

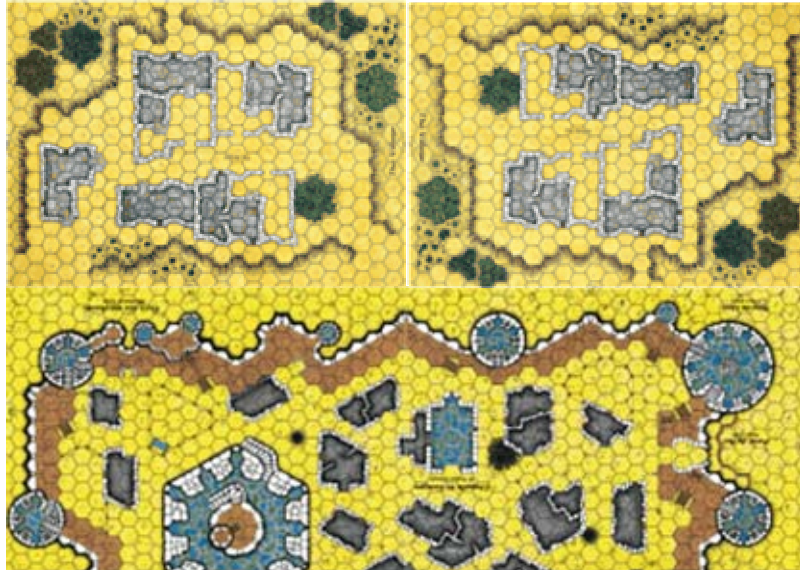
1147: The Siege of Lisbon Campaign – Scenario 1

The Suburbs of Lisbon

Background

July 1st, 1147: A fleet of 164 ships had left Dartmouth in May with Anglo-Norman, German and Flemish Crusaders. The fleet had followed the coasts of western France and Iberia to reach Porto in June. The Bishop of the city convinced them to assist Alfonso of Portugal in reconquering Lisbon which was held by the Moors. The Crusaders landed near the city by the end of June. The Anglo-Normans moved within a stick's throw of the walls and planned an initial attack on the large suburbs of the city, but the Moorish resistance is fierce.

Map Layout & Starting Positions



The Crusaders enter through both Northern sides of the Village maps. The Moors are deployed on both Village maps. The Moorish crossbowmen are positioned on the city walls.

The Crusaders play first.

The game is played in 12 turns.

Counters

The Anglo-Normans

 Templars	Sir Amalric Sir Raoul Sit Michael Sir Mathew	 Knights	Sir Walter Sgt Guy Sgt Baldwin	 Crossbows with chain mail	Henry Jordan Arnold George Walter	 Shortbows with chain mail	Peter Ansel Fulk Hugh William
 Billmen	Cliff Shawn Fursa	 Sergeants	Sgt Pugh Sgt Llewellyn	 Pikemen	Bryn Gareth Hayden Stori Arnold Aki		

The Moors

 Officers	As-Salih Kilij	 Mamluks	Baha Taki Yaghi Rashid	 Fatimid Infantry	Gashan Mehmet Anwar Magid Moshen Yasaffa Ahmed Hashmi Ibrahim	 Seljuk Infantry	Jellal Shammin Farhad Mohammad Mustafa Sadik Ageel Osewl
 Slings	Omar Jalil Mustaq	 Crossbows	Abdur Fahrat Junaid Nayeem Jehangir Khaleed				

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Victory Conditions

The Crusaders have to conquer both Village maps. In order to win, no Moorish counter must be left on these maps at the end of the game.

- > If both maps are conquered, it is a great victory for the Crusaders: The Moors should not offer a strong resistance and the siege prospects are extremely favorable ;
- > If only one map is conquered, it is a lukewarm victory for the Crusaders: The Moors are more resistant than anticipated and it may lead to a long and difficult siege ;
- > If no Village map is conquered, it is a crushing defeat for the Crusaders: Some already begin to wonder if they were right to delay their arrival in the Holy Land for such a difficult objective.