

Bouvines 1214



INTRODUCTION

Bouvines 1214 is based on the Anglo-French War of 1213-1214 between the Kingdom of France, allied with Brittany, and a coalition of England, Flanders and Holy Roman Empire. King John I of England has organized a Coalition of the enemies of the French King Philip II, including the rebellious count of Flanders Ferrand and Holy Roman Emperor Otto IV. The French King is attempting to keep the possessions won from John I in earlier conflicts. Both sides are also fighting for the control of Central France, Brittany and Flanders.

The **French player** has a numerous army at his disposal but must fight on two fronts, in Poitou against John's southern possessions on the Continent and in Flanders against the Count of Flanders and later the Holy Roman Emperor.

The **Coalition player** has a larger fleet, but a spread out army, split between England, the Duchy of Aquitaine and Flanders and must arrange them to keep the French dispersed too.

The game's event cards allow full replay ability thanks to the numerous various situations that they create on the diplomatic, military, political or economical fields.

DURATION

Estimated Playing Time: 1h30

Favored Side: French

Hardest to play: None

Bouvines 1214 lasts 15 turns, each representing one month between July of 1213 and September of 1214.

The **French player** always goes before the **Coalition player**.



FORCES

The **French player** controls the **French (blue)** and **Brittany (white)** units.

The **Coalition player** controls the **English (red)**, **Flanders (yellow)** and **Holy Roman Empire (yellow)** forces. He may command **Brittany (white)** units if the nation changes sides in the scenario (card play)

MAPBOARD

The map represents North Western Europe (France and southern England). Offmap regions can only be entered by their respective owners.



VICTORY

IMMEDIATE VICTORY

- One of the players reaches or exceeds 20 VP at the end of a turn.

Otherwise, the player with most VP at the end of the scenario wins the game.

VP GAINS

+1 VP for a successful siege

+? VP according to some specific Cards, in particular those claiming Duchies control (Normandy, Poitou, Flanders, Aquitaine, etc...)

SPECIAL RULES

SUPPLY

Supply Sources:

French player: Paris, County of Champagne, Duchy of Burgundy, Nantes

Coalition player: Southampton, Bruges, Holy Roman Empire, Bordeaux

Both: Channel Islands



ECONOMIC PHASE

Every turn, both players have an economic phase where they receive income, pay maintenance and purchase their units.

COST OF UNITS AND CARDS

- Militia / Crossbowmen / Supplies/Cards : \$3
- Mounted Seargents / Foot Seargents: \$4
- Knights/Fleets: \$5
- Replacements: \$2

Those units can only be recruited after the play of certain cards:

- Engineers: \$3

ENGINEERS

Those units can only be recruited after the play of certain cards
They are support units that give a siege bonus



FLEETS

Those units can transport up to 5 «points» of land units, each of the units having a value of 1 point for transport, except mounted units (Knights, Mounted Seargents) which are valued 3



OFF-MAP REGIONS

The Holy Roman Empire region can only be entered by the **Coalition player** with Holy Roman Empire units. County of Champagne and Duchy of Burgundy can only be entered by their respective units.

COMBAT SPECIFICITIES AND CHANGES FROM WAW STANDARD RULES

There is no Cavalry units and cavalry superiority system in the game as in the regular WAW games: the effect is represented by the play of the 'Cavalry Charge' in battle.

There are no heavy units in the game. Some of the effects of those are represented by the play of the 'Infantry Block' in battle.