

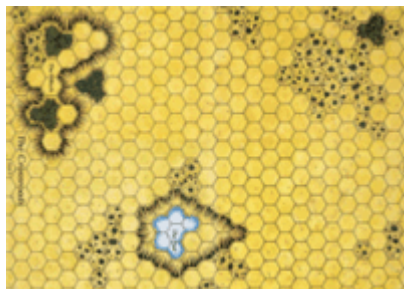
Scenario Montjoie 3

30 years later

Background

Winter 1332 in Flanders. Sir Peter is no longer the 20-year old fighter he used to be, but when he tells his grand-son about the battle of Kortrijk 30 years ago, a glimpse of joy can be seen in his eyes. Remembering these so-called unbeatable French knights eating the dust still makes him willing to take his sword and fight. A special moment during the battle comes to his mind...










Map Layout & Starting Positions



- > The Flemish can be deployed through 8 hexes along the left side of the map. All 6 stake counters must be located between the hill and the pool.
- > The French can be deployed through 5 hexes along the right side of the map

The game lasts 10 turns. The French play first.

The Sides

The French		The Flemish	
 <p>26 ▲ 13</p> <p>Sir Gaston</p> <p>Knights</p>	<p>Gaston Richard Roland Gilbert Conrad Clugney</p>	 <p>22 ▲ 11</p> <p>Sir Alain</p> <p>Squires</p>	<p>Alain Roger Thomas Jacques</p>
 <p>12 9</p> <p>Sir Jacques</p> <p>Dismounted squires</p>	<p>Peter Gunter</p>	 <p>8 6 8</p> <p>Hal</p> <p>Spearman</p>	<p>Hal Mark Perkin Wat</p>
 <p>7 7 6</p> <p>Jacopa</p> <p>Crossbows</p>	<p>Jacopa Roland</p>	 <p>10 9 6</p> <p>Sgt. Martin</p> <p>Sergeants</p>	<p>Martin Arnim A'Wood Tyler</p>
 <p>5 4 8</p> <p>Enguertrand</p> <p>Shortbows</p>	<p>Enguertrand Mathias</p>	 <p>6 4 8</p> <p>Giles</p> <p>Peasants</p>	<p>Giles Farmer Carpenter Smith</p>
 <p>Stakes</p> <p>Stakes</p>	<p>6 stakes</p>		

Special Rules

Use the rules of MONTJOIE for the stakes.

You can use the rules for cutting hamstrings and loaders at your option.

Victory Conditions

It is a fight to death with no mercy :

- > Each knight killed gives 3 points,
- > Each missile shooter gives 2 points,
- > Any other character killed gives 1 point

At the end of the 10 turns, calculate the difference between the totals of points earned:

- > Over 10 points : Total victory
- > Over 5 points : Good victory
- > From 1 to 4 points : Marginal victory
- > 0 point : Draw

Flemish player beware: Should Sir Peter be killed, he will be unable to tell his story to his grand-son 30 years later. The risk of screwing up the Space-Time continuum can lead to disastrous effects for mankind. That's why the Flemish player loses at once ;-)

Sources

Free adaptation of the battle of Kortrijk. This scenario has been designed to learn the MONTJOIE rules while using few counters to be played in 90 minutes maximum.