

THE MILL AT VAUDRICOURT

Burgundian Player Handout

Historical Background

The year is 1373. The Hundred Years War rages. Charles V of France has spent four years clawing back English territory, with Poitou and Saintonge retaken and English Aquitaine cut off by sea. Charles' strategy of avoiding direct engagements has been successful and England's position on the continent is crumbling. In response, the Duke of Lancaster has launched a *chevauchée*: a march of destruction, burning farmland and destroying villages from Calais toward Bordeaux, daring Charles to give battle.

Your Situation

You are **Gilles de Vaudrey, Lord of Auxonne**, twenty-four years old, riding hard on fresh intelligence. A Burgundian scout reported before dawn that an English column detached from Lancaster's *chevauchée* is moving to seize the windmill above Vaudricourt, which oversees the only dry road through the marsh for miles. Lancaster needs that road.

You were dispatched immediately with whatever troops were at hand. Your objective is to deny the English control of the mill.

Decisive Victory: Control the mill with > 40 pts of units in play.

Minor Victory: The English either fail to control the mill or control it but with insufficient forces to hold it. This is a *Burgundian strategic success*.

Decisive Defeat: The English control the mill with substantial remaining forces.

Your Forces (100 points)

Name	Type	Armor	Qty	pts/fig	Weapon	Move	Total Points
Burgundian Men-at-Arms	Armored Foot	Full	16	2½	—	6"	40
Genoese Crossbowmen	Heavy Foot	Half	10	3½	Crossbow	9"	35
Household Knights	Heavy Cavalry	Full	5	5	—	12"	25

Rules Intro

Crossbows

Fire every turn. Must have direct line of sight. Range: 18". This is longer than English archers at 15".

With 10 men firing:

- **English Heavy Foot** (Fully Armored): **die 1–4** kills 1, **die 5–6** kills 2.
- **English Med. Horse** (Half Armor): **any roll** kills 3.
- **English Bow LF** (Unarmored): **die 1–2** kills 4, **die 3–6** kills 5.

Armored Foot

vs.	Dice per man	Kill on
Light Foot (bowmen)	1 die	4+
Heavy Foot	1 die	5+
Medium Horse	1 die per 2 men	6

Heavy Cavalry

vs.	Dice per man	Kill on
Light Foot (bowmen)	4 dice	5+
Heavy Foot	3 dice	5+
Medium Horse	1 die	5+

Cavalry charge morale — the English unit must check before melee begins:

English unit	Must roll	Fails ~
Light Foot (bowmen)	10+ on 2d6	83% of the time
Heavy Foot	9+ on 2d6	72% of the time
Medium Horse	5+ on 2d6	17% of the time

Morale Thresholds After Taking Casualties

Unit	Check at	Need on 2d6
Armored Foot	33%	6+
Heavy Foot/Crossbow	33%	7+
Heavy Horse	50%	6+

Units within 6 of the army commander add +2 to all morale dice.