

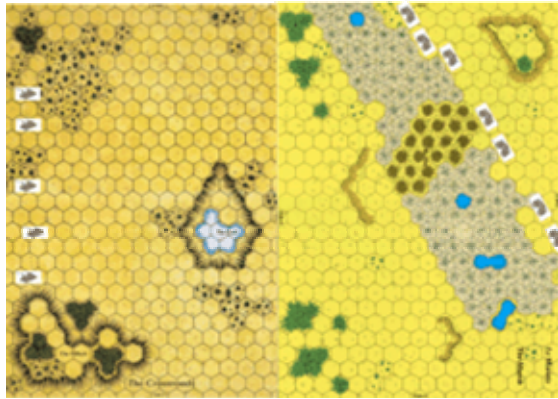
Scenario Montjoie 5

Mons-En-Pévèle 2 : Burn These Mangonels !

Background

Philippe Le Bel is ready for the battle: Foot soldiers & arbalesters under the command of Thibaut de Chepoy form the front line. They are defended by 5 mangonels commanded by the Count of Boulogne in second line. They cause huge losses to the Flemish because of their long shooting range (400 yards). All the weavers' assaults aim at the destruction of these mangonels from now on.

Map Layout & Starting Positions
















Place 7 carts along the right side of the marsh and 5 mangonels along the side 5 of the Crossroads map as shown left.

The Flemish are deployed on the right hand side of the marsh. The French are placed on the Crossroads map. Each mangonel must be operated by 2 peasants. One engineer can supervise up to 2 mangonels.

The game lasts 10 turns. The Flemish play first.

The Counters

The French		The Flemish	
 Paeasants	Baker Carpenter Cedric Farmer Gam Giles Gobin Radult Salter Smith	 Spearmen	Crispin Mark Odo Perkin Bertin
		 Billmen	Guy Jean Rees Robin Tybalt
 Engineers	Baldric Dai Jones	 Sergeants	Martin Arnim A'Wood
		 Crossbows	Jacopa Roland Nicholas Giles
		 Halberders	Peter Gunter Piers Thomas Roger Alain
		 Shortbows	Enguerrand Mathias Fletcher Chretien
		 Peasants	Jasper Ivor Morris Will'm
		 Dismounted Knights	Clarence Fitzwaren Hughes Lacy Mortimer Wulfric
		 Sergeants	Llewelyn Morgen Pugh
		 Billmen	Cliff Godric Shawn
		 Spearmen	Arnold Brendan Mordred Gareth Hayden

Victory Conditions

The Flemish goal is clear : to burn the mangonels, or kill the engineers that manage them, to put an end to their deadly shots.

The Flemish player counts :

- > 1 point for any engineer killed or fleeing off map.
- > 3 points for any mangonel destroyed.

At the end of the 10 turns, the Flemish victory points are summed up:

- > Over 10 points: heroic victory
- > From 5 to 10 points: marginal victory
- > From 1 to 4 points: draw
- > 0 point : defeat

Aftermath

Though suffering heavy losses, the Flemish manage to destroy 4 out of 5 mangonels after several attacks.

Sources

Philippe Le Bel – Author: Dominique Poirel – Publisher: Perrin - 1999.