

## Skirmish Wargame No. 32 - The Carmina Burana –

### A Game of Royal Feud and Medieval Heresy in Bavaria in 1319.

#### Prologue

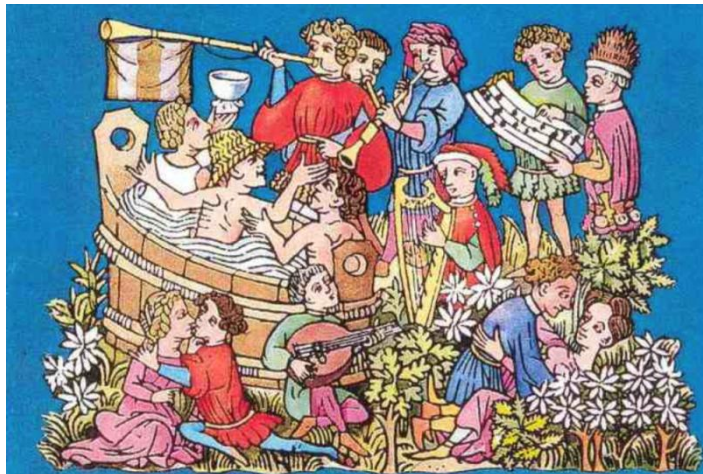
The exact translation of the Latin term Carmina Burana is *The Songs from Benediktbeuern*. Benediktbeuern is a Benedictine monastery in southern Bavaria with a large collection of books and handwritings dating back to medieval times. In 1803 Bavarian church property underwent a secularization process, meaning it was transferred to the State. This was just a first step of change sparked by the French Revolution and later resulted in the transformation of Bavaria from a Duchy to a Kingdom. A move masterminded by Napoleon Bonaparte to supply him with troops for the forthcoming campaigns. At the monastery of Benediktbeuern these changes meant that property, in particular the vast library of 22,000 manuscripts was moved to the Bavarian State Library in Munich and available for examination by librarians and historians.



*Benediktbeuern*

Among the spectacular collection of manuscripts, a small booklet was discovered which aroused the interest of one of the librarians named Johann Christoph von Aretin. It appeared to be a very old manuscript with colourful illustrations dating back to the 13<sup>th</sup> century. As opposed to the usual language of documents of this era, it was not written in Latin but consisted of song texts and stories in German, the language of the common people. One needs to remember that the Church had the monopoly on writing, copying and publishing manuscripts in the 13<sup>th</sup> century. Of course this had to be in Latin and absolutely not in German. It was unthinkable that anyone would dare to write in another language other than Latin. In particular any contents not sanctioned by the Church were surely to be seen as anything close to heresy. The Carmina Burana was exactly such an example. A collection of songs on daily aspects of life of the common folk in a language they could understand, as Latin was reserved to churchmen and understood only by those with a higher level of education.

The contents would certainly have aroused the attention of the church inquisition as it mainly touched topics of clerical taboo. Vulgar drinking songs, gambling and frivolous love stories which would have embarrassed any clergyman to the utmost.



*Illustration of the contents of the Carmina Burana*

But who would have gathered such songs and stories and written them down if the knowhow and technical abilities were more or less reserved to monasteries in the 13<sup>th</sup> century? Originally it was believed that the booklet had been produced at Benediktbeuern. But more recent research has established that the style of writing and illustrating rather originated from Tirol than Bavaria, pointing to the Monastery of Neustift in the Bishopric of Brixen (nowadays German speaking region of Northern Italy). As Benediktbeuern and Neustift had close ties in the 14<sup>th</sup> century, it is possible that the Carmina Burana was transferred as a gift to Benediktbeuern and subsequently well hidden away in the book shelves of the monastery for a good 500 years.

### Setting of the Medieval Plot

And it is at this point of time, almost 500 years before the re-discovery of the Carmina Burana that our story begins.

When Heinrich VII, ruler of the Holy Roman Empire of German states, died on 24<sup>th</sup> August 1313, the struggle for his succession escalated. Usually the 7 Kurfürsten (being the most influential rulers of the German territories which included the Bishops of Cologne, Mainz and Trier, the King of Bohemia, the Markgraf of Brandenburg, the Pfalzgraf of Kurpfalz and the Duke of Saxony) would elect the new king, but in this situation no consensus could be found. This led to the awkward situation that a double election and crowning of two kings took place at the same time with the allegiance of the Kurfürsten being split between the two contenders. On the one hand Ludwig IV. Duke of Bavaria "Der Bayer" from the House of Wittelsbach was crowned king in Aachen. On the other his cousin Friedrich I. "The Handsome" Duke of Austria from the House of Habsburg was crowned king in Bonn on 19<sup>th</sup>/20<sup>th</sup> October 1314. The result was a continuous military struggle between the cousins for the following 8 years in and around Bavaria. Friedrich I. and his brother Herzog Leopold, both loyal followers of the Pope, wanted to weaken the support for Ludwig IV. In this way they aimed at gaining a majority of the votes of the Kurfürsten to take full control as King of the Holy Roman Empire of German states.



*King Ludwig IV.*

However, King Ludwig IV. was clever enough to successfully fight back militarily and retain the backing of his supporters. The military defeats very much frustrated Friedrich and Leopold, who were now determined to eliminate Ludwig who was more of a liberal and secular ruler. This very much resulted in a conflicting relationship with the Pope and some years later even led to his ex-communication.

Ludwig knew that he needed to forge powerful alliances to support his reign. One of these was an alliance with Heinrich VI Graf von Tirol, master of the lands south of Bavaria, thus protecting Ludwig's southern flank. As a sign of friendship Graf Heinrich decided to provide Ludwig with a special gift. Knowing Ludwig's taste for non-clerical literature, Heinrich promised to send him by courier a special collection of frivolous songs and stories he had discovered in the library of the Neustift monastery in Brixen. This would greatly entertain Ludwig and forge their friendship, but beware this needed to be kept top secret. The Pope had declared such type of scripture as heretic and the possession would lead to unconditional ex-communication and external hellfire. Well, Ludwig was not easily intimidated, especially not by the Pope, and awaited the arrival of the delicate delivery with great expectations. In order to keep the delivery as secretive as possible, it was decided to have it sent to the Castle Kaltenberg. There Hermann von Rohrbach, master of Castle Kaltenberg and a retainer of

Ludwig, was staging a knightly tournament with Ludwig as a guest of honour. With such a hustle and bustle of guests arriving from a multitude of places, a courier from Tirol would not cause any attention unlike in the capital of Munich.

Secrets are not kept for long and a spy passed on the message to the brothers Friedrich and Leopold. What an opportunity to get rid of Ludwig once and for all. The brothers wouldn't refrain from organizing an assassination attempt against their cousin Ludwig. If he were in possession of the Carmina Burana at the moment of the assassination, then he would be considered as an outlaw in the eyes of the Church and the murder could be considered as a condoned act to eliminate a heretic. Ludwig would be ex-communicated retroactively and all his possessions would be forfeit and fall in the hands of Friedrich and Leopold with the approval of the Pope.

In order not to get their hands dirty the brothers opted for the employment of a henchman, who had provided his services before. This was Heinrich von Wolfsberg, an unscrupulous highway robber and murderer, who commanded a gang of thugs. They operated from a stronghold within Friedrich's territory but not far away from Castle Kaltenberg. Wolfsberg was reknown for plundering and murder across the border in Ludwig's reign. The plan for Wolfsberg was to intercept the Graf von Tirol's courier, capture the Carmina Burana and deliver it to Ludwig personally. At the moment of the handover, he was to accuse Ludwig of heresy and kill him outright with his hidden dagger, proclaiming in the name of the Pope that no heretic shall live who beholds such devilish scriptures. The key to success was to secretly dispose of the courier and get Wolfsberg in his place promising rich reward in return for his service. Leopold would be ready with a handful of men-at-arms to make sure that the courier wouldn't slip through the net. The Carmina Burana would therefore either be captured directly by Wolfsberg and his thugs or by Leopold and his men-at-arms and subsequently transferred to Wolfsberg for the deed.

All seemed nicely set to spring the ambush, but another powerful stakeholder had got wind of the secret document to be delivered to Ludwig at Castle Kaltenberg. Konrad the Bishop of Freising was adamant to end the conflict between the cousins and was aware of the danger Ludwig could face through the Carmina Burana. The Bishop of Freising, although being neutral in this feud, favoured Ludwig due to a treaty signed between the city of Munich and Freising going back to 1158. In that year the Föhring toll bridge, under the control of Bishop Otto von Freising was destroyed by Herzog Heinrich der Löwe (*see my Skirmish Wargame No. 1 – "The Dispute over of the Föhring Bridge Toll in 1158"*). The bridge had been vital for the heavy traffic of salt transports coming from Salzburg and going north to Augsburg. The Bishop of Freising collected silver talers as a bridge toll. By diverting the traffic to a new bridge constructed by Heinrich at a place called München (the place founded by the monks), the Bishopric of Freising lost a steady and substantial source of income. Otto complained about his cousin Duke Heinrich to their uncle the Emperor von Staufenberg, who drew up the following verdict: "All salt transports shall as of now traverse the new Munich bridge, but half of the bridge toll shall be paid to Freising by Munich". This agreement was still in place and lucrative for Bishop Konrad of Freising in 1319. Therefore he wanted no change to this arrangement, which would most probably not be continued if Friedrich gained power and control of Munich and the toll bridge. Konrad needed to intervene by intercepting the courier himself, gain possession of the Carmina Burana and destroy it on the spot so no further mischief could be committed. He was determined to use all his means available for the safe keep of the Bishopric of Freising.

At the Castle of Kaltenberg all preparations for the forthcoming tournament, honoured by the presence of Ludwig, were on the way. Hermann von Rohrbach, the master of Kaltenberg, needed a perfect show to gain the favour of Ludwig and secure his hold on Kaltenberg for good. Just over twenty years ago the castle had been transferred to the Rohrbach family following a feud with the whilom holder Konrad von Haldenberg. Konrad had lethally struck down Hermann's brother in a quarrel. This act had led to a verdict by the Duke to exile Konrad for 20 years to the holy land and

forfeit his ownership of Kaltenberg for that period. Now the time of exile had run out and Hermann was fearing that he might be challenged for the castle. However, no one had heard of Konrad in years and it was unknown whether he was still alive.

When Ludwig arrived at Kaltenberg with his entourage, this also included a close adviser from the Deutschherren Order of Knights, an order of warrior monks, which protected Christian interests in the Holy Land. This monk known by the name Brother Konradius had won the trust of Ludwig after having returned from the Middle East only months ago. He clearly had experience both in political and military matters which benefitted Ludwig in his struggle against Friedrich and Leopold. But who was Brother Konradius in truth. His grey hair and beard as well as a strongly tanned face hid the identity of the knight once known as Konrad von Haldenberg. Brother Konradius followed his plan to regain Castle Kaltenberg, which he considered his proper right after 20 years of exile. However, he needed powerful backing as surely Hermann von Rohrbach would not give up Kaltenberg voluntarily. A life-or-death struggle seemed unavoidable.

The arrivals at Kaltenberg were most diverse and displayed colourful coat-of-arms, but there was also a most mysterious knight clad all in black without any emblems. The curiosity was immense and it was believed that he was of Arabic origin. His skin was slightly darker, his hair and beard black and his weapon a scimitar sabre. In addition he was speaking in an incomprehensible language with his vicious looking Oriental servant. The common folk was suspicious regarding this stranger and soon rumour spread that he must be in conspiracy with the devil. But as was the rule during the time of tournaments no one could be officially accused and prosecuted. The name of this mysterious combatant was Raoul and the story told is that he was the bastard son of the proper master of Kaltenberg. His mother, a native of Akkon, had told Raoul this story as he had never met his father. He only knew that his father was the master of Kaltenberg. Raoul was brought up with the strong belief that he was therefore the proper heir of Castle Kaltenberg. Trained in weapons as of an early age, he mastered swordsmanship to a very high degree. He boarded a ship to Europe and made his way to Kaltenberg, where he learnt that Hermann von Rohrbach was the master of the castle. Thus he must be his father, although evidently he had never been to the Holy Land. Raoul is prepared to challenge his "father" for the rule of Kaltenberg which he deems to deserve as neglected son.

It is the morning of Sunday 9<sup>th</sup> July 1319 and the day of the great tournament at Kaltenberg as well as the expected arrival of the courier of the Graf von Tirol. But will he arrive at all?



*Castle Kaltenberg in Bavaria in 1319*



## The Game Set:

The size of the playing field is 60cm x 60cm divided into a matrix of 16 squares of 15cm x 15cm each (A1 → A4 / B1 → B4 / C1 → C4 / D1 → D4) see below:

### *Entrance*

### *Castle Kaltenberg*



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All six characters and their respective retainers are distributed by chance (i.e. you can either use dice or draw cards) to any one of the 16 sections before the game starts (only one character per section, no sharing). Only exception is that Leopold and his men-at-arms cannot come too close to the castle as he is an enemy commander. Therefore sections A1 and A2 are out of bounds for him and his men. The courier of the Graf von Tirol enters the field in section D4 at the beginning of game move no. 1 and trots along the given path (max. 20cm) and can then be intercepted by any of the six characters:

1. Duke Leopold with a retinue of 3 men-at-arms (all four are mounted)
2. Heinrich von Wolfsberg with his gang of 6 thugs (only Wolfsberg mounted, 1x sergeant, 5x thugs of which two are archers)
3. Bishop Konrad von Freising with a troop of 8 guards (all on foot – 1x officer, 1x sergeant, 3x halberdiers, 3x archers)
4. Hermann von Rohrbach with 5 retainers (only Rohrbach mounted, 1x sergeant, 4x retainers of which one carries a crossbow)
5. Brother Konradius (on foot)
6. Raoul and his servant (both on foot)

The courier is always moving first at the start of each game move with the task of leaving the playing field in section A1 (i.e. by entering the Kaltenberg Castle gate and safely delivering the Carmina

Burana to Ludwig). See the possible routes indicated by the grey arrows. There are two points on the playing field where the courier will take a random decision which route to take (by cast of a die). The first point is in section D2 when the courier proceeds to either D1 or C2. The second point is in section C2 where the courier will either continue to B2 and cross the bridge or on to C3 via the settlement. There are two fords to cross the river which is either from B1 to A1 or B4 to A4. When the courier is in danger of getting intercepted he will try to avoid combat and go via an alternative route to reach the castle gate. Should the courier pass the gates of the castle, then he is safe and the Carmina Burana is lost for the six characters. So they would need to gain points otherwise to decide the game by the end of game move no. 12. (Note: I have played this game several times and the courier never survived beyond game move no. 3).

As the Carmina Burana tends to change hands during the game I used a little metal ring to represent the Carmina Burana (taken from one of these plastic pens which you can take apart).

However, the six characters want to prevent this by getting their hands on the Carmina Burana themselves. Deliver it themselves or destroy it, as is the case for the Bishop of Freising.

### Rules for the Sequence of the Game:

1. Before the game starts each player (usually 2-3) picks one of the six character cards without disclosing to the other wargamer(s) and secretly makes a note which character he is playing during the game. In this way each player represents one character but the opponent(s) don't know who, leaving a lot of room for tactics and bluffing.
2. At the beginning of each of the 12 game moves the 6 character cards are shuffled and evenly distributed face down to the 2-3 players (cards of eliminated characters continue to be used).



3. Then the first player starts (the order of starting alternates every move) by turning the top card and playing the character shown on the card. Of course this doesn't need to be the picked character of the player, but could be the character of one of the other player(s) or belong to no one. The player then has the choice to either remain passive or take action. If action is taken any of the other players now has the possibility to attempt bribery to prevent or stop action of the character playing at the moment (please note that each player has only one bribe available per game move). This may stop action such as shooting of arrows, throwing of spears/axes, attacking, destroying the Carmina Burana and performing exorcism on Raoul. It stops aggressive action of the character for that move, however, he may still manoeuvre and defend himself against attack.

4. How does it work? A player can proclaim “bribe” at any time during a game move and will have to cast an average die (2, 3, 3, 4, 4, 5 = numbers on average die). Only if the bribe factor of the personality is equaled or exceeded, then the character may not undertake any aggressive actions (see below). Obviously it is not the player whose active turn it is at the moment who proclaims “bribe”, but rather any of the other player(s). This requires a bit of devious thinking to keep your opponents in the dark which character you are actually playing (and collecting points for).
5. Bribe Table (Applies to the characters and the respective followers of each character)

<b>Character &amp; Retainers</b>	<b>Bribe Factor</b>	<b>May <u>not</u> do these actions during the game move</b>	<b>May <u>continue</u> to do during the game move</b>
Duke Leopold	5	Attack anyone. Give the Carmina Burana to Wolfsberg	Movement and defence
Heinrich von Wolfsberg	4 & 5	Attack and/or shoot at anyone. Take the Carmina Burana	Movement and defence
Bishop Konrad von Freising	4 & 5	Attack and/or shoot at anyone. Take and destroy the Carmina Burana. Exorcise Raoul. Capture Leopold.	Movement and defence
Hermann von Rohrbach	4 & 5	Attack and/or shoot at anyone. Take the Carmina Burana.	Movement and defence
Brother Konradius	5	Attack anyone. Take the Carmina Burana.	Movement and defence
Raoul	5	Attack anyone. Take the Carmina Burana. Servant may not use his powder bomb to blind enemy	Movement and defence

**Combat points:**

<b>Characters</b>	<b>Combat Points</b>
<b>Courier of the Graf von Tirol</b>	0
<b>Duke Leopold</b> 3x mounted men-at-arms	+2 +1 each
<b>Heinrich von Wolfsberg</b> 1x Sergeant 5x Thugs	+2 +1 0
<b>Bishop Konrad von Freising</b> 1x Officer 1x Sergeant 6 x Guards	0 +2 +1 0
<b>Hermann von Rohrbach</b> 1x Sergeant 5x Retainers	+1 +1 0
<b>Brother Konradius</b>	+2
<b>Raoul</b> 1x Servant	+2 0
<b>The one who at the moment of combat holds the Carmina Burana (does not apply to courier)</b>	+1 in addition to above points

## Victory Points:

Max. 100 points possible by the end of game move 12

1. Duke Leopold
  - a. See to it that the Carmina Burana is captured and transferred to Heinrich von Wolfsberg. If he enters Castle Kaltenberg by game move 12, the assassination of Ludwig cannot be prevented = 50 points
  - b. Eliminate Hermann von Rohrbach as he is a retainer of Ludwig = 25 points
  - c. Eliminate Brother Konradius as he is an advisor of Ludwig = 25 points
2. Heinrich von Wolfsberg
  - a. Capture the Carmina Burana and enter Castle Kaltenberg by game move 12 at the latest, which means he will deliver the manuscript and assassinate Ludwig = 40 points.
  - b. Ambush any of the characters 3.-6. (Bishop Konrad von Freising, Hermann von Rohrbach, Brother Konradius and Raoul) and gain 15 points each for the elimination of the specific character = max. 60 points
3. Bishop Konrad von Freising
  - a. Capture and destroy the Carmina Burana = 50 points
  - b. Capture Raoul and have him undergo an exorcism = 25 points
  - c. Take Duke Leopold hostage and deliver him to Ludwig as a pawn to enforce peace negotiations with Friedrich (needs to be through the gate of Castle Kaltenberg by game move 12) = 25 points
4. Hermann von Rohrbach
  - a. Deliver the Carmina Burana to Ludwig by game move 12 = 50 points
  - b. Eliminate Brother Konradius and Raoul for 25 points each = max. 50 points
5. Brother Konradius
  - a. Eliminate Hermann von Rohrbach = 50 points
  - b. Deliver the Carmina Burana to Ludwig by game move 12 = 50 points
6. Raoul
  - a. Eliminate Hermann von Rohrbach = 25 points
  - b. Protect his real father Brother Konradius from being eliminated = 25 points (Raoul needs to have fought side by side with Konradius for at least one game move and Konradius needs to survive the 12 game moves or enter Castle Kaltenberg)
  - c. Deliver the Carmina Burana to Ludwig by game move 12 = 50 points

If the Carmina Burana has not been destroyed or delivered to Ludwig by the end of game move 12, the holder will receive 10 points only.

Points are only awarded to one character if he or his retainers eliminate another personality (e.g. Heinrich von Wolfsberg and his thugs eliminate Brother Konradius rendering 15 points. Although it is also the goal of Duke Leopold and Hermann von Rohrbach to eliminate Brother Konradius, they will not receive any points as they played no role in that case). If one of the main characters is eliminated, his retainers will immediately exit the playing table and are out of the game.

The player with the most points at the end of game move 12 wins the match.



## Medieval Table Top Skirmish Wargames Rules

**Sequence of the game move: 1. Shooting of missiles, 2. Movement, 3. Combat, 4. Special Rules**

### 1. Shooting of missiles:

Bow/Crossbow

0-20 cm effective range (hit person with dice 5,6 / group\* 4,5,6)

*\*Group is at least three figures in close formation*

21-40cm long range (hit person with dice 6 / group 5,6) Crossbow max. range 30cm.

Spear/axe

0-10 cm effective range (hit person with dice 5,6 / group\* 4,5,6)

*\*Group is at least three figures in close formation*

11-20cm long 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 5 or 6 (cast 6d die). One die cast each for hardcover, shield, and body armour. There is one additional saving throw for the figure which holds the Carmina Burana.

### 2. Movement:

Foot 20cm

Horse 30cm (Courier only 20cm as his horse is tired from long ride)

Crossing barrier or wall equivalent to 10cm (deduct from movement)

Crossing river ford or moving through bushes and/or forest 10cm (deduct from movement)

To open door or gate requires dice 5 or 6 (one figure through door and 3 figures through gate per move). Time to open is equivalent to 10cm (deduct from movement).

### 3. Combat:

Combat takes place when bases of figures touch or they are in reach with their weapons.

For each figure in combat a regular die (6d) is cast and the personal combat points (see table above) are added to the value on the die. The total points of the combatants are compared

Draw: Combat continues to next move

+1: The loser falls back/withdraws 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 the Carmina Burana 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).

#### 4. Special Rules:

- a) The Bishop takes Leopold as prisoner. First the men-at-arms of Leopold need to be eliminated and then Leopold surrounded and forced to surrender (with a die throw of 5 or 6). One attempt per game move.
- b) The Bishop personally destroys the Carmina Burana (with a die throw of 5 or 6). One attempt per game move.
- c) The Bishop performs an exorcism on Raoul. Same procedure as taking prisoner (see a) and needs a 5 or 6 with one attempt per game move. If performed Raoul loses combat points.
- d) Raoul's servant carries a special powder. When ignited it creates a smoke screen for one game move and freezes any other character close by for that game move. Requires a 5 or 6 one attempt per game move, however, can only be successfully used once during the entire match.

#### **Skirmish Wargame No. 32 in action (Player No. 1 is Raoul / Player No. 2 is Leopold)**



**Game Move No. 1** – The courier is immediately intercepted by Brother Konradius in D4 who easily takes possession of the Carmina Burana. A bribe attempt could not stop him.



**Game Move No. 2** - Hermann von Rohrbach and his retainers (D2) have seen Brother Konradius, who escapes through the woods.



The other characters are in position. Leopold (B3), Bishop of Freising in background (A3) and the sly Heinrich von Wolfsberg in section (A4).



Raoul and his servant are lurking behind the bushes in section (A1)



**Game Move No. 5** – Leopold wants to intercept Brother Konradius on his way to the river ford, but is stopped by a cleverly placed bribe which prevents an attack.





**Game Move No. 7** – Raoul sees a chance to finish off Rohrbach and attacks him (C1/D1) while his servant successfully ignites the smoke screen. Raoul has no mercy on Rohrbach and collects his first 25 points.



**Game Move No. 8** – The Bishop of Freising is surprised by Heinrich von Wolfsberg and is eliminated in combat. His retainers flee the field. Wolfsberg collects 15 points but losses half of his men. Two previous attempts to attack were blocked by bribes.



**Game Move No. 9** – Brother Konradius reaches the river ford (B3) and attempts to bribe Wolfsberg’s archer not to shoot but rather to let him pass. However he fails with the bribe. But the arrow does not miss its target at close range. Wolfsberg collects the Carmina Burana another 15 points for shooting Brother Konradius and just manages to enter the gate of Castle Kaltenberg in Game Move No. 12.

**The outcome of the game:**

**Player No. 1 Raoul** - got 25 points for finishing off Rohrbach, but couldn’t save Brother Konradius nor deliver the Carmina Burana to Ludwig. No further points obtained.

**Player No. 2 Leopold** – got 50 points for having Wolfsberg deliver the Carmina Burana to Ludwig by Game Move No. 12 (resulting in the assassination of Ludwig by Wolfsberg). No further points because Leopold neither eliminated Rohrbach nor Brother Konradius.

The winner of the game is therefore **Player No. 2 Leopold**.

However, the actual winner of the game would have been Heinrich von Wolfsberg because he got 40 points for delivering the Carmina Burana and conveniently ambushed the Bishop of Freising for another 15 points while waiting for the Carmina Burana to arrive at the ford. Further 15 points for slaying Brother Konradius. Total 70 points.

Conclusion: This really was a game full of suspense and a close run at the end to get through the gates by game move no. 12. Had Raoul worked closer together with Brother Konradius from the beginning on (instead of chasing Rohrbach), it could have made the difference for possibly deciding the match in his favour.



## Epilogue

I was inspired to write this game following a visit to one of the most prominent Medieval knights tournaments at Schloss Kaltenberg near Landsberg am Lech (1.5h drive from Munich) in the Western part of Bavaria. During three weekends every July over 100,000 visitors are attracted by this event. Besides the tournament this includes a medieval fair with traditional craftsman, musicians, acrobats, dancers mingling with the crowds. Great Medieval atmosphere and not to forget the delicious food stands. This all takes place on the grounds of the well preserved Medieval Castle Kaltenberg, which I took as the setting for this plot.

Whether Ludwig IV. ever attended a Kaltenberg tournament as guest of honour has not been documented. However, the feud between Ludwig IV. and Friedrich I. is a true story which dragged on for 8 years (1314-22). Even two assassination attempts on the Ludwig's life have been recorded. The struggle finally ended with Friedrich's defeat at the Battle of Mühldorf on 28<sup>th</sup> Sept. 1314. This was actually the last great battle of knights without any firearms being employed. Friedrich was captured alive and imprisoned for 2.5 years until he declared that he renounced his claim on the throne and swore to protect Ludwig against all enemies. In return Ludwig made a gesture unheard of by appointing Friedrich as his co-king in 1325. This ended the feud of the cousins for good.

Three years later in 1328 Ludwig was proclaimed Emperor of the Holy Roman Empire of German states, however without the support of the Pope, due to an irreconcilable dispute. Already in 1324 Ludwig had been ex-communicated and this anathema was not relinquished even after his death in 1347.

Whether Ludwig ever was in possession of the Carmina Burana manuscript is not known, but he would surely have enjoyed the read being a rather liberal and non-clerical character for the time he was living in. How the Carmina Burana ended in the library of Benediktbeuern remains a mystery but leaves room for speculation that an exchange between the monasteries of Neustift and Benediktbeuern took place. Neustift is considered as being the origin of the Carmina Burana with the start of the collection of songs and stories going back as far as 1230. This is attributed to the open mindedness of the Augustinian monks at Neustift. The collection contains altogether 55 mocking songs, 131 love songs, 40 drinking and gambling songs as well as two clerical plays. The unsettling contents must have aroused the monks at Benediktbeuern to such an extent that the little book needed to be hidden away in the furthest corners of the library to be forgotten for hundreds of years.

The other characters appearing in the game who are seeking the Carmina Burana are partially true. Leopold was the brother of Friedrich and was known for his military exploits (especially his defeat by a force of Swiss peasants at the Battle of Morgarten on 15<sup>th</sup> Nov. 1315). Konrad was Bishop of Freising and tried to remain neutral in the conflict between the houses of Wittelsbach and Habsburg. The Rohrbach family was in possession of Castle Kaltenberg for some time in the 14<sup>th</sup> century. Heinrich von Wolfsberg is a fictitious character, but nevertheless there is a castle ruin not far from Augsburg called Wolfsberg, which may have been a base for raids into the Wittelsbach territories. Brother Konradius and Raoul are both fictitious but give the story some exotic flavor of the Holy Land and the Deutschherrenorden, a military order founded back in 1190 at the time of the first siege of Akkon.

We may hear more of the Deutschherrenorden in my next planned Skirmish Wargame No. 33, which revolves around the conflict between Genoa and Venice in the Eastern Mediterranean arena in the 14<sup>th</sup> century.

**Cover Page of the Carmina Burana:  
“The Wheel of Fortune is spinning for Royalty”**



**Left: Regnabo = I will rule**

**Top: Regno = I am ruling**

**Right: Regnavi = I have ruled**

**Bottom: Sum sine regno = I am without rule**

Hope you will enjoy the game as well!

Cheers

Oliver