

## ***The Dispute over the Föhring Bridge Toll in 1158***

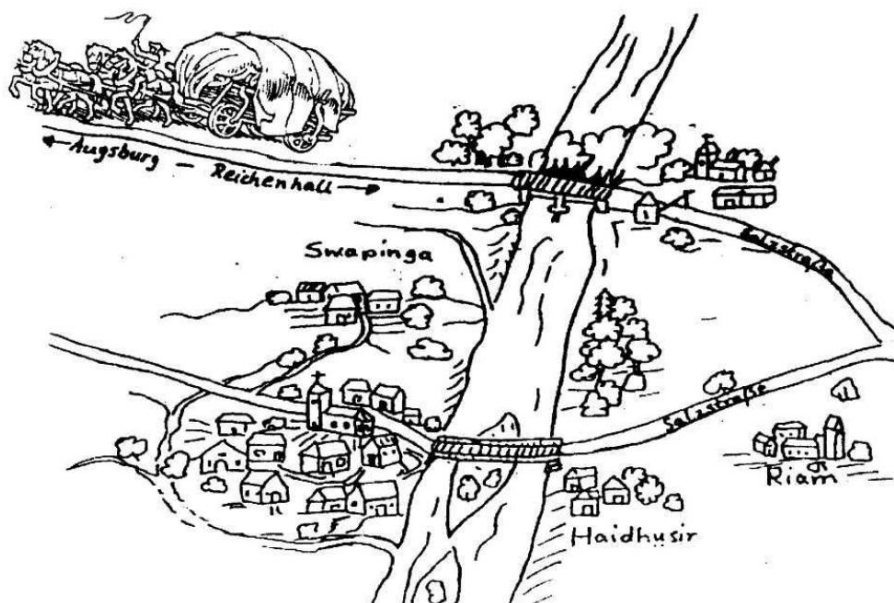
### ***Historical Background***

Only an hour's walk downstream the Isar River from München lies Föhring. This village existed long before München. Heavily laden carts with salt from Reichenhall crossed the river at this point to bring their precious cargo to Augsburg. Those who came along the salt road had to pay a toll of one silver Taler at the Föhring bridge. The toll was for Bishop Otto of Freising, who controlled the bridge as well as the market and mint of Föhring. This was a very good source of income!

The area near the village München was ruled by Herzog Heinrich der Löwe (Henry the Lion) who jealously observed the Föhring business. This Bavarian Duke wanted the carts to no longer use the Föhring bridge. A few miles further up the river there was a shallow ford across the Isar called Gasteig, just outside München. This point seemed well suited for the Duke to built a solid bridge which was suitable for heavy salt carts.

In order to transfer the salt traffic to his bridge, Herzog Heinrich attacked Föhring, burned down the wooden bridge and destroyed the market and mint. Now the salt carts had to take the new salt road via Riem and Haidhausen and cross the river at Gasteig. Beyond the Isar the village of the monks became so important, that München became a market and mint in place of Föhring. This led to the founding of München.

The Bishop of Freising was furious and brought the violent Duke to trial in front of the court of Kaiser Friedrich Barbarossa. According to the judgement Herzog Heinrich der Löwe had to send a third of all his revenues from bridge toll, market and mint to the Bishop of Freising and in exchange all salt carts now had to use the new road, which ran through München.



## ***The Historical Game***

It is Saturday evening, 29<sup>th</sup> June 1158, the garrison of Föhring had set double guards for the night as Hauptmann von der Vogelweide was suspicious of a possible threat from upriver. Only yesterday in the early hours, two vassals of Herzog Heinrich der Löwe, were caught red-handed while trying to sabotage the Föhring Bridge. The two men had tried to set fire to the bridge but failed as the wood was still too moist from the morning dew. The chief bridge toll collector, a giant of over 6 feet, with the friendly nickname "Roland the Ram", spotted the perpetrators and had them gently removed by the bridge guards to the Föhring townhall cells. Recovering from their bruises they were awaiting a personal interrogation by Bischof Otto von Freising, who especially left his Freising residence to squeeze as much evidence out of the prisoners as possible on the mischievous plans of his cousin Heinrich.

Herzog Heinrich der Löwe had just completed the construction of a solid bridge across the Isar River and wanted to divert the lucrative salt traffic away from Föhring to Gasteig. This meant trouble as the Duke was an unscrupulous character who would not shy away from using force. Any evidence Otto could present to his uncle Kaiser Friedrich Barbarossa of an imminent attack, would lead to enhanced imperial protection, or so he hoped at least.

Bischof Otto, in full armour, rode into the courtyard of the small Föhring hamlet, which despite its size, was nevertheless a source of a great wealth that filled the Episcopal treasure chest with silver Talers. In no way was Otto prepared to yield this money-spinner to his rival upriver and was ready to pay for heathen mercenary support, even if this would not be to the full pleasure of his holiness Pope Adrian IV.

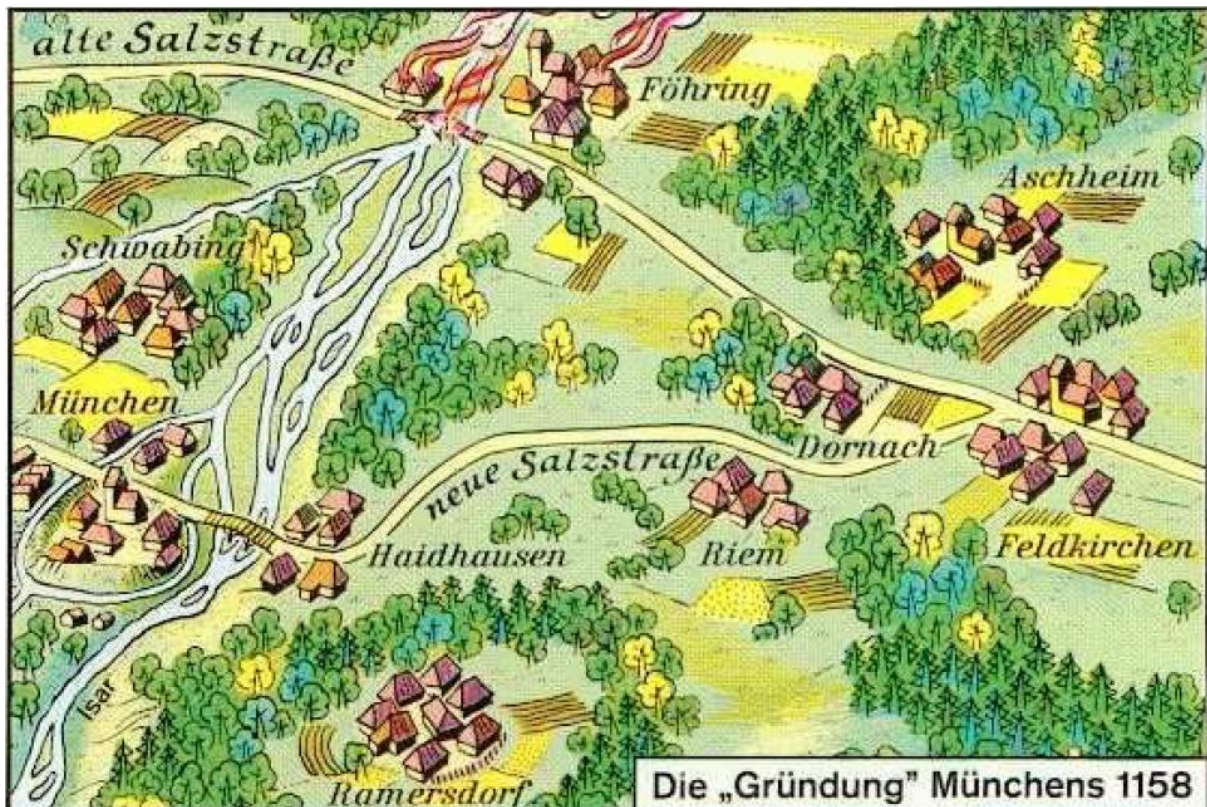
A few miles upstream, Herzog Heinrich der Löwe, had assembled his mounted knights and briefed them on the forthcoming onslaught. The time was ripe to put his plans into reality and gain full control over the salt traffic across the Isar. His force was small but he had borrowed heavily from the salt barons, in exchange for the promise of reduced bridge tolls for the next ten years, and was ready to spend his Talers on military support. The Föhring Bridge had to be utterly destroyed.

The rumours of a forthcoming conflict and the promise of rich compensation for armed services had attracted a number of mercenaries and war profiteers to the Föhring area. These were as follows:

1. **Nordic mercenaries**, former followers of King Sweyn III, who was killed in the Battle of Grathe Heath two years earlier by Valdemar I, King of Denmark. They were exiled and are now serving any lord who is willing to pay generously.
2. A band of **Mercenary knights** with origin from all over Europe, who were expelled by their masters for unchivalrous conduct. They will follow any new master who pays them in silver.
3. **Sultan Nur ad-Din**, the conqueror of Damascus in 1154, sees a chance for great profit as he captured an important Christian relic from the Scottish Crusaders in Damascus. This is the shinbone of St. Cuthbert, carried away from Lindisfarne by the Danes in 875 and mysteriously turning up again in Melrose Abbey centuries later. It is said to provide invincibility in combat. Nur ad-Din sends a small delegation to sell the relic to the highest bidder.
4. **Vladislav of Bohemia** is a trader and smuggler. He carries a new and vicious weapon on this cart which was imported from China along secretive routes. It consists of three barrels of a certain black powder, which has the potential of causing great damage when brought in contact with a flame. Vladislav is prepared to deliver this mighty weapon to anyone willing to pay sufficiently.
5. **Ottaviano de Montecello**, founder of a secret Order of Assassins, does not flinch from taking the most dangerous and devious assignments of his sponsors in exchange for a lucrative compensation.

### ***Setting the Game***

1. The games table is set with the Bridge and Föhring at the centre. The troops of Bischof Otto and Herzog Heinrich are placed in their positions (Bischof and garrison in Föhring / Bridge Guard on Föhring Bridge) while Herzog Heinrich is waiting with his mounted knights on the opposite river bank. The position of the five mercenary units will be decided by chance (dice). Boats and rafts are placed along the river at random.



2. The players will choose sides by the toss of a coin, either Herzog Heinrich der Löwe or Bischof Otto von Freising.
3. Each player will draw one card of three indicating the option no.# 1,2 or 3 regarding the amount of money available for investing in the above mentioned support (100, 125 or 150 silver Talers). In addition the option reveals the four game targets with game points to be won for each task (Total 100 points).
4. Bidding starts. Each player needs to decide which of the mercenaries might be most suitable to achieve the tasks set and then places his max. bid next to each of the five units (written on a card and covered up). The amount can be anything starting from 0 but needs to be divisible by 5. The total of all five bids shall not exceed the maximum amount of silver Talers available to the player. When the bids are displayed openly for each unit the player with the highest bid wins that specific unit. The money of the loser is forfeit. In case of two equal bids, the throw of a dice will decide the allegiance.
5. The game starts. Each player has 10 consecutive moves (i.e. Heinrich starts followed by the Bischof's move). After both players have completed 10 moves the game points are awarded for each of the four game tasks set. The player with most points wins.

## **Figures, Personalities, Combat Points and special Abilities**

1. Bischof Otto von Freising +2 / 2x Body guards with pikes +2
2. 10x Föhring foot garrison incl. 3x Longbow 0 (incl. 1x officer +1 / 1x sergeant +1)
3. 3x Föhring Bridge foot guards (incl. Roland the Ram +2 / knight +1 /sergeant +1)
4. 2x prisoners with yokes (-1)
5. Herzog Heinrich der Löwe +3 / 6x mounted knights +2 / 3x longbow 0
6. 10x Nordic mercenaries on foot 0 (incl. chief Harald Rottentooth +1). Due to their seafaring experience they can move more swiftly with boats and rafts (30cm instead of 20cm per move)
7. 11x Mercenary knights on foot +1 (well armoured vicious fighters)
8. 10x Sultan Nur ad-Din troops on foot 0 (incl. Emir +1). Will not get involved in the fighting unless attacked.
9. 2x Bohemians on foot 0 (Vladislav and "Singing Sepp", whose Doppelbock beer serving will distract anyone close by with a 5,6 dice throw per move)
10. 3x Ottaviano´s assassins on foot (incl. Ottaviano Longbow Master +1 with two further archers – one longbow and one normal bow). They move very swiftly 30cm instead of 20cm per move)

## **Game Task and Points**

### Bischof Otto von Freising

Option	1	2	3
Capital	<b>100 Silver Talers</b>	<b>125 Silver Talers</b>	<b>150 Silver Talers</b>
Defend Bridge	60 points	50 points	40 points
Keep prisoners	10 points	10 points	15 points
Get Relic	20 points	25 points	30 points
Defuse gun powder	10 points	15 points	15 points

## Herzog Heinrich der Löwe

Option	1	2	3
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Capital	100 Silver Talers	125 Silver Talers	150 Silver Talers
Destroy Bridge	50 points	45 points	40 points
Free prisoners	10 points	15 points	20 points
Get Relic	30 points	25 points	20 points
Use gun powder	10 points	15 points	20 points

### **Special Rules**

#### **Sequence of the game move:**

#### **1. Firing of missiles / Explosion & Burning, 2. Movement, 3. Combat**

#### Firing of missiles:

- Longbow 0-20 cm effective range (hit person with dice 6 / group 5,6)  
21-40cm long range (hit only group with dice 6)
- Normal bow 0-20 cm effective range (hit person with dice 6 / group 5,6)  
21-30cm long range (hit only group with dice 6)
- Spear/axe 0-10 cm effective range (hit person with dice 6 / group 5,6)
- Saving throws: When figure gets hit by missile there is the chance of getting saved with a dice 5,6. One throw each for hardcover, shield, and body armour. There is one additional saving throw for the figure which holds the St. Cuthbert relic.

#### Movement:

- Foot 20cm (Assassins move 30cm)
- Horse 30cm
- Boat/raft 20cm (Nordic mercenaries 30cm)
- Wagons 20cm

- Crossing barrier or wall equivalent to 10cm (deduct from movement)
- Climbing in and out of boat equivalent to 5cm each (deduct from movement)
- To open door or gate requires dice 5,6 (one figure through door and 3 figures through gate per move). Time to open is equivalent to 10cm (deduct from movement)

### Combat Points:

- To be applied as per above list by adding to the throw of a dice.
- Points draw: Combat continues to next move / +1: The loser falls back 10cm / +2 and more: kill.
- Whenever 3 figures of one side fall back in one combat, automatically a fourth figure close by will join the withdrawal. Whenever a personality/officer/sergeant falls back, automatically one further figure close by will join.
- The figure holding St. Cuthberts relic will enjoy an additional +1 combat point
- Whenever two figures of one side fight against an individual figure, the first combat is according to the above rules, while for the second combat the individual figure gets one point deducted (-1).

### Destruction of Bridge:

- The bridge gets destroyed when 25 destruction points (fire and explosion) by dice have been reached. This can be achieved as follows:
- Explosion of gun powder barrel: To ignite the fuse of an explosive a dice 5,6 throw is required. Only a personality/officer/sergeant has the guts to light a fuse. Time for lighting the fuse is equivalent to 10cm movement. The explosion takes place in the next move. Only a personality/officer/sergeant may try to extinguish the fuse with a dice 5,6 throw. If unsuccessful the gun powder explodes and any figure within a radius of 3cm has only one saving throw of 5,6 to survive. To assess the damage to the bridge add up the throws of two dice per gun powder barrel. If all three barrels get stacked together and ignited with one fuse then the sum of 3x two dice is taken. If this is 25 or more the bridge counts as destroyed. The gun powder barrels must be either placed on or below the bridge.

- The second possibility to damage or destroy the bridge is by setting fire, either by placing a burning boat/raft under the bridge or a burning wagon on the bridge. To ignite a boat or wagon a 5,6 dice throw is required. As soon as the fire reaches the bridge one dice is thrown per move per source of fire and added up. If sum reaches 25 the bridge is in ruins. Explosion and fire points are added up during the move. Fires may be extinguished by a counter dice throw which is then deducted from fire destruction points. If the fire destruction points per source fall below 4, then the fire got extinguished. To extinguish a fire there needs to be at least one figure next to the fire to do this job unchallenged during one move.
- Example: A boat reaches the bridge and is ignited (5,6). The fire reaches the bridge and a dice throw gives 5 fire destruction points. Immediately the bridge guard tries to extinguish the fire and throws a dice and gets a two.  $5-2 = 3$  remaining fire destruction points. Means fire is extinguished and points drop to 0. If the fire had continued unmolested by the bridge guard and another dice throw in the following move had produced a 6, then the total fire destruction points would have summed up to  $5+6=11$ . At the same time two gun powder barrels explode on the bridge with the following four dice throws: 4,5,2 and 1 rendering another 12 explosive destruction points (i.e. a total of  $11+12=23$ ). Therefore the bridge is on the verge of collapse. If a bridge guard now started fighting the fire with a dice throw of 3, the total destruction points would drop to 20. However the blaze continues as the fire destruction points remain at 8 ( $11-3$ ) and the next move brings a further 6 fire destruction points, giving a total of 26 destruction points. The bridge is destroyed. This shows that there is a good chance of extinguishing a fire unless there are several fire sources and at the same time explosives employed.

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Enjoy the Game!

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