

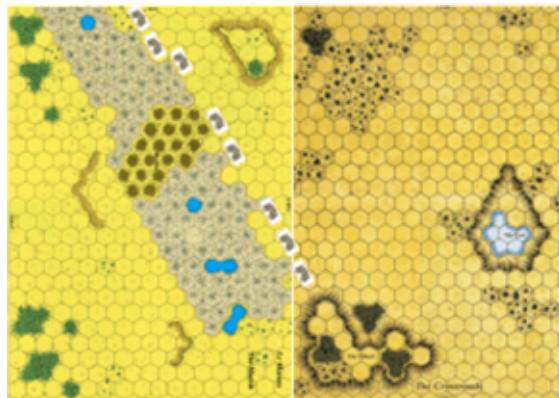
Scenario Montjoie 4

Mons-en-Pévèle 1: Wagon Box

Background

August 1304: Flanders are still up in arms against the king of France. The army of Philippe le Bel [Nice Looking] is retreating from Lille to the hills of Artois, to restore its supply lines. But the terrible clauwaerts, these Flemish weavers who severely defeated the French chivalry two years before at the battle of the Golden Spurs, follow them, eager to attack. Following their favorite tactic, they deploy behind a marsh to reduce the impact of the horse charges. Their position is strengthened with carts lined up, with only 5 gates to hit the enemy and run back safely.

Map Layout & Starting Positions




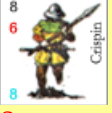










Place 8 carts along the right side of the marsh as shown on the map.

The Flemish are deployed on the right side of the marsh, as well as on the hill of the Crossroads map.

The French are deployed on the left side of the Marsh (following a virtual line for the southern most hexes).

The game lasts 10 turns. The French begin to play.

Counters

The French		The Flemish					
 26 13 Sir Gaston Knights	Gaston Richard Roland Gilbert Conrad Clugney	 8 6 8 Crispin Spearmen	Crispin Hal Mark Odo Perkin Bertin	 10 7 6 Sir Gunter Squire on Foot	Peter Gunter Piers Thomas Roger Alain	 7 5 8 Mordred Spearmen	Arnold Brendan Mordred Gareth Hayden
 10 7 8 Robbin Billmen	Guy Jean Rees Robin Tybalt	 12 7 6 Evans Halberders	Bors Evans Fursa	 11 9 6 Sgr. Llewellyn Sergeants	Llewelyn Morgen Pugh		
 7 7 6 Jacopa Crossbows	Jacopa Roland Nicholas Giles Denys	 10 9 6 Sgt. Martin Sergeants	Martin Arnim A'Wood Tyler	 5 4 8 Enguerrand Shortbows	Enguerrand Mathias	 10 6 6 Cliff Billmen	Cliff Godric Shawn
				 5 6 8 Jasper Peasants	Jasper Ivor Morris Will'm		

Special Rules

Use the cart rules of the MONTJOIE extension.

Option: you may want to use the rules for hamstring cutters or loaders.

Pits hexes are considered like Marsh hexes.

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

Sources

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