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04

 **The Courier**

MWAN
Magazine

THE CID AND VALENCIA

By Philip J. Viverito

For Origins and Historicon 2005 I was pleased to host several scenarios which focused on El Cid. I selected this area of interest for several reasons. First I am working on Third Edition of *Knight Hack* and these were excellent conventions to test play *Knight Hack*. At Origins many of the players were less likely to be historical gamers. At Historicon experienced historical gamers would be crawling out of the wood work.. So I would have two different types of gamers playing and critiquing *Knight Hack*. Well the system and the scenario held up under the pressure of the two different disciplines. Besides test play I have always wanted to recreate a Cid scenario using Valencia, the city he fought so hard to get. Simply put El Cid, Valencia and the Moors spark the imagination.



In all I played out four basic scenarios centered round the city of Valencia. In one scenario The Cid would be devastating the suburbs of the city, enticing the Moors out to a fight. The second scenario had the Cid holding the city against the Moors in active defense. He required no enticement to come out. The third scenario was a simple field battle using the city and the camp of the Cid at Juballa merely as a back grounds. I always like eye candy as a backdrop to my scenarios. Both Valencia and the Cid's caestra (fortified camp) of Juballa provided that period flavor I desired to create.

I found these four scenarios some of the most fulfilling, fun and successful I have ever put on. I watched as players with no historical knowledge of the period had no problem playing the scenarios out. The historical gamers played on without the usual "But, but, but . . ." comments. The system worked fine with all playing with few questions by turn three.

THE TIME AND THE PLACE

All four scenarios reenacted events that took place at the end of the eleventh century in Spain. Spain at this time was being retaken by a new Spanish Christian society forged from centuries of Moorish occupation. At the time of the scenarios, the advance of King Alfonso VI

had come to a grinding halt with Alfonso's defeat at the battle of Sagradas. The Spanish leader known to all of Spain, Moorish and Christian, as the El Cid the Compedor lead the only forces left that could take the war to the Moors.

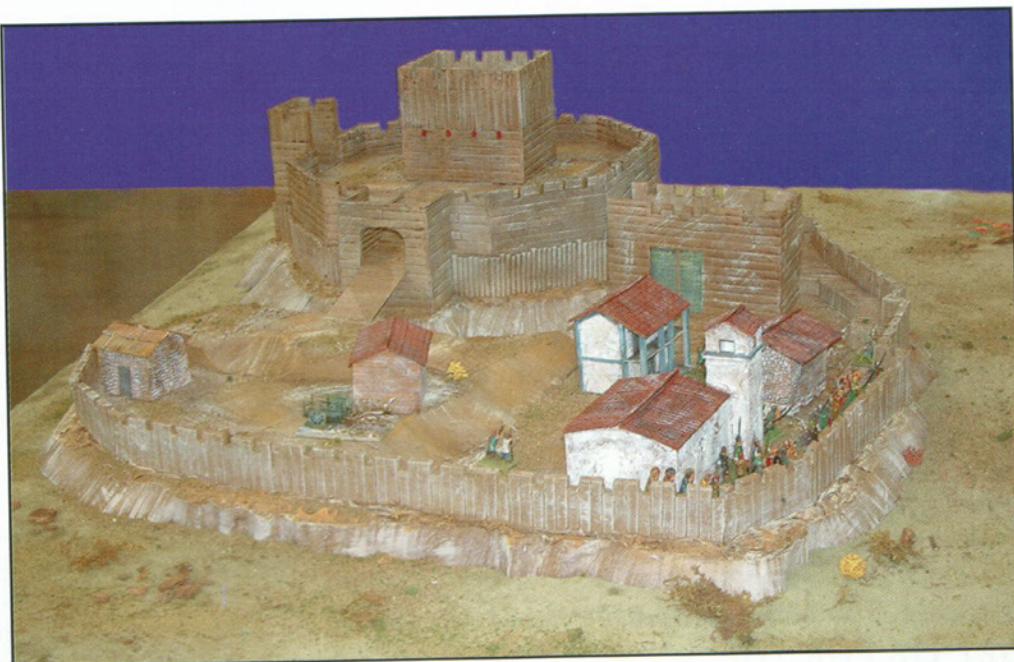
The events I selected took place near or around the Moorish city of Valencia. Holding Valencia and cities like it was the strategic objective to both Spanish Christians and Moors. The Cid dedicated most of his life to taking this city and holding it.

To take the city the Cid had to besiege it as well as surrounding settlements, which might be termed alcazars. Alcazars were the

citadels of cities, towns and border fortifications. An alcazar was the seat of power for both Christians and Moors of the various kinds of settlements. The alcazar dominated a settlement whatever its size. To hold the alcazar of a place was to dominate it. Holding an alcazar assured the owner of collecting the rents or tributes from the immediate surrounding population. Alcazars had no specific pattern with the exception that the towers would be exclusively rectangular or square. They usually included a central strong tower or keep surmounting a high point like a rocky hill or ridge and a walled compound.. An alcazar might also include a palace of sorts, within the tower. Other buildings in the compound

included barracks and storage buildings. Extending from this compound area might be a walled city or town, as seen at Valencia. Outside the alcazar and its defenses were small land holdings often called suburbs. The suburbs would be host to estates of Moorish nobility, small farms, orchards and gardens. In Moorish territories each major city or town had its own king who ruled from their alcazars in cities like Valencia, Toledo or Zaragoza. Each of these city kingdoms was surrounded by smaller alcazars like those of Xerica and Alcorcer to name just two. These were something like

marcher castles as used in Great Britain. These inferior alcazars routed local rents and tributes to their respective over lords and eventually to the king. To lose these rents and revenues would put a great strain on the Moorish kings. The Cid was a threat to many of these Moorish kingdoms and was often paid not to attack them. In regard to Valencia the Cid took his time in cap-



turing Valencia's surrounding alcazars. One after another fell to the Cid until Valencia itself was cut off from its revenues and the other Moorish kingdoms.

With each success Moors and Christians alike were drawn to his camp as the Cid wisely shared the spoils with his followers be they Christian or Moor. While he



captured Valencia's border alcazars the Cid built a base camp in a small cross road settlement called Juballa. The Cid was so successful in recruiting retainers that his camp or caestra became a large town. Juballa had its own alcazar and compound. *The Chronicle* alleges that the place rivaled Valencia in population. Perhaps it did, probably not. Certainly the Cid had up to 7000 horse and foot at his command. Valencia may have held twice or even three times this number.

In earlier years the Cid had fought for both Moorish and Spanish Christian Kings. This was common in the Spain of that time. Alliances shifted back and forth as did the men who fought in the numerous military expeditions. These expeditions included both sieges and open battles. None, however, were as known or successful as the Cid.

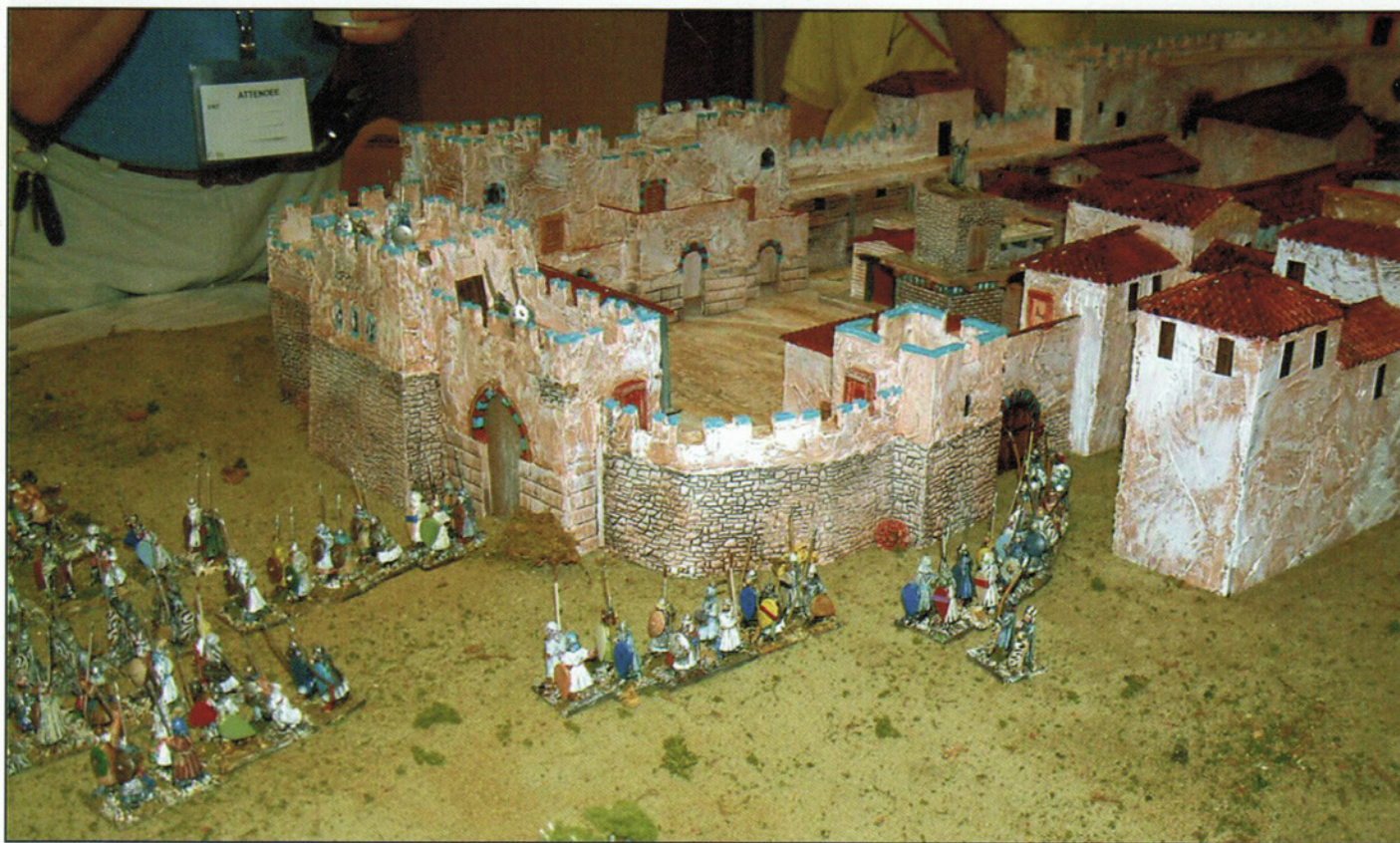
VALENCIA AND JUBALLA: GENERAL SET UP FOR THE SCENARIOS

Valencia at the time had its alcazar, a double city wall with circuit towers, five main gates and large unfortified suburbs. In my model I had to compromise leaving the surrounding walls and towers off as I wanted players to be able to reach the main part of the city and the Alcazar. In actuality Valencia's outer walls at this time were laid out in the shape of a pork chop. The inner walls of the alcazar rested inside the outer walls and could have been a more oblong in shape. This left a lot of open ground between the two sets of walls. I followed the plans of another city of the time for this. This com-

promised city still retains the flavor of the period using various known building styles of Christian and Moorish architecture. For example Spanish walls of the time had circuit towers that were buttressed against the walls and not built into them. The rampart ran behind the towers as well as a long the walls. Also I attempted to show the Alcazar with its palace and tower on a high point of ground and separate from the town proper. The city has a market area and mosques.

The suburbs were deduced radically. I did use many different known humble buildings of the period. The most interesting of these being the elevated granaries. I grouped Valencia's suburb as a single settlement beneath Valencia's main gate.

For the base camp at Juballa I turned to the Bayeux tapestry which clearly shows caestrae of the period. *The Chronicle* relates that this camp was of wood and stone. I created a motte or hill on which I placed a wooden keep surrounded by a log wall. The base of the motte was encased in retaining walls using various patterns. This was common to the time. The settlement beneath the motte is called the bailey. It too had a wall of logs on an elevated ground surrounded with a ditch. Here all the daily activities of the Cid's followers would be carried out. Things like paying tribute, the issuance public decrees and collecting arms. Manufacturing took place here too. There would be smithies, cookhouses for the garrison, granaries and the houses of lesser retainers; each surrounded by the tents and rude houses of their immediate retainers. A church with a bell tower was used too. All the types of Spanish buildings of the time I



could find. This bailey had a single main gate with a gate tower of its own. All this nestled beneath the Cid's alcazar and keep.

Finally let's look at the placement of all these buildings. I set up the city of Valencia at one end of a long 16 foot table at Origins. This would serve for the siege games. At the extreme other end of the table I set up the Cid's camp. This was just for the visual effect and helped with some seminars I held for the War College. At Historicon I had less space so I did not include the Cid's camp. This left enough space between the Cid's camp and the city that I could have a large open battlefield. It all worked nicely for my four different scenarios.

SCENARIO ONE

In this scenario I had the Moors holding Valencia. The photos are from both Historicon and Origins. In this scenario I had the Cid raiding a Moorish camp in the suburbs directly beneath the city's main gates. The Cid's army came on in three places. The main thrust was the suburb and camp. Two other attacks were made near the other two gates on each side of the city. I compromised using three gates rather than five. The objective of the Cid who lead the main attack on the camp and suburb was to entice the Moors out of the city. Hopefully the two diversions at the other gates would draw enough of the Moors away from his main attack. To be victorious the Cid had to survive the battle and to pursue the Moors back into the city. A secondary objective was to destroy the camp and its garrison and to steal away any wagons and good he could. To capture a wagon or mule the Cid had to have a unit stand with it for one turn unmolested.

The Moorish objective was to kill or capture the Cid and thus put to rest Moorish Spain's greatest threat. The Moors had a garrison camped in the suburb and the main army was posted inside the city by each gate. The



Spanish Moors had a contingent of North African fundamentalists as part of the city garrison; Ben Yucef's Black Guard.

The battle started with the Cid's army coming on the table from three different places during the turn's movement phase. In each melee the Cid was involved in he would be required to take a risk to leader test at each first contact. The Moorish King was obligated to take a similar test if he too became engaged in a melee. Both were attached leaders with their own unit. Each part of the Spanish army had lesser leaders who were also required to take a risk to leader test.

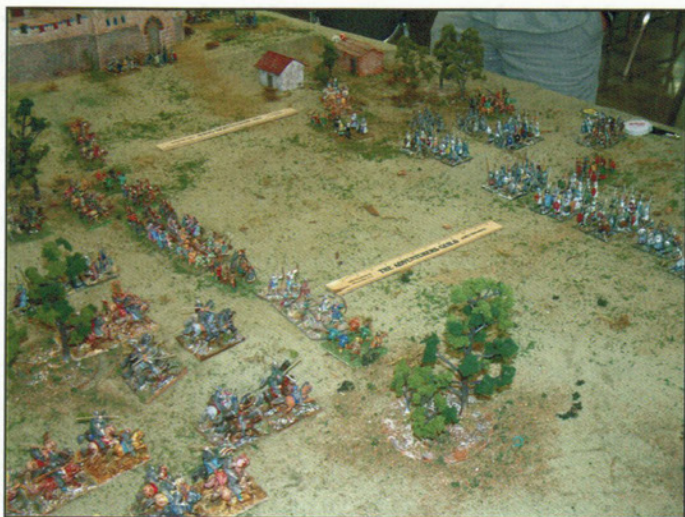
Things started well for the Cid, easily defeating the Moors in the camp. The Moors quickly rushed out of the main gate. First came the cavalry and the Black Guard. Then the dense columns of deadly Moorish spear men. As the Cid attempted to finish off the Moors in the camp his flank units of archers and foot advanced to block the advance of the Moorish columns. The other gates saw small actions with the men of the Cid initially doing well but eventually they were fought to a stand still. These were ground down to two units and were forced to retire. Their mission was a success. They did draw off Moors from the main engagement.

As the main action drew on by the main gate the men of the Cid could not resist the force of the Moorish advance. The sheer number of Moors overwhelmed the Cid's men. Unfortunately for the Cid two units of Moorish Jinetes managed to charge off the Spanish archers and other skirmishers. To everyone's amazement in the pursuit the Cid's unit was flanked. All but the Cid perished. The Cid survived the engagement wounded and attached himself as a single figure to another knight unit standing in reserve. The Cid being wounded could offer no Melee modifier bonus in the coming melee it was destined to fight. Before the Cid could recover from his wounds the unit he joined was charged by the another Jinete unit also in pursuit. Spanish mouths dropped and Moorish hoots rang out the Cid was killed in the first round of the melee.

SCENARIO TWO

This scenario began with the Cid holding Valencia against a North African Moorish army of Yucef. Following the details of The Chronicle of The Cid the recorded basic layout was used. As the Moorish army encamped beneath the city walls the Dona Ximena and the men of the Cid expressed their great fear of this massive host with its loud drums banging all day. The Cid calmed their fears by saying, "The more the Moors, more the gain." The Cid had no doubt in the ability of his men and of his own leadership.

As the Moors settled down to sleep the Cid ordered one of his trusted retainers, to take about three hundred knights out of the city, taking up a position on the right



flank of the Moorish camp. These were hidden in the cover of a ravine. At first light the Cid lead out the main army. Fearlessly the Cid marched round to the rear of the Moorish camp. There he deployed his units in line. The Moors in confusion turned and formed their spear men into a double line with cavalry on the flanks. Many of the Moorish units were disordered and surprised by the audacity of the Cid. The Cid began a general assault on the Moorish line. At a given signal the unit in ambush would attack the flank of the enemy, rolling them up as the Cid pressed the center and other flanks frontally. In The Chronicle Of The Cid, it says that the Cid's men fought on for sometime without the flank attack coming into action. The Moors slowly regained the advantage. The tables turned again as the flankers finally came in to save the day. The Moors were routed completely.

In the scenario the Moors were deployed in two lines. Each unit had to roll to determine if it was in good order or disorder; using a D-10 die. This determined the morale status of each of the Moorish units being reflective of the situation. Any odd number rolled would permit the unit in question to be in good order. An even roll would cause a unit to become disordered.

The Cid's lines attacked the Moors frontally. The flanking unit of Spanish knights could not advance on the flank until turn three. To achieve its arrival the unit had to roll any even number on a D-10 die to get on board and move to the attack in the next turn's movement phase. The Moorish players were not told of this ambush and ironically they managed to keep swinging units in the direction of the ambush. When the ambush did come, it had many targets to chose from. In the scenario the knights in ambush did not get into action until turn five. The result was the same and as related in the Chronicle the Cid survived and the late arrival of the flanking unit finally ended the battle in the favor of the Cid.

SCENARIO THREE

"For whom the bell tolls, it tolls for thee" was the theme of the third scenario. Again the Cid held Valencia against the Moors of Yucef. This time the Moors were divided into three groups each taking up position at one of the city's three gates. Being aggressive the Cid's objective was to engage the Moors in small brief encounters, defeat them and then recall his units back into the city. All this was done to the ringing of bells. The objective of the Moors was scout the suburbs and then to rush the city gates.

The Cid had behind each gate units of knights prepared to charge down on the Moors at a signal. To activate these units the Cid had to roll a D-10 die and with the roll of any even number a charge could occur. The D-10 roll represented a bell being successfully rung to announce the order to attack. These sudden attacks could be reinforced with the rolling of another D-10 in the following turn. If successful another unit could come out and help.



The Moors had plenty of men to resist any sudden attacks from the city. If they reached the gates they rolled a D-10. Any odd number would break in a gate and they could enter the city.

These sorties by the Cid at first proved effective. Suddenly the ability to ring bells to send out more Spanish knights became an impossible task. In one case the knights of the Cid were forced back into the city and the Moors in hot pursuit of their prey actually entered the city! To activate units behind the walls the Spanish had to roll an equally difficult roll of any even number on a D-10 die. In brief the Cid's men with the greatest of difficulty finally expelled the murderous Moors. The other Moorish attempts to get into the city failed but not without great loss to the Cid.

SCENARIO FOUR

In the Spain of the Cid alliances were often made between Moors and Christians. It made for a very unstable political and military situation. Often Christians fought other Christians while in the employ or alliance with Moorish rulers. The fourth scenario came from one of these odd encounters. The Cid was ravaging Moorish



lands of King Abenalfange. The Moorish King called on an old enemy of the Cid, Count Ramon Berenguer for help. The Cid was warned of the approach of Count Berenguer by the Moorish King of Zaragoza. Count Berenguer commanded a large host of French knights and Moorish allies. The Cid removed himself to a mountainous area protected by narrow defiles. There the Cid

made camp and placed ambushes in the defiles round about his camp. The French would have to divide their forces into columns to get at the Cid. The Cid destroyed the French and Moorish army piece meal one column at a time. On news of the Count's defeat Abenalfange stroked out and died. The Cid divided the great spoils among his followers. It is said they all became rich from the battle. Sharing all the spoils of his victories made the Cid a popular recruiter of knights and common soldiers. The Cid had little trouble recruiting men to his banner.

In this scenario I placed the Cid in a camp surrounded by hills with small passes in four different places. The camp was placed between the city of Valencia and the camp at Juballa. The enormous board made this very easy for set up. The French knights and Moors divided their units evenly. Each selected a defile from which to attack the camp of the Cid. These had to advance in columns to attack the camp.

In order to ambush the advancing enemy the ambush units of the Cid had to roll a D-10 die with any even number rolled activating them to attack. Inside the camp the Cid's units had to be activated to action in the same way. This gave the French and Moors a chance to win. Otherwise the battle would have been over very quickly because of the ambushes.

Here's how the scenario went. The French and Moors advanced through the defiles in column, with the game beginning its first turn in the movement phase. Each turn's charge declaration phase had the Cid's units in ambush attempting to ambush his respective opponent; if unsuccessful then it could try again in the



WARGAMING THE CID AT VALENCIA: SOME NOTES

I will leave a general discussion on the military tactics of the Cid and his enemies for another article. Instead here I will briefly discuss putting on scenarios games for the Cid at Valencia in the late eleventh century. There are many fine sources for researching the Cid and his times both on line and in books. First I would recommend two sources close to the time the actual events occurred. First is the Chronicle of The Cid, translated by Robert Southey. This can be found free on line at the Gutenberg Ebook Project (book number 8491). Then there is the more common Poem of The Cid. Both are good starting places. Then there are other current gaming publications like the Foundry's El Cid; Richard Fletcher's Moorish Spain and The Quest for the Cid. There is also John Matthews' Heroes and Warriors El Cid Champion of Spain. Finally Osprey prints The Armies of Islam and El Cid and the Reconquista.

For figures there are many manufacturers to select from. I choose to use my Gripping Beast Moors and Spanish in their El Cid range. For the French I used my Essex figures from the middles Ages. Old Glory has some fine Moors and Arabs and certainly their Crusader and Norman ranges will do justice to any game. I have them all.

Most importantly with research and figures selected is recreating the world of the Cid in miniature. I highly recommend John Hutt's Precision Product line for scratch building. John has so many different facades to select from that you will be able to do almost any scratch built building from Bible times to modern times. Precision Products can be found on line by doing a search for applied imaginations.

For those with less time and ambition there is always the Miniature Building Authority which makes some

really fine medieval buildings and castle walls and towers.

The things to remember is that you have a lot of latitude with the Cid's period. The Christian armies were relatively small while those of the Moors were much larger. The Spanish armies should almost always be outnumbered when facing Moors. However, you can have armies with Christians and Moors on both sides. I was surprised to learn that many French and Italian knights fought in Spain at this time. The Spanish attempted to have their own Juneta light cavalry but these were certainly lesser in morale and ability than their Moorish models.

As for the city kingdom Moors in Spain these should be predominantly average for morale and melee. They should be used in deep spearmen units of at least two or more ranks. Archers were common in both loose and open order. The cavalry would include Hc and Lc Jinete units. The Hc were usually nobles from the cities. The noble cavalry could both melee and skirmish. The Jinete would skirmish first and then melee once the enemy was disordered.

The North African Moors should be treated as civilized units with good morale values. The Black Guard should present with African moors. Jinete were a prime Lc type used by all the Moors; something a kin to the Numidians of the Classical Period. The Moors of North Africa should get a morale bonus for having religious leaders with their units as well as drummers. The drums of the Moors inspired great fear in the Spanish.

The Q.R.S. (Quick Reference Sheets) provided here will pretty much give you enough information to play a game without much trouble. Treat it as a fast play system and select your own solutions for various issues or contact me at pviverito@classicalhack.com. Of course you can always wait until *Knight Hack* is released in January, 2006.





Movement and Rally phase of the turn. The rolls proved two things. First it is not always easy to roll an even number. Second that occasionally *Knight Hack* is nothing more than a darn dice game. The only difference between *Knight Hack* and other darn dice games is that it is *my* darn dice game.

In the movement phase of each turn the Cid attempted to activate each of his units in the camp once an action in the defiles began. Two of the ambushes did not come off in a timely fashion and the French and Moors entered the camp. Some of the Cid's units in the camp faced the enemy in disorder. The Moorish cavalry while it fought well was eventually routed. The French proved equal to the knights of the Cid. Fortunately for the Cid his units returned from the pursuit of their Moorish enemies in time to hit the French from behind. The victory went to the Cid after great difficulty.



Knight Hack

Morale Test

{Failure & Consequence}

Disordered Wishing To Charge or Being Charged
{No charge/units already disordered will rout}

2 Missile Casualties From Shooting (in this turn)
{retire 1 move back disordered/units charging continue disordered}

Seeing a Friendly Loose or Close Order Unit Within 2 Inches & In Sight Routing
{become disordered}

Fifty Percent Strength
{no advance, break off if in melee}

Stop Rout
{remove as lost}

Stop Pursuit
{continue pursuit}

Caught While Mounting, Dismounting, Embarking or Disembarking From Vessels or Vehicles
{disordered}

Loosing Melee
{rout}

Mounted Caught Standing
{become disordered & already disordered will rout}



Risk To Leader

Risk To Leaders In Shooting

Die Roll	Result
1-4	No Effect
5-8	Wounded lose Morale & Melee Modifiers this turn
9-10	Killed army or command retires

Risk To Leaders In Melee

Die Roll	Result
1-4	No Effect
5-8	Wounded lose Morale & Melee Modifiers
9-10	Killed army or command retires





Knight Hack



El Cid Turn Sequence

1. **Charge & Charge Response** (Ambush) announced and marked: move nothing
 - a. Players declare & mark charges & charge responses
2. **Shooting**
 - a. Calculate & resolve all fire simultaneously including pursuit shooting (from previous turn)
 - b. If a shooting any casualties are inflicted perform Risk To Leader
 - c. Risk to Leader from Shooting (do before regular morale test from shooting)
 - d. Perform Unit Morale Test from Shooting (for 2 or more casualties inflicted)
3. **Morale Tests**
 - a. Disordered wishing to charge
 - b. For Disordered being charged
4. **Move Charges & Charge Responses** remove markers & move
 - a. Feigned charge shooting
 - b. Units charging & not making contact are marked with disorder markers
5. **Normal Movement Initiative** (higher D-10 roller decides which side moves 1st)
 - a. 1st player then 2nd player moves any or all units
 - b. Ambush/attach/detach Leaders
 - c. Morale Tests to stop rout-can be performed anytime during movement (one time)
6. **Melee**
 - a. Feigned shooting
 - b. Morale from Feigned charge shooting
 - c. Roll first round melee/Risk to Leaders/melee
 - d. Perform any required Morale Tests for losing melee/unit 50%/break off /rout/pursuit moves (unresolved melees stay locked until next turn)
 - e. Move any break through
 - f. Rout & Pursuit move
7. **Rally**
 - a. Evading units may turn change facing (direction)
 - b. Mounted rally forward (where they stopped) or back (up to full move)



Winning Challenge

Moorish rolling any **odd** number on a D-10 or a Spanish rolling any **even** number on a D-10 kills his opponent. If both do not roll their required odd or even roll then challenge is drawn. Either or both can break off.

Shooting

Basic Shooting Factor is 5

Weapon	Range
Sling	6 inches
Bow	12 inches
Cossbow	18 inches
Javelin	2 inches
From wall add 2 inches to all shooters-except balista	

Shooting Modifiers

+2	Enemy Unit Shieldless
+2	Moorish Jinetes
+1	Shooter Stationary
+1	Spanish Jinetes
-3	Shooter Long Range
-2	Target in Hard Cover
-2	Shooter Disordered
-1	Target in Soft Cover

Spanish

By rolling any even number on a D-10

To destroy something*
To kill a Moorish Leader
Expert Shooter to inflict a single casualty on a Moorish unit or leader or holyman

Moors

By rolling any odd number on a D-10

To destroy something*
To kill a Spanish Leader
Expert Shooter to inflict a single casualty on a Spanish unit or leader
*To destroy something: i.e. to set something on fire, to fill a ditch, to knock in a gate or knock a hole in a wall with a ram. Or to kill a personal-ity (drummer/Holyman/Leader).

Melee Modifiers

+4	Knights in Melee (Spanish/French/Italian)
+3	Opponent Shieldless
+2	Moorish Mountd in Melee
+2	Moorish Black Guard in Melee
+2	Spanish Mtd units first contact of melee
+1	Spear unit (in good order) each rank
+1	Cutting weapon-foot only (sword or ax)

Morale Modifiers

+2	Unit in Pursuit or Melee
+2	Mounted
+2	Holyman /Drummer w/Moor Unit {see Morlae Modifiers Extras}
-2	Rallying & Enemy within 2 inches
-2	Unit 50 Percent Strength
-2	Mounted stopped By Shooting Close Range
-2	Seeing Friendly Rout Within 2 Inches
-2	Disordered
-1	Lost Melee
-1	Each Figure Lost

Spanish

Figures	MF*	MV	Move
2 Per Stand	5	+5	10
3 Per Stand	8	+12	6
4 Per Stand	10	+9	4
3 Per Stand Mtd	14	+14	10
2 Per Stand Mtd	8	+9	12

Moors

Figures	MF*	MV	Move
2 Per Stand	6	+6	10
3 Per Stand	10	+8	6
4 Per Stand	10	+12	4
3 Per Stand Mtd	10	+12	10
2 Per Stand Mtd	9	+10	12

* Morale Factor/MV is Melee Factor

Morale Modifiers Extras

+2	Senior Leader* Spanish with Unit
+1	Senior Leader* Moorish with Unit
-2	Moorish Drummer w/Unit Killed
-3	Moorish Holyman w/Unit Killed
*Senior Leader Commands Army	

Up Date 2005

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Causes of Disorder

Evading, Breaking off, Pursuing, Routing, Mounted caught standing, Mounting/dismounting, Embarking/disembarking, Unit in difficult terrain, Losing melee, 3rd round of same melee, Unit ambushed, Failing a Morale Test, Contacted flank or rear

Knight Hack at <http://www.classicalhack.com>