

THE MILL AT VAUDRICOURT

English 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 **Sir Edmund Harwick**, fifty-one years old. Your column's scouts have identified the windmill above Vaudricourt as a critical junction: the only dry road through the marsh for miles, vital to Lancaster's line of march south. You were detached before dawn with clear orders: take the mill, secure the junction, and hold it.

Decisive Victory: Control the mill with > 35 pts of units in play.

Minor Defeat: Either fail to control the mill or control it with insufficient forces to hold it.

Decisive Defeat: The Burgundians control the mill with sufficient forces to hold it.

Your Forces (100 points)

Name	Type	Armor	Qty	pts/fig	Weapon	Move	Total Points
Men-at-Arms	Heavy Foot	Full	18	2	—	9"	36
English Archers	Light Foot	None	12	3	Bow	9"	48
Mounted Outriders	Medium Horse	Half	4	4	—	18"	16

Rules Intro

Archers

Fire 2/turn. See rules for moving and firing. Indirect fire possible. Range: 15". The Burgundian crossbows reach 18" but lack indirect fire.

With 12 men firing:

- **Armored Foot/Knights** (Fully Armored): **die 1–4** kills 1, **die 5–6** kills 2.
- **Heavy Foot / Crossbow** (Half Armor): Kills 4 regardless of roll.

Heavy Foot

vs.	Dice per man	Kill on
Armored Foot	1 die per 2 men	6
Heavy Foot	1 die per man	6
Heavy Horse	1 die per 4 men	6

Medium Cavalry

vs.	Dice per man	Kill on
Heavy Foot (crossbow)	2 dice	5+
Armored Foot	2 dice	6
Heavy Horse	1 die per 2 men	6

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

Burgundian unit	Must roll	Fails ~
Heavy Foot (crossbow)	8+ on 2d6	58% of the time
Armored Foot	7+ on 2d6	42% of the time
Heavy Horse	4+ on 2d6	8% of the time

Morale Thresholds

Unit	Strength	Threshold	Need on 2d6
Heavy Foot	18	33%	7+
Light Foot / Bow	12	25%	8+
Medium Horse	4	33%	7+

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