

Down with the Cathars

The story

1240. As the crusade against the Cathars draws near, Sir Lacy, a southern baron, finally sees an opportunity to get rid of Sir Clarence, his overly turbulent vassal. The latter is indeed a Cathar and therefore condemned to the stake. But Sir Clarence manages in extremis to escape the Inquisition and find refuge in one of his fortresses with his Lady and a few faithful followers. Drunk with rage, Sir Lacy decides to end it once and for all and lay siege to the fort. Sir Clarence, for his part, still hopes that his cousin Wulfric will arrive before the Crusaders...

Assembling the cards starting positions

The cards














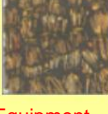




are separated enough that the ballista cannot reach the camp; bombardment by mangonels and trebuchets is possible.









NB: It may seem strange to place a siege engine on a rampart, nevertheless, it was commonly done during the seats of this period (notably in Minerve, Toulouse and Carcassonne) and obtained valid results. The distance from minimum shooting from the ramparts is 4 squares.

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The pawns

The attackers				The Defenders			
Group 1: Sir Lacy's Men				Group 1: Sir Clarence and his last followers			
 <p>Lacy Mortimer</p>		 <p>Myrlin Owen Gwyn</p>		 <p>Clarence Hughs</p>		 <p>Blodwin</p>	
 <p>Llewellyn</p>		 <p>Bors Fursa</p>		 <p>Dylan Idris</p>		 <p>Cliff Shawn</p>	
 <p>Stories Aki Arnold Hayden Mordred</p>		 <p>David Jasper Geoffrey Will'm</p>		 <p>Morgen</p>		 <p>Baldric (only for the ballista)</p>	
 <p>Jones</p>		 <p>Equipment</p>	<p>HAS build (see scenario booklet p.11)</p> <p>8 fascines</p>	 <p>Material</p>	<p>6 barrels of oil</p>	 <p>Machine</p>	<p>1 triggerfish on a rampart box</p>

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The attackers		The Defenders	
Group 2: Disparate elements of the crusade returning on the 13th day via side B		Group 2: Sir Wulfric and his comrades-in-arms returning on the 8th day via the left side	
 Knight	Fitzwaren	 Archer	Aylwin
 Sergeant	Pugh	 Vouquier	Godric
 Peasants	Ivor Mathew Harry Morris Roger	 Knight	Wulfric
		 Halberdier	Evans
		 Pikemen	Byrn Brendan

Special rules > The

SIEGE rules apply (see page 12 of the scenario booklet).

> I recommend applying the panic rules.

> The needs have a well and a very large supply of food (for more than 60 days); on the other hand, the besieger must lose one turn out of 8 where he has the advantage to resupply (the besieged therefore takes the advantage).

> The besiegers of the time had some experience with the sorties of the besieged. They established a system of constant guard and established themselves far from the ramparts (2 to 5 kilometers sometimes more). This is reflected in the game by the allocation to the camp player of the same options regarding the number and diversity of his troops in the event of an exit.

Victory Conditions

The siege lasted a maximum of 28 days, after which Sir Lacy (or the survivors of his army) had to join the "Grand Ost" of the Crusaders who would lay siege to Béziers.

Bibliography ¹

recommend to all those who would like to recreate the special atmosphere of this crusade the excellent book by Dominique Paladilhe "Les Grandes Heures Cathares" published by France Loisirs.