

Project display

Medieval demonstration "TIFFAUGES 1369 - The call to arms"

Saturday September 26 and Sunday September 27, 2020



This document was produced by Kentigwern JAOUEN, in coordination with the 5 King Uther Councilors Mich GUILLOU, Adrien HEREN, Noël LECLERCQ, Fred LOUESSARD and Benoit JAULIN.

A few words

Last edition of Tiffauge 1368, despite a few hiccups (wind, rain ...), has shown our ability to work together. Along with the captains and the organisers, we have decided to have another go this year, considering the energy and the amount of people involved and willing on this project. A sentence heard on the French camp sums up the potential of Tiffauge quite well: "This amount of craziness and historical accuracy per square mile, it's out of this world!".

We, along with the organisers, know that, and have thus decided to keep at it. For this year's edition, we have been working with a storyline that pick up where the year before last left off, but in a more attainable way, focusing on the army and the fighting, the core DNA of our project since 2018.

Si vis pacem, para bellum

After the few dispute last year, and the miliatry context at the end of this decdade, the powers of Brittany, Thouars and France are now more than ever looking at this region.

Each of them wishes to impose its supremacy on the area whilst the English might profit from the disorder.

It is thus decided to bring the ost together to settle down the region in light of the rising numbers of looting parties. The demobilised troops coming back from Spain after the truce bring fear with them of troubles in the marches. After the success of Du Guesclin in Spain, it is his return, along with disbanded companies that makes all fear the worst. The Bretons, and the French see in these operations a way to counter the Black Prince. Having come from the Marches, Breton and French troops gather in the citadel of the Lady of Thouars. She welcomes these forces with great pleasure, as she herself stands as the equal to the dukes in the flexing game. In this host facing many stakes, all try to prove their courage and strength, determined to claim the region under the watchful eye of the dukes.



Table des matières

I – L'appel aux armes ! La reconstitution d'un ost de la fin du XIVe.....	4
Principe du camp - Une armée en marche et en formation.....	4
Une armée en formation	5
Un jeu de pouvoir: la noblesse	5
La mise en place sur le site - Trois espaces, un ensemble	6
Un camp global	6
L'espace noble	6
Les communs	6
Le programme détaillé.....	7
II – Au cœur de l'armée – Un camp immersif	10
"Into the War"	10
Taverne, argent et bon vin.....	10
Jeux, cérémonie, un monde "ouvert"	11
III – Avertissements et recommandations.....	12
La reconstitution	12
Les combats	12
Détails techniques.....	13

I – A call to arms! The reenactment of a host from the end of the 14th century

Basis of the camp - An army on the road and forming

The purpose of **Tiffauges 1369 – A call to arms**, is to put in place the gathering of an ost, comprising a large factionless camp. As a military event bringing together troops of soldiers and knights and their retinues (staff and princely hostels) we will immerse ourselves into the gathering up of an army at the end of the 14th century. At that time, armies are gathered up and disbanded as needed for campaigns. An army is gathered up for a specific purpose (chevauchée, counter-chevauchée, campaign, reconquering...): the bringing together of a host is the first strategic step.

We stand on the edge between a feudal army and a professional one, the model itself is traditional, but the fights are professionalised. In our present context, the army is composed of varied forces from the Hundred Year's war, where those living in proximity to the fights join in to appease the region. It comprises Breton veterans from the war of succession (1341-1364), Englishmen allied to the Vicomtesse, ducal troops from Anjou, de Bourbon and Orléans, as well as professional soldiers having come for money. We all have developed a reenactment project linked to that (artillery, knighthood, soldiers, hostels...), it is up to you to integrate your project into the bigger picture, whilst keeping your identity, as well as credibility and historical accuracy.



A gathering army

The summoning of an army corresponds to several obvious need, and many interactions ensue. In order to set up our week-end and make it logical and realistic, we must organise following 14th century logic. First off, summoning an army is drawing up forces, that is the reason behind everything. As the armies gather up in fortified places, that is when they are most vulnerable. accounting for this, Tiffauges, as it can safely host a large amount of people, is an ideal place. It is thus natural that we must place ourselves under the protection of the Vicomtesse's walls. This allows all bodies of the army to be kept safe (artillery, craftsmen, soldiers, archers...).

The ruling nobility is also greeted as required. The mustering of the army comprises the recruiting of the troops, recruits and mercenaries integrated into the host: those are the first steps. Once the troops are gathered up, they must be armed. Once again we should be as close as possible to a military location so as to have all the necessary craftsmen need to dress soldiers. The tools and troops will be checked during the *monstre d'armes*: that is the inspection of troops by the commanders as well as the official moment of the creation of the host.

Once the equipment has been procured and inspected, it is vital to test the fighters with drills. The large numbers of armies defeated because of a lack of discipline or coordination during the Hundred Year's war is an undisputable proof of the need for drills. Thus for the most part, time will be dedicated to drilling the troops, either as groups, or individually. All must be ready! From there, the army will be in working order: it is following that pattern that we will organise the week-end and our future host.

A game of power: the nobility

Both of the nobility and the army have their roles. And though the troops and their followers (baths, tavern, craftsmen...) are essential in the host, the nobility will also have duties and responsibilities. As far as the Lady of Thouars is concerned it is to assert and reinforce her power over the Breton and the French. All have roles on different scales.

And even though the atmosphere is that of wartime, pleasure and enjoyment are not forgotten, it is an ideal occasion for the Lady of the castle to display herself and show her power. On Sunday at noon, the dukes are invited for lunch: an opportunity to show visitors an official meal. The knights will take part in the drills, the *monstre d'arme* and the battle. Over two days the nobility will settle into the everyday life of an army, evolving in parallel to the troops.



Setting up the site - Three areas, one whole

A global camp

The main body of this edition is the army camps, as the Castle of Tiffauges forming an *oppidum* is ideal to have a large camp fit for an army. This camp will be as organised as one from the 14th century, which means: not at all.

Medieval army camps are often represented as very large, sometimes close to those very orderly from Antiquity. That is far from the truth, it is only at the end of the 15th century that we begin to see an organisation put in place. An army was usually few in tents and lived on the locals. Tents are used during gatherings before the military campaign and during a siege, as is the case here with the call to arms. Everyone obviously isn't treated the same, soldiers sleep under temporary shelters or communal tents for the most organised armies. Here, we are a host prepared for a campaign, and we thus can have a more substantial camp, but ideally, less is more realistic.

The relative order is the result of having different bodies on site. The troop itself is set up as can be, when the houses and noble hostels are more orderly and better outfitted. This dichotomy will allow us to show the different areas of a historical camp: soldier's camp different from noble one, but in the same space.

The noble area

It is the second body, comprised of the Vidame tower and the surrounding areas, the ducal camp and that of the knights. The Vidame tower allows us to have a good castral space, and the areas inside the camp to create noble islands in the main camp. The two areas will be connected, and allow us to present different aspects of noble life to the visitors, in the castral area, life in the castle, in the camps, and the nomad life of the knights.

Common areas

On top of the camps for troops and nobles, there are the common areas, where both bodies of the army go to and where the activities happen. There is a field of march, as should be, where soldiers and knights train, and also where the *monstre d'armes* and the battle will take place. There is also the arsenal comprised of the armorers and other craftspeople useful to the army. There will also be a parallel economy for entertainment, usual for an army: tavern, baths, laundry and even illegal trade are planned.



The program in details

Since this framework is there, we need only work with it, to live within it in a historically logical manner. All of the displays are linked to the theme and requires of us only what we do best!

They are obviously planned, but we also count on your will, and that your naps, games and drinking should become part of said program.

In order to streamline the organisation and provide the best show for the public, the displays will be nearly identical on both days. Opening hours will be from 10am to 6pm. Be aware of the artillery, they will provide a hellish frame for us, their shots will let us know of the main times of the day, opening and closing.

Morning

- **10.30am:** artillery shots. Tge camp open, troops begin the workday.
 - *Saturday morning* 10am in the camps: new recruits are enrolled. In the camp each knight gathers his troops, registers the new recruits in the books (if available) and pay the troops for the day (if payment is possible *cf p.7 wages are given out every morning*).
 - Sunday morning 10am **ruins of the chapel:** Mass for the volunteers followed by the oath of the swords for the nobles and fighters. It is a ceremony to bless to swords and protect ourselves from misfortune in war and defeat.

Between 10am and 11am the troops will prepare their gears for training, and clean them up.

- **11am: battle field.** training for the piquiers. Up to three languages will be in use on the battlefield, it is thus necessary to drill. Troops of piquiers and pavisiers will train. Movements of troops and light attacks are planned.
- **11.30am: battlefield.** *(to be confirmed by the organisers)* training for the volunteer corps and shooting men. Archers, crossbowmen, powder shooters, and sling men will practice. The powder shooters will indicate the beginning of the training session. Then all bodies of the army will practice under the orders of their leaders.

At the same time as the shooting men a temporary list is installed for single men to train (knights, swordsmen...) under the watch of the *Emptivus Miles*: courteous combats, individual combats, technical exchanges.

This daily hour of training is based on goodwill, it is unthinkable to be part of an army and not practice every day. All weapons need training, there are no excuses. Everybody is free, but we wish to underline that the safety and quality of the battle depends a lot on our morning trainings.

- **12.30pm:** Lunch break.
 - *On Sunday: banquet for the great nobles in tents of the hostel de Thouars (participants are already planned)*

This is both a break time, but also one to exchange and share with the visiting public and one of immersion. All meals are historical, and the noble's meal echoes that of the the troops, the public is offered two version of a wartime meal.



- **2.30pm: battle field.** Artillery shots: artillors will signal the beginning of the afternoon. Beware for those with heavy equipment, when the canon shoots, it means only half an hour left.
- **3pm: battle field.** Monstre d'arme: important part of the day, it involves checking the troops. Each company should get in order behind their knights or their sergeant. The high nobles will review the troops. Each knight introduces its troop and checks weapons and armours. Each leader is responsible for the equipment used and the men standing with him. According to the way a troop is outfitted, its equipment, it may get a reward, or a blame. The monstre d'armes will take place in full military dress.
- **3.30pm: Battle field. The battle:** Once the monstre d'armes is done it is decided to carry on with a team brawl. Games of war in different shapes and forms were quite popular to practice and display one's strengths. Obviously, all soldiers and knights wish to shine, since their place in the military campaign to come is determined by that.

What is currently a stage will be fortified as a bastion, with archers and cannoneers, please be careful. The aim, thus, is to blast through the enemy troops. We will be organised in four distinct armies (35 people in each corp), with each corp at a corner of the field. they will be lead by: Penhoat (Noël), Tyvarlen (Mich), Bourbon (Adrien) and the last will be in the hands of a foreigner (Plantagenest). The game is a tactical one, if you charge you have every chance of being 'slaughtered' by the other troops, therefore be aware of your abilities. There will be at least three battles, more if need be. Once the brawl is over, the troops can go back to their quarters.
- **5pm: battle field. Great artillery display, last of the day.**

During unoccupied times, it is necessary to keep the camp alive, the tavern, the baths and the castle is ours!



II – At the heart of an army – An immersive camp

“Into the War”

We have covered the official side of the project, here is the unseen part of what is Tiffauges. It is not just another camp, it is an immersive project. It is a festival but also an ‘off’ in period time. For the duration of the event, it will be the 14th century, and we will be soldiers, washerwomen, Vicomtesse, ... it must not stop.

We offer you an opportunity to dip into history, after all, it is war! For trained warriors that means at least two hours of fighting a day, on top of the wrestling happening after the brawl. That level of intensity will also be applied to the other corps: ladies in waiting, troop women, we won’t lack animation and the task will be challenging.

Several immersive plans have been drawn, but do prepare your own: games of dice, brawls, singing, music, fight, patrols... The more historically logical we are, the more enjoyable and memorable it will be.



Tavern, money, and good wine

In order to enhance immersion and create historical interaction we are planning (Fred Louessard is the man in charge) to prepare a tavern for the troops, with money to be used!

The Tard-Venus are in charge of coining the money, the aim being to create an economy on the camp. Each soldier will get a certain amount per day (awarded during the morning by the leader of the troops)

along with possible gains from the day's activities. This money will provide everyone with the means to get drinks from the tavern or to get washed at the baths, or to gamble it in a game of dice at the tavern. All the money must be spent during the day. Saturday at midnight all the money must be put back into the tavern's coffers, to be redistributed the next morning. The coins will be reused from year to year.

The tavern is planned according to a historical travelling tavern with a town crier, controller and taxes, it is a real display, but also our place to live and unwind. All can play, drink, and more. It was not rare for taverns to follow the army in order to make good money during military campaigns. They must pay taxes, but can sometimes be exempt, although they are often being controlled. The consumption of wine and alcohol was both beneficial and harmful to armies, and the leaders were quite vigilant about it. The main events we have recounted are linked to overconsumption of alcohol. The watch was very vigilant when it came to abusing the drink and bad habits, especially with people prone to violence.

Linked to the tavern we will have troop baths, where washing clothes and bodies will happen, in exchange for coins of course.

Games, ceremony, an open world

With the idea of making a lively event, we cannot plan for everything here. Things may turn up, such as games and fights, seize the occasions!

Several displays and ceremonies are planned, and it is up to you to take part in them. Drills, but also mass, and the sword oaths are moments to be shared. If you wish to take part in a particular event or organize one, let your leader know, he'll know who to contact. Hands are of course needed for many things, banquet, the watch... Don't hesitate, the more you take part the more you will enjoy the event.



III – Warnings and recommendations

Reenactement

In order to guarantee a quality event and a constant immersion, there are several obvious rules. You may find them on the Roy Uther charter, in any case, here are a few of them:

- We are a living history event, and therefore all the equipment, clothes and behaviours must follow that principle. All modern equipment and behaviour are prohibited inside of the camp. Thank you for following the updated guidelines.
- We are all willing and motivated, no one is forced to come and we are most happy to be there! Therefore we all take care to enhance everyone else's immersion through our behaviour. It is clear that we are responsible for our own well-being and comfort, we all take care of our own need and are self-reliant.
- If you have come as a family, or are a light-sleeper, come prepared and be clear-sighted. We will be on a military camp, and night doesn't mean the stopping of games and role-play. However, a cease-fire will be instated from midnight to 7am: during that time, it is not allowed to enter sleeping areas or to set up tricks and traps for the enemies. And this although the party and immersion will carry on. We must each take our responsibilities and enjoy ourselves as much as possible within the boundaries of mutual respect.
- The project may not waiver: from Saturday 9am until Sunday 6pm we will be united, whether visitors show up or not. It will not be acceptable to switch on an electric lamp at night or drink local beers straight from a modern bottle. Once again we must all respect the immersion.
- For unavoidable modern activities (smoking, phone calls...), there will be a dedicated area behind the battle field, thank you for acknowledging that modern activities should only happen there.

The fights

This part is specifically for fighters. Those in charge of security are Mich Guillou (Coscor Tyvarlen) and Adrien Heren (Bourbon). Considering the great diversity of habits and international fighters it is essential that we be respectful and responsible.

- Each person engaging in fights (brawl, training, wrestling...) does it with full knowledge of the risks: we are all responsible for our equipment and our actions. During fights we must be courteous, calm and historically logical. Aggressive and/or excessive behaviours will not be tolerated.
- It is obvious that we must behave in a logical manner, only take the risks our equipment allows and stay in our place. It makes sense for a few piquiers without armour to flee before a knight, and a knight doesn't really find himself in front of a whole troop.
- Be **measured** and deadly: the public enjoys the deads. When you're tickled by a lance, stand down. you may get back up for the next troop movement. The touches must also be logical, the flat side of a sword on a breastplate does do much, but repeated blows on the head will do more damage. It is by paying attention to the blows and playing fair that we will have the best fights. Only touch the protected areas.
- The equipment used must be historical accurate, sourced and of good quality: the weapons will be checked by each of the troop's leader during the monstre d'armes. You will be free, therefore responsible, and the proportion of foreigners doesn't allow for very strict rules, we must then all be vigilant. Mich Guillou and Adrien Heren will make sure that safety prevails.

- In terms of protection: headgear and handgear (gloves and gauntlets, chainmail and gambeson) are compulsory. For historical reason, not everyone can be heavily armed. It is up to them (and us too) to take care of themselves and to be prudent.
- We invite all fighters to take part in all practice sessions, they create cohesion and will allow us to get to know one another.



Technical details

If you have specific needs, inform your leader who will let the organisers know. The details about arriving on site and leaving will be provided to you in good time. As for the previous years, please provided as much deatil as possible to help with organising.

We will have a welcoming Friday night this year, with welcome drinks to help us clear the dust from the road and get to know the different organising teams. The members of Roy Uther will be easy to notice with their outfit. Photographers and sound managers will go around as well, please be mindful about their work, that gives a stage to our passion.

Thank you and see you in the list