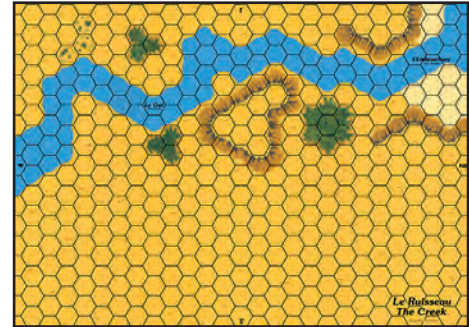
### Map layout and starting positions

The Royalists are set up north of the river (side 1 of the map).





The Angevins are positioned within 4 hexes of side 3.

The Royalists play first.

The game is played in 12 turns.



### The sides

The Angevins							
 <p>Knights on foot</p>	<p>Thierry Dreux Edmond</p>	 <p>Light infantry</p>	<p>Galeran Bernard Anselme Louis Alain Ernulf Abélard Barthélémy Edgard Joël</p>	 <p>Javelins</p>	<p>Garnier Simon</p>	 <p>Slings</p>	<p>Gaylord Everard</p>
 <p>Flemish light infantry</p>	<p>Johannes Rutger Waldo Bono Bernhard Sibert Diggo Menfrid</p>	 <p>Crossbows</p>	<p>Ekbert Wigo</p>				
The Royalists							
 <p>Knights</p>	<p>Gauthier Jehan Richard Baudouin Amaury Henry</p>	 <p>Welsh Uchelwys</p>	<p>Gruffydd Llywelyn Owen Trahaearn</p>	 <p>Welsh light infantry</p>	<p>Cynwrig Bleddyn Ednowain Cadwaladr</p>		

### Special rules

**Rout of the Angevins:** Any Angevin soldier exiting the map is considered routed and can't return to the map.

### Victory conditions

The Royalists must push the Angevins back into the fortified city (which is beyond side 3 of the map). At the end of 12 turns, and assuming at least 5 Royalists are still alive, count the number of Angevins who are still on the map:

- > 20 or more: Striking Angevin victory – The king's force was repelled and the city of Oxford can withstand a long siege.
- > Between 15 and 19: Narrow Angevin victory – The Angevins retreat in good order towards the city while the Royalists will have to use other means to seize Oxford.
- > Between 10 and 14: Narrow Royalist victory – The Angevins flee back into the city, with the king's troops on their heels. The street fighting in Oxford will be difficult, however.
- > Less than 9: Striking Royalist victory – The king storms the city and sets it ablaze.

If less than 5 Royalists are still alive, this is a striking Angevin victory.

### Epilogue

Stephen's charge proved devastating. His troops pursued the fleeing Angevins to the city, setting houses on fire and laying siege to the castle where the Empress was trapped.

### Sources

Jim Bradbury, *Stephen and Matilda*, page 137.



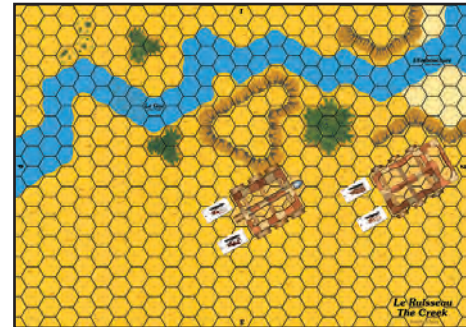
## Scenario 3: The Train

### Background

October 1142: King Stephen blockades the Empress Matilda in Oxford Castle. The royal troops fetch siege engines from London to accelerate the capture of the castle. After being spotted by spies, the Angevins send a small group to destroy them en route.

### Map layout and starting positions

Siege engines, with their teams, are set up as shown on the map  
 The escort is deployed within 3 hexes of the siege engines and their teams.  
 The Angevins are placed off map and enter through the side 3.  
 The Royalists play first.  
 The game is played in 12 turns.

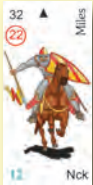
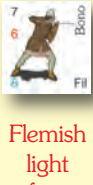
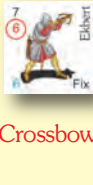


### The sides

#### The Royalists

 17 Nck	Aymar Philippe Foulque	 15 Ncl	Herbert Néel	 9 Nil	Galeran Bernard Anselme Alain	 6 Nip	Reynald Curteis Lambert Godbert
<b>Knights</b>		<b>Light cavalry</b>		<b>Light Infantry</b>		<b>Peasants</b>	
 6 Nis	Gaylord Everard	 6 Nis	Edon Gerbold	 7 Nib	Tom Lovell Howard	 4 Nie	Waleran Hamelin
<b>Slingers</b>		<b>Staff slings</b>		<b>Builders</b>		<b>Engineers</b>	

#### The Angevins

 32 Nck	Aubry Miles Josselin Amaury Baudouin	 7 Fil	Bono Bernhard Sibert Menfrid Ivo Rutger Diggo	 7 Fix	Ekbert Wigo		
<b>Knights</b>		<b>Flemish light infantry</b>		<b>Crossbows</b>			

### Special rules

**Destroying siege engines:** A character must stay a full turn without any action in a siege engine hex to damage that hex. Place a "Damaged" marker to indicate that the hex is destroyed. An engine is considered destroyed when five of its hexes are damaged.

### Victory conditions

The Angevins must destroy the siege engines and capture or kill the engineers to prevent them from supervising the construction of new weapons. Award 1 point for each damaged siege engine hex or killed engineer. Award 10 points per engine destroyed and 2 points for each captured engineer (he can then work for the Angevins in the future).

- > 15 or more: Striking Angevin victory – Oxford Castle is relieved and the morale of the Royalists is badly affected by this set back.
- > Between 11 and 14: Narrow Angevin victory – These engines are no longer a threat and the relief army should be enough to lift the siege and free the Empress.
- > Between 6 and 10: Narrow Royalist victory – The damage to the engines is light and repairable. They will participate in the final assault.
- > Less than 6: Striking royalist victory – The fall of the castle is now only a matter of days.

### Epilogue

Siege engines pounded Oxford with no relief army in sight to help the besieged castle. Matilda managed to flee just before Christmas to take refuge in Wallingford.

### Sources

Jim Bradbury, *Stephen and Matilda*, page 137.



## Scenario 4: The Rout of Winchester

### Background

September 14, 1141: While King Stephen is still held prisoner after the battle of Lincoln, the Angevin leaders besieged in Winchester resolve to escape. Robert of Gloucester and the rear guard are determined to protect Matilda's retreat. The royal troops, led by the mercenary William of Ypres, forces them to fight at Stockbridge, where a bridge spans the River Trent.

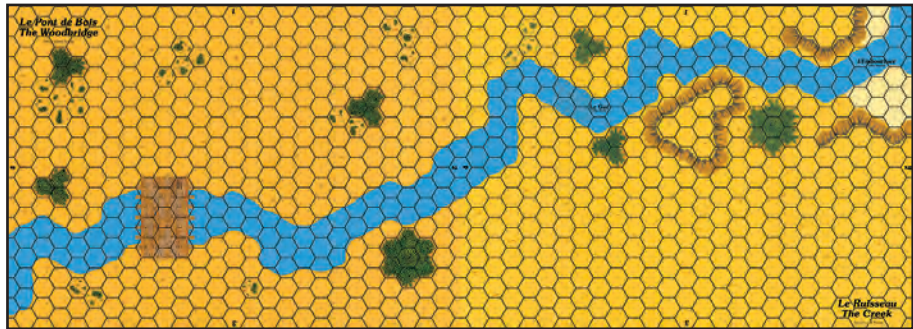
### Map layout and starting positions

The Angevins enter through side 4 of the Woodbridge map, north of the river.

The Royalists enter through side 1 of the Creek map.

The Royalists play first.

The game is played in 12 turns.



### The sides

#### The Royalists



Gauthier  
Jehan  
Thierry  
Richard  
Edmond

Knights



Herbert  
Néel

Light Cavalry



Llywelyn  
Owen

Welsh  
Uchelwyr



Cynwrig  
Bleddyn  
Ednowain  
Cadwaladr

Welsh  
Light Infantry



Hutchin  
Reynald  
Curteis  
Lambert  
Godbert  
Randall

Peasants



Kener  
Ednyfed

Welsh Long  
Bows

#### The Angevins



Aymar  
Philippe  
Baudouin  
Aubry  
Miles  
Josselin  
Foulque  
Amaury  
Henry

Knights



Matilda  
Eleonor

Women

### Victory conditions

The Angevins must exit through side 2 of the Creek map, south of the river. At the end of 12 turns, and to assess who the winner is, count:

- Any Angevin who exited through the side 2 of the Creek map as 3 points;
- Any Angevin located south of the river on the Creek map as 2 points;
- Any Angevin located south of the river on the Woodbridge map as 1 point ;
- If neither Matilda nor Robert (Miles) are not dead or captured at the end of the game, the above scores are doubled.

If Matilda and Robert are not dead or prisoners, victory is solely based on the total score:

> 25 and more: Striking Angevin victory – The leaders of the Angevin faction have escaped and Matilda will be able to pursue her claim to the crown while Stephen is held prisoner.

> 24 points or less: Narrow Angevin victory – The Royalist troops couldn't stop the bulk of the rebels, and they will represent a permanent threat in a kingdom without a leader.

If Matilda and/or Robert are dead or prisoners:

> Robert or Matilda dead: Narrow Royalist victory – The morale of the Angevin faction will be badly impacted and negotiations will probably result in the release of the king.

> Robert or Matilda prisoners: Striking Royalist victory – This is a perfect bargaining chip to obtain the release of the king.

### Epilogue

The fight was a crushing defeat for the Angevins, Some abandoned their weapons and ran for it, others were captured by peasants and beaten. Robert resisted bravely but was eventually captured by William of Warren, count of Surrey. He was sent to Rochester Castle as prisoner.

### Sources

Jim Bradbury, *Stephen and Matilda*, page 124.



## Scenario 5: Wherwell Abbey

### Background

September 1141: The Empress Matilda is besieged in Winchester. A relief army led by John Fitz Gilbert (father to the future William the Marshal) gathered in the nearby abbey of Wherwell, which they have fortified. They want to break through the blockade of the castle in order to bring some much needed supplies to the garrison. The Royalists decide to put this group out of action by setting fire to the abbey.

### Map layout and starting positions

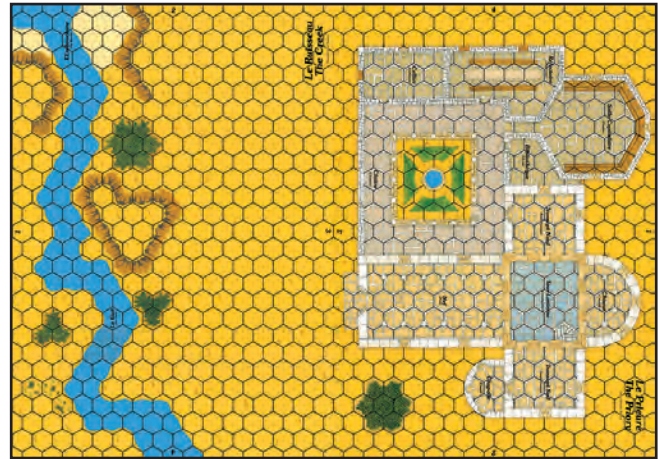
Place (6) 1-hex Scaffolding markers next to the various windows of the church. Place 6 Raised Ladder counters adjacent to them.

The Angevins are set up in the Abbey.

The Royalists are deployed within 4 hexes of the right bank of the creek.

The Royalists play first.

The game is played in 15 turns.



### The sides

#### The Royalists



Aymar  
Philippe  
Foulque

Knights on foot



Herbert  
Néel  
Avray

Light cavalry on foot



Abélard  
Barthélémy  
Edgard  
Joël

Light Infantry



Johannes  
Rutger  
Bono  
Sibert  
Dagmar  
Franko  
Ivo  
Rupert

Flemish  
Light Infantry



Rhiryd  
Kener  
Ednyfed  
Meilyr

Welsh  
Long Bows

#### The Angevins



Miles  
Aubry  
Josselin

Knights on foot



Galeran  
Bernard  
Anselme  
Louis  
Alain  
Ernulf

Light infantry



Garnier  
Simon

Javelinmen



Gaylord  
Everard

Slingers



Ekbert  
Wigo

Crossbows

### Special rules

**Setting roofs on fire:** Any roof can be set on fire in the same way as any other wooden superstructures. The only differences are:

- > A hex with a roof in flames doesn't prevent the movement of characters located on the ground.
- > When more than 50% of the roof of any named building (example: the refectory or the north transept) is on fire, the roof collapses and any character located underneath must roll 1D6:
  - o 6: The character escapes. He is placed on a hex adjacent to the building on fire and accessible through a door or window;
  - o 4-5: The character is wounded but still manages to escape;
  - o 1-3: The character is dead.
- > Place Rubble markers on all the hexes of the building whose roof has collapsed. The rules for rubble hexes are in § 6.4.

**The rout:** Any character escaping through sides 1, 2 or 4 of The Priory map cannot return.

### Victory conditions

The Royalists must neutralize the Angevins, by capturing or routing them. At the end of the 15 turns, count the number of Angevins still alive on the Priory map.

- > 12 or more: Striking Angevin victory. The Royalist attempt failed and these rebels will be able to join the forces that will break the siege



of Oxford and free the Empress Matilda.

- > From 8 to 11: Narrow Angevin victory. The fire alerted other Angevin troops in the vicinity who are now coming to their rescue.
- > From 5 to 8: Narrow Royalist victory. These rebels are no longer a threat, but the rebellion still has strength.
- > 5 or less: Striking Royalist victory. The few survivors will be hanged in front of the walls of Oxford to force the garrison to surrender.

**Epilogue**

The royalists threw burning torches in the church to set it ablaze. Most of the Angevins evacuated the abbey and surrendered. The melting lead roof collapsed on Fitz-Gilbert who survived but was blinded as a result.

**Sources**

Jim Bradbury, *Stephen and Matilda*, page 122.

**Scenario 6: La Croix-Saint-Leufroy Abbey**

**Background**

October 1136: Roger of Conches, a supporter of Robert of Gloucester in Normandy, is ravaging the lands of the Bishop of Evreux. This raid prevents the king's representative, Waleran of Meulan and his knights, from going after the Angevin army that is attacking Le Sap, a town further west. Roger decides to attack a castle belonging to Waleran at La Croix-Saint-Leufroy. Although the assault is a failure, he falls back to the close-by abbey to sack and capture the monks.

**Map layout and starting positions**

Use the Woodbridge map and the Saxon houses from *Diex Aie*, in addition to the Priory map. Position the houses as shown in the illustration.

The villagers are deployed in the priory and the village on the left bank of the creek. The monks must be in the priory and the women in the village, within 3 hexes of the river.




Roger's men enter through the side 3 of the Woodbridge map. They play first.

The game is played in 15 turns.

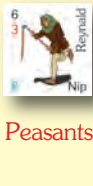
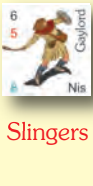
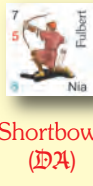
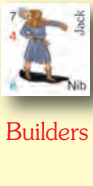

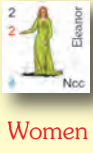


**The sides**

**The men of Roger of Conches**

 <p>Aymar Philippe Foulque</p> <p><b>Knights</b></p>	 <p>Herbert Néel Avray</p> <p><b>Light Cavalry</b></p>	 <p>Abelard Barthélémy Edgard Joël Louis Ernulf</p> <p><b>Light Infantry</b></p>
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**The villagers**

 <p>Hutchin Reynald Curteis Derek Ansgot Lambert Gifford Godbert Faramond Looys Randall Holger</p> <p><b>Peasants</b></p>	 <p>Gaylord Everard</p> <p><b>Slingers</b></p>	 <p>Fulbert Hamon Vital</p> <p><b>Shortbows (2A)</b></p>	 <p>Tom Lovell Howard Jack</p> <p><b>Builders</b></p>
 <p>Cuthbert Philip</p> <p><b>Monks</b></p>	 <p>Eleanor Rosamunda (6) Leoflada (2A)</p> <p><b>Women</b></p>		

**Special rules**

**Capture of the monks and the women:** The monks and the women must be captured. Use the capture rules in § 1.4 with the following modifications:

- > A combat differential of 10 (or more) is enough to capture a monk or a woman;
- > A surrounded character can't resist and is always taken prisoner;
- > Don't use his or her Wounded counter when captured. Only one armed character is necessary to escort the prisoner.

**Monks and women in combat:** The monks and the women must retreat if they are within 2 hexes of an enemy. We don't want them to have to choose between being killed or captured.

**Victory conditions**

The men of Roger of Conches must set the village on fire and capture women and monks to ransom them. The villagers must oppose the raiders. At the end of the 15 turns, count:

- > 3 points for any captured monk or woman,
- > 2 points for any village house burnt down.

The victory is based on the total points:

- > 20 points or more: Striking victory for Roger's men – The ransoms will boost our income over the winter. As for the village, they are only peasants, so who cares?
- > From 14 to 19 points: Narrow victory for Roger's men – Resistance was stronger than anticipated, but the ransoms should still provide a nice income boost. We can always come back to take care of the remaining ones.
- > From 8 to 13 points: Narrow victory for the villagers – The raiders were pushed back despite severe losses. We will have to be more careful as they might come back.
- > 7 points or less: Striking victory of the villagers – The raiders should have realized by now that they are not as strong as what they thought.

**Epilogue**

The village of the monks was burnt down, while the church was attacked and the monks abducted. Roger continued his rampage of the region but on his way back was attacked in a forest by Waleran and 500 knights. Having sent the bulk of his troops back to Acquigny with booty and prisoners, Roger was captured despite his courageous resistance.

**Sources**

Orderic Vitalis - *Historiae ecclesiasticae*.

**Scenario 7: Harptree Castle**

**Background**

1138: A few small castles in the vicinity of Bristol have joined the rebellion. King Stephen is en route to Bristol to crush his enemies. As he passes Harptree Castle, the garrison decides to make a sortie and attack his flank while leaving only a small garrison in the castle. The Angevins sally from the castle, leaving the gates open and hoping to take the royal force by surprise. But Stephen has his own ideas about the castle!

**Map layout and starting positions**

Use the maps The Ditch and The Woodbridge from DIEX AIE in addition to the 2 maps included in the game.

The Angevins position their attack group within 3 hexes of the left sides of the Creek and Ditch maps. The garrison is deployed on the walls and the keep but can't be in the inner yard of the castle.

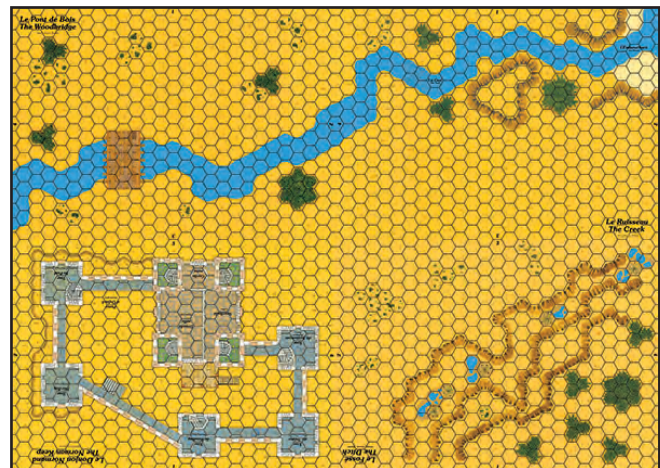
The royal infantry is deployed across the half right side of the Creek map.

The royal cavalry is positioned off map, alongside 1 of the Woodbridge map. It will come into play following a die roll (see special rules).

Place the Bridge counter over the moat. The castle gates are open.

The Angevins play first.













The game is played in 12 turns.



**The sides**

The Royalists			
The infantry		The cavalry	
<p>Flemish light infantry</p>	<p>Johannes Rutger Waldo Bono Bernhard Sibert Diggo Menfrid Dagmar Franko Ivo Rupert</p>	<p>Crossbows</p>	<p>Ekbert Wigo</p>
		<p>Knights</p>	<p>Gauthier Jehan Richard Aymar Philippe Foulque</p>
		<p>Light cavalry</p>	<p>Herbert Néel Avray</p>



 <b>Ladders</b>	4	 <b>Knight</b>	Henry	 <b>Welsh Uchelwyr</b>	Gruffydd Llywelyn Owen Trahaearn
<b>The Angevins</b>					
<b>The garrison</b>		<b>The attack group</b>			
 <b>Welsh light infantry</b>	Cynwrig Bleddyn Ednowain Cadwaladr	 <b>Welsh javelinmen</b>	Cadwgan Gwyn Madog Tegwared	 <b>Javelinmen</b>	Garnier Simon
 <b>Welsh long bows</b>	Rhiryd Kener Ednyfed	 <b>Light infantry</b>	Galeran Bernard Anselme Alain	 <b>Light infantry</b>	Abélar Barthélémy Edgard Joël
 <b>Knights on foot</b>	Thierry Dreux	 <b>Slings</b>		 <b>Knights</b>	Gaylord Everard  Aubry Miles Josselin

**Special rules**

**Cavalry arrival:** The Royalist player rolls a die each turn. The cavalry will enter the map with a result of 8 or higher. Add +2 to the die result each following turn. The cavalry will thus always enter from turn 4 at the latest.

**The gates of the castle:** They can only be closed after the first royalist cavalryman has crossed the bridge over the river.

**Victory conditions**

The target of the Royalists is to take the castle by surprise. At the end of the 12 turns, count the characters still alive inside the castle for each faction, then subtract the number of Angevins from the number of Royalists:

- > 5 or more: Striking Royalist victory – The last surviving defenders surrender. Harptree will now be the perfect base to ravage the country around Bristol.
- > 1 to 4: Narrow Royalist victory – The garrison comes to terms, allowing their surrender in one week if a relieving army doesn't show up within that time.
- > 0 : Deuce
- > -1 to -4: Narrow Angevin victory – The surprise by the royal troops didn't work and the castle still resists.
- > -5 or less: Striking Angevin victory – Serious setback for the king. The heroic resistance of Harptree ends his chevauchée towards Bristol and he returns to London.

**Epilogue**

Stephen pushes back the rebel force that carelessly moved out of the castle and his cavalry reaches the gate fast. They overwhelm the remaining rebels in the castle, set fire to the gates, and place ladders against the walls. The small garrison surrenders quickly.

**Sources**

Jim Bradbury – *Stephen and Matilda* – page 66.

## Scenario 8: Rouen Castle

### Background

1144: Geoffrey of Anjou is already the ruler of all Western Normandy. The city of Rouen is the last pocket of resistance. The Count has moved his camp onto a hill overlooking the city and cut down trees to build siege engines. The city quickly falls but the castle, known as the Tower, held by the Earl of Warenne, resists and is besieged. The battering from stone throwers is constant and a section of the curtain wall is eventually breached. Cry Havoc!

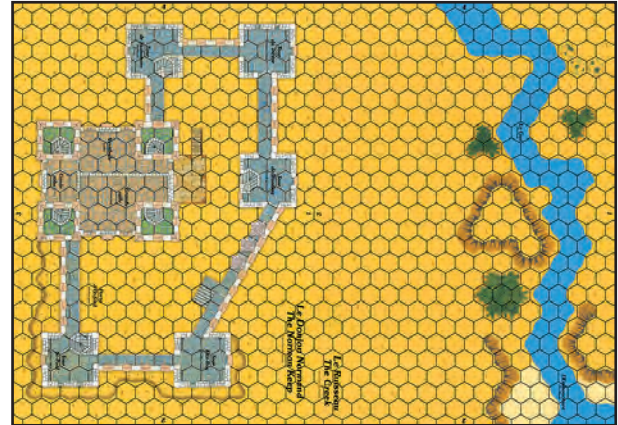
### Map layout and starting positions

Use the Castle and Creek map and place them as shown in the illustration. Put 3 Rubble markers as shown between the Reading and Fitz-Roy towers. The Normans are deployed first on or within 2 hexes of the outer walls of the castle.

The Angevins are positioned on the left bank of the creek, within 4 hexes of the water.

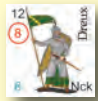
The Normans play first.

The game is played in 12 turns.



### The sides

#### The Angevins



Knights on Foot

Aymar  
Gauthier  
Jehan  
Thierry  
Philippe  
Richard  
Foulque  
Baudouin  
Aubry  
Miles  
Josselin  
Amaury  
Henry  
Dreux  
Edmond



Light Infantry

Galeran  
Bernard  
Anselme  
Louis  
Alain  
Ernulf  
Abélard  
Barthélémy  
Edgard  
Joël



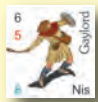
Javelinmen

Garnier  
Simon



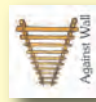
Staff slings

Edon  
Gerbold



Slingers

Gaylord  
Everard



Ladders

4



Mantlets

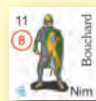
3

#### The Normans (Diex Aie)



Knights on Foot

Roussel  
Baudri  
Mauger



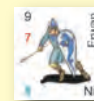
Medium Infantry

Bouchard  
Orderic  
Ernault  
Gervais  
Herluin  
Renouf



Crossbows

Asselin  
Gérolde  
Vougrin



Brittany Infantry

Erwan  
Gwendal  
Malo



Rock Stockpile

4

### Special rules

**Rubble:** Use the rules in § 6.4.

**Retreat into the Keep:** Due to the time limit and the victory conditions, an easy (but unrealistic) way for the defender to win would be to barricade all of his men in the keep and wait for the game to be over. For the sake of scenario balance and good gamesmanship, this is not allowed.

### Victory conditions

The siege already has lasted too long and the Angevins must take the castle at all cost. At the end of 12 turns, count the Normans still alive inside the castle:

- > 12 or more: Striking Norman victory – The Angevins are routed. Their count won't be able to pretend to be our duke for too long.
- > 9 to 11: Narrow Norman victory – The enemy retreats! We won the day, but we are running low on supplies. If a relief army doesn't

show up soon, we won't be able to hold for too long.

> 6 to 8: Narrow Angevin victory – The defenders are no longer strong enough to resist for too long. Normandy will soon be ours.

> 5 or less: Striking Angevin victory – The castle is ours and our count will finally seize the duchy of Normandy.

**Epilogue**

3 months of siege were needed before the castle surrendered, short of supplies. The other places that were still resisting capitulated quickly and Geoffrey was named Duke of Normandy thereafter.

**Sources**

Jim Bradbury – *Stephen and Matilda* – page 174.

**Scenario 9: Carrouges Castle**

**Background**

October 1136: Geoffrey, Count of Anjou, crosses the River Sarthe with a large army and sacks the region of Alençon. Northwest of the city, he lays siege to the castle of Carrouges which is held by a knight named Gauthier. The castle is reinforced with hoardings, which makes a direct assault with ladders almost impossible. Siege engines start to batter the walls and a few hoardings are quickly destroyed. The assault is imminent.

**Map layout and starting positions**

Use the Ditch map from *Diex Aie* in addition to the map of the castle.

Position the hoarding as shown on the illustration.

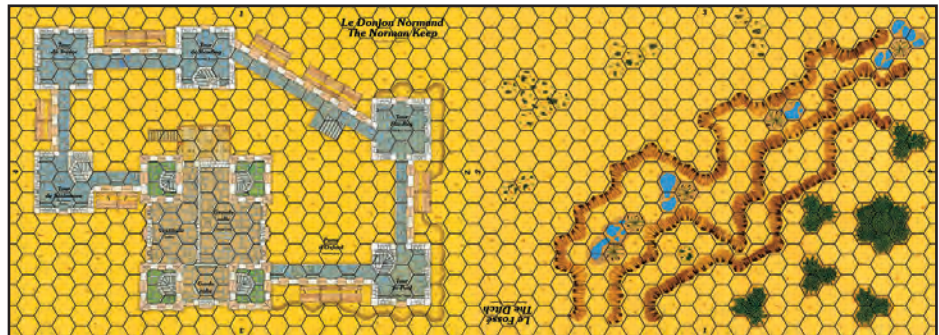
The Normans are deployed in the castle.

The Angevins are placed on the Ditch map.

They put the 6 Filled Moat markers in the moat of the castle.

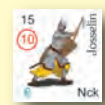
The Angevins play first.

The game is played in 15 turns.



**The sides**

**The Angevins**



Knights on Foot

Josselin Miles Aymar Richard Edmond



Light Cavalry on Foot

Herbert Néel Avray



Light Infantry

Galeran Bernard Anselme Louis Alain Ernulf Abélard Barthélémy Edgard Joël



Peasants

Godbert Hutchin Reynald Lambert



Javelinmen

Garnier Simon



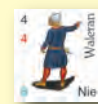
Staff slings

Edon Gerbold



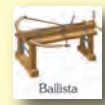
Slingers

Gaylord Everard



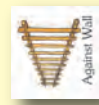
Engineers

Waleran Hamelin



Ballistae

2



Ladders

4



Mantlets

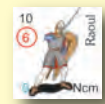
3



Filled Moat

6

**The Normans (Diex Aie)**



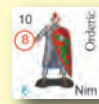
Medium Cavalry on Foot

Bertrand Charles Raoul



Light Cavalry on Foot

Enguerrand Rotrou Giroix



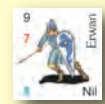
Medium Infantry

Bouchard Orderic Gervais



Shortbows

Fulbert Hamon Vital



Brittany Infantry

Erwan Gwendal Malo



Rock Stockpile

4

**Special rules**

**Retreat into the Keep:** Due to the time limit and the victory conditions, an easy (but unrealistic) way for the defender to win would be to barricade all of his men in the keep and wait for the game to be over. For the sake of scenario balance and good gamesmanship, this is not allowed.

**Victory conditions**

The siege should not delay the march of the Angevin army. It must be taken quickly. At the end of the 15 turns, count the Normans still alive inside the castle:

- > 12 or more: Striking Norman victory – The Angevins should expect a long siege. The raid of the Count of Anjou is stalled, and his chances of success are now slim.
- > 9 to 11: Narrow Norman victory – The enemy is pushed back for the day, but he will come back even fiercer tomorrow.
- > 6 to 8: Narrow Angevin victory – The last pocket of resistance will fall very soon and the Angevin army will be able to resume its raid.
- > 5 or less: Striking Angevin victory – This castle was no match for the superior Angevin army.

**Epilogue**

The castle fell after 3 days, but Gauthier managed to take it back as soon as the Angevin army was gone.

**Sources**

Orderic Vitalis - *Historiae ecclesiasticae*.

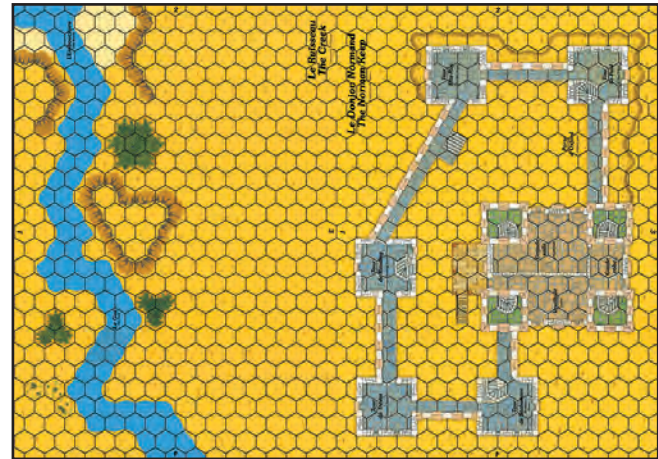
**Scenario 10: Oil Bucket Challenge**

**Background**

1145: Robert of Gloucester had built a castle in Faringdon to control the city of Malmesbury. King Stephen has marched against the castle with the help of the London militia. He has built a counter-castle to protect his men, and then attacked the castle daily to great effect. This morning, he expects today to be the last, and he sends a large group with ladders against the walls. The Angevins are ready to receive them with a peculiar gift.











**Map layout and starting positions**

The Angevins are deployed first in the castle.  
 The Royalists are positioned within 4 hexes of the right bank of the creek.  
 The Royalists play first.  
 The game is played in 12 turns.



**The sides**

The Royalists							
 12/8 Knights on foot	Amaury Jehan Gauthier Dreux Richard Edmond	 6/4 Peasants	Reynald Curteis Ansgot Gifford Godbert Looy Randall Holger	 9/6 Light Infantry	Galeran Anselme Alain Ernulf Abélard Barthélémy Edgard	 8/4 Javelinmen	Garnier Simon
 9/5 Welsh Light Infantry	Cynwrig Ednowain Cadwaladr	 8/5 Welsh Javelinmen	Cadwgan Gwyn Tegwared	 13/6 Uchelwys on Foot	Guffyrydd Owen Trahaearn	 7/4 Welsh Long Bows	Rhiryd Ednyfed Meilyr

 <p>Edon Gerbold</p> <p>Staff slings</p>	 <p>Gaylord Everard</p> <p>Slings</p>	 <p>6</p> <p>Ladders</p>	
<b>The Angevins</b>			
 <p>Miles Josselin Aymar</p> <p>Knights on Foot</p>	 <p>Herbert Néel</p> <p>Light Cavalry on Foot</p>	 <p>Ekbert Wigo</p> <p>Crossbows</p>	 <p>Johannes Rutger Sibert Bono Dagmar Rupert</p> <p>Flemish Light Infantry</p>
 <p>Tom Lovell Howard Jack</p> <p>Builders</p>	 <p>4</p> <p>Oil Bucket</p>	 <p>4</p> <p>Rock Stockpile</p>	

**Victory conditions**

The Angevins must push the assault back. If at the end of 12 turns, no Royalist has managed to make it inside the castle, it is a striking Angevin victory. If there are Royalists in the castle, count the difference between the number of Royalists inside the castle and the number of defenders:

- > 15 or more: Striking Royalist victory – The morale of the Angevin party is badly affected by this big loss and the king will be able to push his advantage even further.
- > From 10 to 14: Narrow Royalist victory – The victory was difficult, but Malmesbury is no longer threaten.
- > From 5 to 9: Deuce – The King will launch another assault in the coming days.
- > From 0 to 4: Narrow Angevin victory – The King will now lack resources to launch a new assault even though the siege is still not lifted.
- > 0 or less: Striking Angevin victory – The King has no other choice but to lift the siege as he no longer has enough troops to maintain the blockade.

**Epilogue**

Stephen didn't spare any resources to put the siege of Faringdon to an end. A body of archers in formation shot a hail of arrows on the defenders and siege engines were deployed. Many defenders were killed during the assault with the ladders. The castle finally surrendered on terms.

**Sources**

Jim Bradbury – *Stephen and Matilda* – page 150.

**Scenario 11: The Siege of Wareham Castle**

**Background**

1142: Etienne has taken advantage of the absence of Robert of Gloucester in Normandy to attack the port of Wareham. The garrison is insufficient, and his troops easily burn the city down and take the castle. Returning from the continent, Robert decides to take this important port. The docks and the city are quickly taken back, and the castle is besieged. Siege engines are positioned and a belfry is built.

**Map layout and starting positions**

Use the Eagle Nest map from GUISCARD and the Meadow map (or any other map of flat terrain if you don't have it).

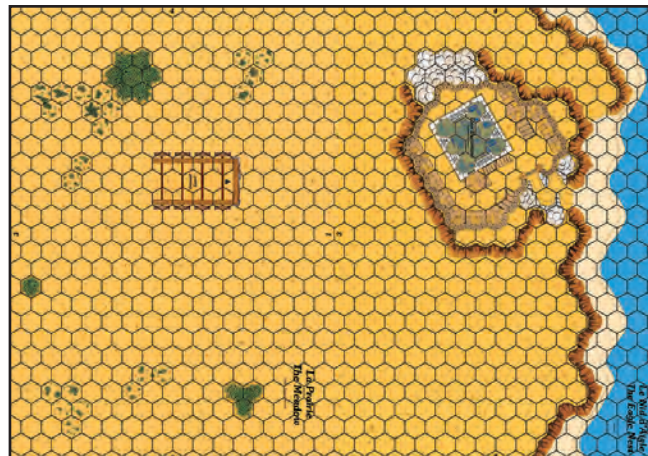
Place the belfry as shown on the illustration, within 3 hexes of the tree.

The royal garrison is deployed in the castle.

The Angevins are placed on the Meadow map.

The Angevins play first.

The game is played in 15 turns.





## The sides

The Royalists (Guiscards)						
 Count on Foot	Roger	 Knights on Foot	Arthur Tancrede Tristan Odon Onfroy	 Medium Infantry	Gauvin Romaric Nizier Angilbert Étienne	 Shortbows Alaric Alphonse Merlin Sigismond
 Oil Bucket	2					
The Angevins						
 Knights on Foot	Aymar Jehan Gauthier Thierry Foulque Dreux Richard Edmond	 Peasants	Hutchin Reynald Curteis Derek Ansgot Lambert Gifford Godbert Faramond Looys Randall Holger	 Flemish Light Infantry	Johannes Rutger Waldo Bono Bernhard Sibert Diggo Menfrid Dagmar Franko Ivo Rupert	 Crossbows Ekkert Wigo
 Slingers	Gaylord Everard	 Staff slings	Edon Gerbold	 Engineers	Waleran Hamelin	 Ballistae
 Mantlets	4					2

### Special rules

**Retreat into the Keep:** Due to the time limit and the victory conditions, an easy (but unrealistic) way for the defender to win would be to barricade all of his men in the keep and wait for the game to be over. For the sake of scenario balance and good gamesmanship, this is not allowed.

### Victory conditions

The Angevins must storm the castle to be able to resume their march toward Oxford, where the Emperess is besieged. At the end of 15 turns, count the Normans still alive inside the castle:

- > 12 or more: Striking Royalist victory – Robert is pinned at Wareham, which should give enough time for the king to take Oxford without having to fear the arrival of the relief army of Robert of Gloucester.
- > 9 to 11: Narrow Royalist victory – The belfry didn't live up to expectations, but there are still plenty of other siege engines.
- > 6 to 8: Narrow Angevin victory – The garrison won't be able to resist the next assault, but this is still a delay in our efforts to rescue the Emperess.
- > 5 or less: Striking Angevin victory – The castle is ours and Wareham will be a perfect port to receive the reinforcements coming from Normandy. En route to Oxford now!

### Epilogue

The royal garrison was frightened by this deployment of force and negotiated an agreement of a fairly common type in this period: The garrison were allowed to appeal to the king to come to their aid, but the castle would surrender if he didn't come by a set date. The king was besieging Matilda in Oxford during that time and would not be diverted from his purpose. Once the period of grace was over, the castle surrendered.

### Sources

Jim Bradbury – *Stephen and Matilda* – page 137.





## Scenario 12: The Revolt at Bedford

### Background

Christmas 1138: Miles Beauchamp holds Bedford Castle for the king and considers it his hereditary possession. But Stephen wants to give it to Hugh Beaumont, from a powerful family that the king wants to thank for their services. Miles has refused the gifts the king has offered him in exchange, which has made him furious. Upset, Stephen has moved against Bedford. He has brought archers to harass the most exposed parts of the castle. Siege engines are also in place, ready to bring down a deluge of rocks on the garrison.

### Map layout and starting positions

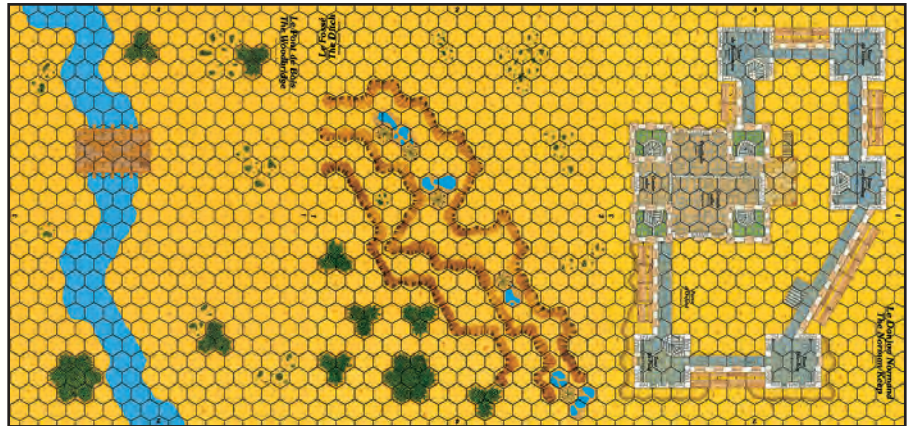
Use the maps The Woodbridge and The Ditch from *Diex Aie* in addition to the Castle map. Position the hoardings as shown on the illustration, as well as the bridge marker to cross the castle moat.

Miles' men are placed inside the castle. Knights are all on foot and their horses are positioned in the inner yard.

The royal troops are deployed on the Woodbridge and Ditch maps. The mangonels must be positioned on the Woodbridge map. Knights are all on foot and their horses must be set on the left bank of the river.

The royal troops play first. Siege engines are fully loaded and can shoot immediately.

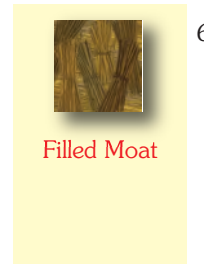
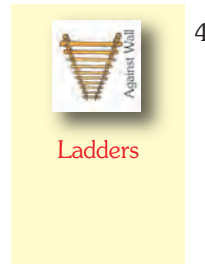
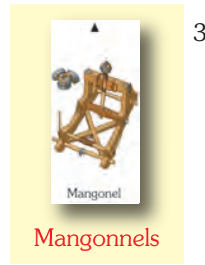
The game is played in 20 turns.



### The sides

Miles Beauchamp ( <i>Diex Aie</i> )							
	Miles Aubry Josselin		Roussel Baudri Geoffroy		Bouchard Orderic Gervais Herluin		Fulbert Hamon
Knights on Foot		Knights on Foot		Medium Infantry		Shortbows	
	2		2		Erwan Gwendal Malo		Asselin
Oil Bucket		Rock Stockpile		Brittany Infantry		Crossbows	
The royal troops							
	Aymar Jehan Gauthier Philippe Thierry Foulque Dreux Richard Edmond		Galeran Bernard Anselme Louis Alain Ernulf Abélard Barthélémy Edgard Joël		Garnier Pierre Simon		Hutchin Reynald Curteis Derek Ansgot Lambert Gifford Godbert Faramond Looyo Randall Holger
Knights on Foot		Light Infantry		Javelinmen		Peasants	
	Botulf Robyn		Edon Guibert		Waleran Hamelin Ymbert Guérin		1
Slings		Staff slings		Engineers		Ballistae	





**Special rules**

**Retreat into the Keep:** Due to the time limit and the victory conditions, an easy (but unrealistic) way for the defender to win would be to barricade all of his men in the keep and wait for the game to be over. For the sake of scenario balance and good gamesmanship, this is not allowed.

**Victory conditions**

At the end of the 20 turns, count the men of Miles still alive inside the castle (those having sallied outside of the castle are not taken into account):

- > 12 or more: Striking Angevin victory – Miles’ resistance was the right thing to do, and the king will have to recognize the castle as his.
- > 9 to 11: Narrow Angevin victory – The garrison holds its ground, but the siege will still be long with little hope of reinforcements.
- > 6 to 8: Narrow Royalist victory – Another assault like this one and the castle will be given back to its rightful owner.
- > 5 or less: Striking Royalist victory – Challenging the king’s has consequences: Miles will end his life in prison!

**Epilogue**

The siege lasted 5 weeks and ended with the surrender of the garrison.

**Sources**

Jim Bradbury – *Stephen and Matilda* – page 63.

**Scenario 13: The Siege of Trowbridge**

**Background**

1140: King Stephen raids the possessions of Robert of Gloucester, aiming for the castle of Trowbridge in West Wiltshire, a fortress held by Humphrey de Bohun, who is married to the daughter of another rebel leader Miles of Gloucester. The king has sacked the region prior to besieging Trowbridge. Siege engines are built and the assault is imminent.

**Map layout and starting positions**

Use the Woodbridge map from *Diex Aie* in addition to the castle map. Position the battering ram and the hoardings as shown on the illustration. The 3 hexes under the hoarding facing the battering ram have already been damaged (Stage 2) by mangonel shots previously. The Angevins are set up in the castle. The Royalists are deployed on the Woodbridge map. The Royalists play first. The game is played in 15 turns.















**The sides**

**The Royalists**

<p>16 12 Nck</p> <p>Knights on Foot</p>	<p>Aymar Gauthier Jehan Philippe Richard Foulque Aubry Miles Josselin</p>	<p>8 5 Ncl</p> <p>Light Cavalry on Foot</p>	<p>Herbert Néel Avray</p>	<p>7 4 Nij</p> <p>Javelinmen</p>	<p>Simon Pierre</p>	<p>7 6 Fil</p> <p>Flemish Light Infantry</p>	<p>Sibert Bono Diggo Menfrid Franko Rupert</p>
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 <p><b>Crossbows</b></p>	Ekbert Wigo	 <p><b>Staff slings</b></p>	Guibert Gerbold	 <p><b>Slings</b></p>	Botulf Robyn Everard	 <p><b>Peasants</b></p>	Derek Ansgot Gifford Faramond Randall Holger
 <p><b>Ladders</b></p>	4	 <p><b>Mantlets</b></p>	4	<b>The Angevins</b>			
 <p><b>Knights on Foot</b></p>	Dreux Thierry Edmond	 <p><b>Welsh Light Infantry</b></p>	Cynwrig Bleddyn Ednowain Cadwaladr	 <p><b>Welsh Javelinmen</b></p>	Cadwgan Gwyn Madog Tegwared	 <p><b>Welsh Longbows</b></p>	Rhiryd Kener Ednyfed Meilyr
 <p><b>Oil Bucket</b></p>	2	 <p><b>Rock Stockpile</b></p>	2				

**Retreat into the Keep:** Due to the time limit and the victory conditions, an easy (but unrealistic) way for the defender to win would be to barricade all of his men in the keep and wait for the game to be over. For the sake of scenario balance and good gamesmanship, this is not allowed.

**Victory conditions**

At the end of the 15 turns, count the number of Angevins still alive inside the castle:

- > 12 or more: Striking Angevin victory – The king’s raid is over and he will have to go back to London.
- > 9 to 11: Narrow Angevin victory – This assault was a failure but let’s hope that the messengers sent to Robert of Gloucester will bring him back soon with a relief party or we will have to surrender.
- > 6 to 8: Narrow Royalist victory – Despite this success, the prospect of many more days of siege is impacting the morale of the barons, who are starting to chatter in the camp.
- > 5 or less: Striking Royalist victory – Yet another castle taken back. This should reinforce the king’s authority over his barons, whose fidelity is starting to falter.

**Epilogue**

The barons who accompanied the king were less motivated than the rebels and did not want a long blockade, forcing Etienne to lift the siege. However, he placed a large army of lightly armed horsemen in nearby Devizes Castle to monitor the region.

**Sources**

Jim Bradbury – *Stephen and Matilda* – page 86.



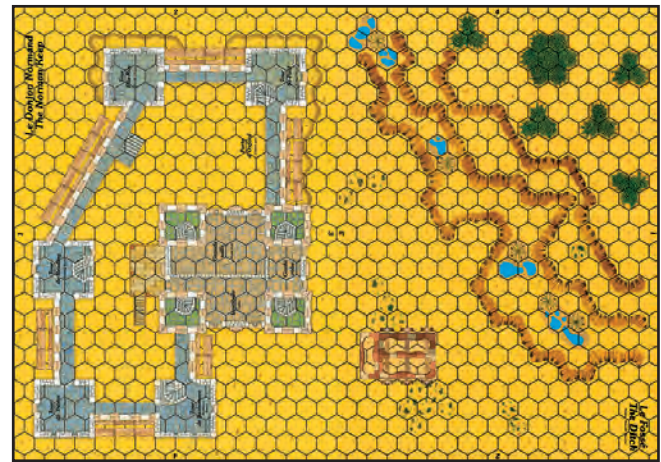
## Scenario 14: Dunster Castle

### Background

1139: William de Mohun has risen in the west. He holds Dunster Castle which is filled with men-at-arms and he is raiding the region. The king decides to build a counter-castle to contain him while he delegates the conduct of the siege to Henry de Tracy, who decides to undermine the walls of the fortress.












### Map layout and starting positions

Use the Ditch map from *Diex Aie*, along with the castle map. Place the gallery and the hoardings like shown on the illustration. Put the Bridge marker above the moat of the castle. The men of William de Mohun are deployed inside the castle, the horses of the mounted men are placed in the inner yard. The royal troops are deployed on the Ditch map. The royal troops play first. The game is played in 20 turns (see the special rule).



### The sides

#### The royal troops

 Knights on Foot	Aubry Miles Josselin Dreux Thierry Edmond	 Engineers	Guérin Ymbert	 Builders	Tom Lovell Howard Jack	 Flemish Light Infantry	Sibert Waldo Diggo Dagmar Ivo Franko
 Crossbows	Ekbert Wigo	 Staff slings	Guibert Edon	 Slings	Botulf Robyn	 Peasants	Hutchin Reynald Curteis Derek Ansgot Lambert Godbert Randall
 Welsh Longbows	Rhiryd Kener	 Welsh Javelinmen	Cadwgan Gwyn	 Welsh Light Infantry	Cynwrig Bleddyn		
 Ballistae	1	 Mantlets	3				

#### The men of William de Mohun

 Knights on Foot	Aymar Philippe Foulque	 Light Cavalry on Foot	Herbert Néel Avray	 Light Infantry	Galeran Abélar Barthélémy Bernard	 Javelinmen	Simon Pierre
 Uchelwir on Foot	Gruffydd	 Peasants	Gifford Faramond Holger Looy	 Oil Bucket	2	 Rock Stockpile	1



### Special rules

**Mining over several days:** Chapter 7 provides detailed rules to manage each day of a siege, but we can use a simplified version to simulate mining over several days.

One day is equivalent to 5 game turns. The mine test (cf. § 6.3.3) can then only be performed once every 5 turns.

### Victory conditions

The garrison must prevent or delay the mine as long as they can. The game ends as soon as a wall hex collapses and it is a victory for the royal troops. If the game continues until turn 20 with no wall hex fully destroyed, it is a victory for the men of William of Mohun.

### Epilogue

There is no source for the details of the siege, but a cavalry battle ensued at the end of which 104 Angevin knights were captured.

### Sources

Jim Bradbury – *Stephen and Matilda* – page 67.

## Scenario 15: The Siege of Wallingford

### Background

1153: Wallingford Castle has been a thorn in the foot of Stephen since the beginning of the civil war. This castle is the eastern limit of the area controlled by the Angevins and the king has been trying to capture it since 1139 with no luck. He has built 2 counter-castles to keep an eye on it. In this year 1153, the future king Henry II, son of Matilda is approaching Wallingford and the tired garrison counts on him to lift the siege.

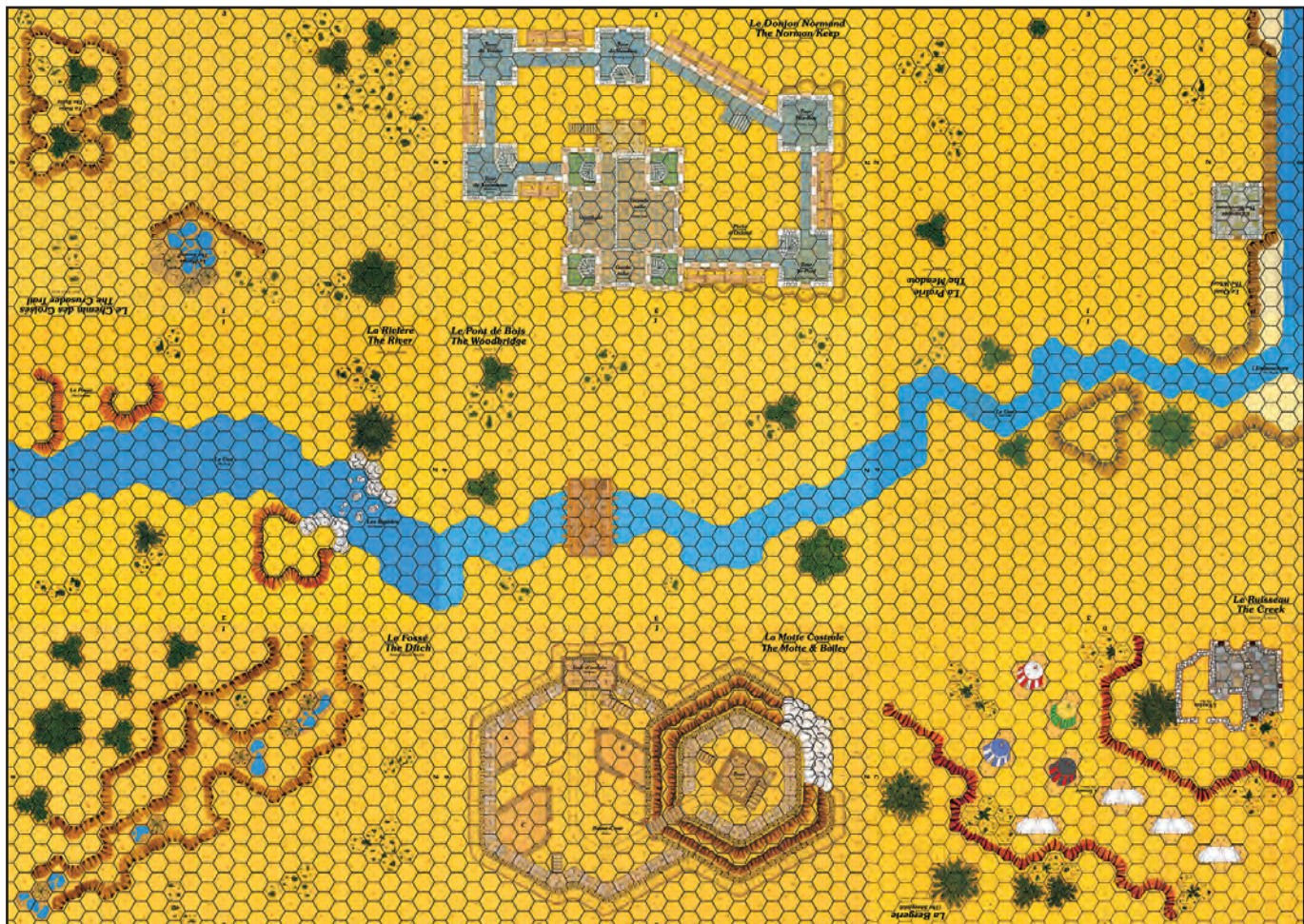
### Map layout and starting positions

You will need the following maps in addition to the Norman Castle and Creek maps: The Woodbridge, The Ditch and the Motte & Bailey from *Dix Aie*, The Meadow, The Crusader Trail, The River, The Sheepfold and The Wharf (even though the last one is only used for aesthetic reasons and doesn't have any tactical influence). You will also need the various tents provided with *Guiscard*. Position the hoarding on the castle and the tents on the Sheepfold map as shown on the illustration above.

Note: You don't need to assemble the full terrain permanently! The special rules mention which maps to use based on the action of the day.

The castle has 20 days of supplies.

The initiative die roll dictates which side plays first.



**The sides**

**The Royalists**



Knights on foot

Aymar  
Gauthier  
Jehan  
Thierry  
Philippe  
Richard  
Foulque  
Baudouin  
Aubry  
Miles  
Josselin  
Amaury  
Henry  
Dreux  
Edmond



Light Infantry

Galeran  
Bernard  
Anselme  
Louis  
Alain  
Ernulf  
Abélard  
Barthélémy  
Edgard  
Joël



Peasants

Hutchin  
Reynald  
Curteis  
Derek  
Ansgot  
Lambert  
Gifford  
Godbert  
Faramond  
Looys  
Randall  
Holger



Flemish Light Infantry

Johannes  
Rutger  
Waldo  
Bono  
Bernhard  
Sibert  
Diggo  
Menfrid  
Dagmar  
Franko  
Ivo  
Rupert



Light Cavalry on Foot

Herbert  
Néel  
Avray



Staff slings

Edon  
Gerbold  
Guibert



Slingers

Gaylord  
Everard  
Botulf  
Robyn



Javelinmen

Garnier  
Simon  
Pierre



Crossbows

Ekbert  
Wigo



Engineers

Waleran  
Hamelin  
Ymbert  
Guérin



Builders

Tom  
Lovell  
Howard  
Jack



Ballistae

2



Mangonel

2



Gallery

1

**The Angevins (Gúiscard)**



Counts on Foot

Robert  
Roger



Knights on Foot

Guillaume  
Arthur  
Tancrede  
Tristan  
Odon  
Onfroy  
Sarlon  
Rainulf  
Drogon



Norman Infantry

Gauvin  
Romaric  
Nizier  
Angilbert  
Étienne  
Pierrick



Javelinmen

Gildas  
Audomar  
Alcuin  
Landry



Uchelwir on Foot

Guffrydd  
Llywelyn  
Owen



Welsh Light Infantry

Cynwrig  
Cadwaladr



Welsh Javelinmen

Tegwared  
Madog



Welsh Longbows

Ednyfed  
Meilyr



Archers

Philibert  
Merlin  
Sigismund  
Olivier



Oil Bucket

3



Rock Stockpile

3



### **Special rules**

**Riders' horses:** All cavalymen can be mounted. Decision must be made at the beginning of each siege day if riders will be mounted or not, based on the selected action.

**Actions during the siege days:** The various actions during the siege days take place on select maps of the game terrain:

> Action 1: Assault!

The Defender of the castle, if he has the initiative, can choose to attack the counter-castle (represented by the motte & bailey).

The Attacker chooses the additional map to be added to the castle he wants to attack (Norman Keep or Motte & Bailey) based on the layout shown on the illustration.

> Action 2: Sally against the camp

Use the Sheepfold map (with the camp) and the Creek maps, positioned as shown on the illustration.

> Action 5: Giving battle outside

The Defender chooses an area made of 4 contiguous maps including the castle, as shown on the illustration.

### **Victory conditions**

> If Wallingford falls after an assault, it's a striking victory for the Royalists: Wallingford had become a symbol for the rebellion and their morale will be badly affected by this loss.

> If the castle runs out of supplies, it's a marginal victory for the Royalists, as the important forces involved in the siege could have been used elsewhere.

> If the efficiency of the blockade (see § 7.1.4) remains average for 5 days, it's a marginal victory for the Angevins, as the castle now has ample supplies to resist much longer.

> If the efficiency of the blockade remains poor for 5 days, or if the Royalists need to lift the siege due to a random event, it's a striking victory for the Angevins: The resistance of Wallingford will become a legend.

### **Epilogue**

Henry reached Wallingford and besieged one of the counter-castles named Crowmarsh. He managed to get some supplies in to the garrison of the castle, and captured one siege tower as well as 60 archers, whom he had beheaded. The king arrived with a large army, but both sides signed a truce which eventually led to the end of the civil war.

### **Sources**

Jim Bradbury – *Stephen and Matilda* – page 183.



## Campaign Scenarios

### 1 - The Rout of Winchester

#### Background

September 1141: While Robert of Gloucester secures her flight, the Empress Matilda escapes with a small retinue towards Gloucester. She will have to pass through hostile territory. Her small escort is led by Josselin of Chauvieu, a bachelor knight who has volunteered for this dangerous mission.

#### Counters and setup

Type	#	Position	Head count	Resources	Loyalty	Pounds (£)	Prestige
<b>Angevins</b>	AC1	Matilda and her group, in the forest hex south of Basingstoke	12		1	5	6
	A1	Edmond and his combat group in Devizes (south west)	10		3	2	1
	A2	Aymar and his combat group in Faringdon (centre)	12		2	0	3
	A3	Philippe and his combat group within 2 hexes of Cirencester (north west)	8		3	3	2
<b>Royalists</b>	R1	Henry and his combat group within 2 hexes of Marlborough (centre)	12		8	4	3
	R2	Richard and his combat group within 2 hexes of Malmesbury (north west)	7		7	3	1
	R3	Thierry and his combat group within 2 hexes of Bath (west)	15		8	2	1
	R4	Combat group within 2 hexes of Wallingford (north east)	8		9	1	0
<b>Mercenaries</b>	M1	Combat group within 2 hexes of Upavon Priory (south)	6				
	M2	Combat group within 2 hexes of Oxford (north east)	6				
	M3	Combat group within 2 hexes of Swindon (centre)	6				
<b>Convoys</b>	C1	Convoy at Swindon (centre), plying between Swindon and Chippenham (west)	4	3			
	C2	Convoy at Newbury (south east), plying between Newbury and Andover (south)	3	2			
	C3	Convoy at Cirencester (north west), plying between Cirencester and Bath (west)	5	4			

Matilda's group is made up of the following mounted characters:

Ncc : Matilda, Eleanor

Nck : Josselin, Dreux, Jehan, Baudouin

Ncl : Néel, Herbert, Avray

Wcm : Owen, Gruffydd, Llywellyn

The game is played in 10 days.

The Angevins play first

#### Victory Conditions

Matilda must escape through one of the 3 hexes to the north west of Horsley Priory. If she manages to escape before the end of 10 days, it is a striking victory for the Angevins. The Royalists must prevent this from happening.

If Matilda is still alive and free at the end of 10 days, it is a narrow Angevin victory.

If Matilda is made prisoner, it is a striking victory for the Royalists.

If Matilda is killed, it is a narrow Royalist victory.

#### Epilogue

Matilda got away with her small escort, riding on a horse. She stopped on the first night at Ludgershall near Andover, then at Devizes Castle the next day. Being too tired to continue on horseback, she was carried on a litter to Gloucester.

## 2 - The Raid of Miles of Gloucester

### Background

1139: Brian Fitz Count holds the castle of Wallingford on the Thames, the eastern-most Angevin fortress and a constant threat to King Stephen. The king decides to besiege it and builds two counter-castles, one of them being inside St Peter's church. Following the advice of his council, who argue that a siege would take too long, Stephen leaves a small garrison before Wallingford and launches a raid into the rebel territory towards Trowbridge. But Miles of Gloucester, one of the most capable leaders of the rebellion, launches his own raid against the small garrison left in front of Wallingford.

### Counters and setup

Type	#	Position	Head count	Resources	Loyalty	Pounds (£)	Prestige
<b>Counter-Castles</b>		A motte east of the River Thames, in a hex adjacent to Wallingford (east)	10	3	8		1
		A priory in an adjacent hex, west of Wallingford (east)	10	5	7		0
<b>Angevins</b>	A1	Miles and his combat group, 5 hexes to the west of Wallingford (east)	18		1	6	7
	A2	Dreux and his combat group in Trowbridge (south west)	14		3	3	1
	A3	Aubry and his combat group within 2 hexes of Swindon (centre)	7		2	1	2
<b>Royalists</b>	R1	Amaury and his combat group within 2 hexes of Chippenham (west)	15		7	3	1
	R2	Henry and his combat group within 1 hex of Marlborough (centre)	8		8	4	2
	R3	Gauthier and his combat group within 1 hex of Upavon Priory (south)	9		9	2	3
	R4	Combat group within 2 hexes of Avebury Priory (centre)	7		7	1	0
<b>Mercenaries</b>	M1	Combat group within 2 hexes of Newbury (south east)	6				
	M2	Combat group within 2 hexes of Tetbury (north west)	6				
	M3	Combat group within 2 hexes of Faringdon (north east)	6				
<b>Convoys</b>	C1	Convoy at Oxford (north east), plying between Oxford and Newbury (south)	5	5			
	C2	Convoy at Basingstoke (south east), plying between Basingstoke and Swindon (centre)	3	4			
	C3	Convoy at Malmesbury (west), plying between Malmesbury and Faringdon (centre)	4	3			

The game is played in 12 days.

The Angevins play first

### Victory Conditions

Miles must take both counter-castles at Wallingford. If he succeeds before the end of 10 days, it is a striking Angevin victory. If he only takes one of them, it's a narrow victory.

The Royalists must take Trowbridge. If they succeed before the end of 10 days, it is a marginal Royalist victory. If in the meantime they keep control of both counter-castles of Wallingford, it's a striking Royalist victory.

### Epilogue

The Miles' raid was a success : He wounded or killed many soldiers and took the other prisoners. Meanwhile, Stephen managed to take the castles of South Cerney and Malmesbury but the news of Miles' success stopped him while as he was closing on Trowbridge. This Civil War would be long and indecisive.

## 3 – Guerilla Warfare Along the River Thames

### Background

1144: William Peverel has built a castle at Cricklade in Wiltshire, which is protected by a moat and marshlands. He has assembled a troop and wages guerilla war against the various Royalist castles built along the Thames. He has assembled an army of mercenaries and archers to harass them day and night.

### Counters and setup

Type	#	Position	Head count	Resources	Loyalty	Pounds (£)	Prestige
<b>Royal Mottes</b>		Along the River Thames, 2 hexes east of Cricklade	10	3	7	2	1
		Along the River Thames, 2 hexes west of Faringdon (Eagle Nest)	12	2	8	0	2
		Along the River Thames, 2 hexes east of Faringdon	10	4	7	3	0
<b>Angevins</b>	A1	Jehan and his combat group in Cricklade (centre)	18		1	3	5
	A2	Josselin and his combat group within 2 hexes of Faringdon (centre)	9		3	0	1
	A3	Foulque and his combat group within 2 hexes of South Cerney (north west)	7		4	3	2
	A4	Amaury and his combat group within 1 hex of Swindon (centre)	9		2	4	3
<b>Royalists</b>	R1	Miles and his combat group within 2 hexes of Oxford (north east)	7		7	2	2
	R2	Richard and his combat group within 1 hex of Malmesbury (north west)	6		7	1	1
<b>Mercenaries</b>	M1	Combat group within 1 hex of Bradenstoke Priory (centre)	6				
	M2	Combat group within 1 hex of Steventown Priory (north east)	8				
	M3	Combat group within 1 hex of Marlborough (centre)	7				
<b>Convoys</b>	C1	Convoy at Andover (south), plying between Andover and Swindon (centre)	3	4			
	C2	Convoy at Chippenham (west), plying between Chippenham and Cirencester (north west)	5	3			
	C3	Convoy at Newbury (south east), plying between Newbury and Bath (west)	4	5			

The game is played in 12 days.

The Angevins play first

### Victory Conditions

The Angevins must inflict as much damage as possible on the Royal garrisons.

At the end of 12 days, count one point per wounded garrison member and 2 points for each dead one (note: characters outside of the 3 mottes are not taken into account). Make the same calculation for the Angevins (but exclude their potential mercenaries).

Count the points difference between the Royalists and the Angevins :

- > If the result exceeds 15, it is a striking Angevin victory;
- > If the result is between 5 and 14, it is a narrow Angevin victory;
- > If the result is between -4 and 4, it's deuce;
- > If the result is between -5 and -14, it's a narrow Royalist victory;
- > If the result exceeds -15, it is a striking Royalist victory.



## 4 – The Monk who Knew too much

### Background

October 1141: Following the capture of Robert of Gloucester, the Church initiates tense negotiations to arrange the joint release of the king and the rebellion leader. One of these negotiators, Prior Cuthbert, returns to his priory at Steventon to take some rest, but his rhetoric, as well as his obvious bias towards the Angevin faction, has marked him as a threat to the Royalists. They decide to send a party to abduct him. Suspecting something is afoot, the Angevins send their own party led by Philippe of Mesnil to escort him to Gloucester.

### Counters and setup

Type	#	Position	Head count	Resources	Loyalty	Pounds (£)	Prestige
<b>Angevins</b>	A1	Cuthbert's group at Steventon Priory (north east)	15	4	2	3	2
	AC1	Philippe de Mesnil and his combat group, 1 hex north of Marlborough (centre)	9		1	2	7
	A2	Edmond and his combat group within 2 hexes of Newbury (south east)	7		3	1	2
	A3	Aymar and his combat group within 2 hexes of Devizes (centre)	8		4	2	3
<b>Royalists</b>	R1	Foulque and his combat group in the hex west of Cogges Priory (north east)	12		8	3	5
	R2	Baudouin and his combat group within 2 hexes of Cricklade (north west)	8		7	2	2
	R3	Gauthier and his combat group within 2 hexes of Chippenham (west)	9		7	3	1
<b>Mercenaries</b>	M1	Combat group within 2 hexes of Swindon (centre)	7				
	M2	Combat group within 2 hexes of Tetbury (north west)	5				
	M3	Combat group within 2 hexes of Bath (south west)	6				
<b>Convoys</b>	C1	Convoy at Andover (south), plying between Andover and Bath (south west)	4	3			
	C2	Convoy at Chippenham (west), plying between Chippenham and Newbury (south east)	5	5			
	C3	Convoy at Swindon (centre), plying between Swindon and Cirencester (north west)	3	4			

Cuthbert's group is made up of the following characters:

Nic : Cuthbert, Philip, Mark, Hardouin

Nis : Botulf, Robyn

Nip : Curteis, Derek, Ansgot, Lambert, Gifford, Godbert

Nil : Abélard, Anselme, Alain

The game is played in 10 days.

The Angevins play first.

### Victory Conditions

Philippe of Mesnil must rescue Cuthbert and help him off the map through one of the 3 hexes north west of Horsley Priory.

- > If Cuthbert manages to leave the map this way, it's a striking victory for the Angevins;
- > If Cuthbert is still alive and free to move at the end of 10 days, it's a narrow victory for the Angevins ;
- > If Cuthbert is a prisoner at the end of 10 days, it's a narrow victory for the Royalists;
- > If Cuthbert is a prisoner and taken through the south side of the map between Basingstoke and Andover, it is a Royalist striking victory.

## 5 – Dealing with these New Castles

### Background

1142: Western England is covered with new castles built by rebel barons the last year, to fortify a defensive line around Oxford and Wallingford. Stephen has set out to lead a raid to destroy them. Most are poorly defended and a quick assault should easily overwhelm them.

### Counters and setup

Type	#	Position	Head count	Resources	Loyalty	Pounds (£)	Prestige
<b>Angevin Mottes</b>		Along the River Thames, 2 hexes south of Oxford (Eagle Nest)	6	2	3	1	1
		Along the River Thames, 3 hexes west of Wallingford	4	1	4	0	0
		Along the River Thames, 2 hexes south of Wallingford (Eagle Nest)	7	3	2	2	1
		Between the rivers Thames and Avon, 5 hexes south of Wallingford	5	1	4	1	0
<b>Angevins</b>	A1	Miles and his combat group within 2 hexes of Swindon (centre)	12		2	4	2
	A2	Aymar and his combat group within 2 hexes of Basingstoke (south)	8		4	2	1
<b>Royalists</b>	R1	Dreux and his combat group within 1 hex of Faringdon (centre)	25		9	8	7
	R2	Aubry and his combat group within 2 hexes of Marlborough (centre)	8		7	2	3
	S1	Siege engine group within 1 hex of Faringdon (centre)	8		7	2	0
<b>Mercenaries</b>	M1	Combat group within 2 hexes of Newbury (south east)	8				
	M2	Combat group within 2 hexes of South Cerney (north west)	6				
	M3	Combat group within 2 hexes of Devizes (south west)	10				
<b>Convoys</b>	C1	Convoy at Oxford (north west), plying between Oxford and Swindon (centre)	5	4			
	C2	Convoy at Newbury (east), plying between Newbury and Devizes (south west)	3	2			
	C3	Convoy at Basingstoke (south east), plying between Basingstoke and Cirencester (north west)	4	3			

The siege engine group is made of the following characters and components:

Nie : Hamelin, Ymbert;

Nip : Gifford, Godbert, Faramond, Looys, Randall, Holger;

Nil : Anselme, Louis, Alain, Ernulf;

2 mangonnels;

1 battering ram;

6 oxen.

The game is played in 15 days.

The Royalists play first.

### Victory Conditions

The Royalists must capture as many of Angevin mottes as possible. If by the end of 15 days they have taken:

- > All 4 mottes, it is a striking Royalist victory;
- > 3 mottes, it is a narrow Royalist victory;
- > 2 mottes, it is deuce;
- > 1 motte, it is a narrow Angevin victory;
- > None of them, it is a striking Angevin victory.

### Epilogue

Cirencester Castle was taken by surprise while most of the garrison was absent, Bampton was taken by storm, and Radcot surrendered quickly.



## Purchase Table

This table will allow you to create your own balanced scenarios. An Excel utility is available on [www.cryhavocfan.org](http://www.cryhavocfan.org) to help you quickly calculate the total cost of your armies.

For siege scenarios, it is recommended that the total points of the besieger be at least 50% superior to those of the defenders, or even double.

Note that the cost of knights has been reduced compared with the previous games to improve balance.

<b>Basic cost of a character</b>	
Heavy cavalry (with armour)	ATT + DEF
Light cavalry	ATT + DEF
Armoured foot	ATT + DEF
Unarmoured foot	ATT + ½ DEF <sup>(1)</sup>
Javelin thrower	2 ATT
Shortbowman	2 ATT + DEF
Longbowman	3 ATT + DEF
Slinger	3 ATT + DEF
Armoured Crossbowman	3 ATT + 2 DEF
Staff Sling	3 ATT + 2 DEF
Engineer	4 ATT + 2 DEF
Peasant, Civilians	ATT

<sup>(1)</sup> Round downwards if necessary.

<b>Animals, equipment and supplies</b>	
Fully equipped riding horse	12
Pack horse	8
Pack donkey	6
Ox	6

<b>Siege engines</b>	
Siege ladder	10
Filled Moat	10
Mantlet	10
Stone Stockpile	15
Oil Buckets	20
Gallery	20
Ballista	25
Stone thrower	30
Mangonel	40
Battering ram	40
Belfry	50

**Note:** ATT and DEF are abbreviations for Attack strength points and Defence strength points.



# The Anarchy

## *The Civil War in England and Normandy*



Cover artwork:  
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