

Fortified Medieval Town Scenario

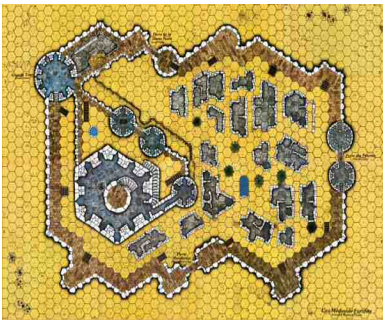
Streets of Mensourah 1250

Scenario by Christian Delabos (Claymore-Normandie), from Vae Victis #19 in 1998, with thanks to playtesters Aymeric and Hervé Delattre, Sylvain Fahy, Noëlle Martel and Fabrice Renier. The scenario uses the four-map Siege expansion "The Medieval Fortified Town" and characters from the games "Croisades" ("Outremer") and "Cry Havoc".

The Story:

On the morning of 8 February 1250, having sacked the Egyptian camp, the Frankish vanguard [of about 1500 knights] led by Robert of Artois, brother of the King (Louis IX of France), charged onwards into the streets of Mansourah and into the claws of the Egyptian army. In front of the Sultan's fortress the Crusaders collided with (at least 2000) Mamluks led by the amir Baibars (who was to become Sultan in 1260).

Assembling The Cards & Starting Positions:



1. The Egyptian foot soldiers are set up in the streets and houses; they cannot attack, shoot or move into contact with the enemy until the Mamluks move. The Mamluks are placed in front of the fortress and cannot move until one of them sees a Crusader (a line of sight is calculated like a line of fire). After this phase, the Mamluks and the foot soldiers move and fight normally.
2. The Crusaders start the game by entering the town through the Pilgrims' Gate. They move and fight without restrictions. Only the Pilgrims' Gate is open.
3. The citadel is a prohibited area for both sides.

Special Rules:

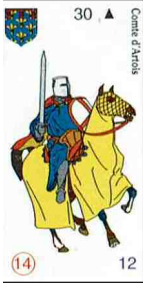


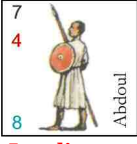





1. It is not clear as to whether the "Mamluks" mentioned above include both the mounted Royal Mamluks and the Mamluk crossbowmen (who are on foot), or whether the crossbowmen should be set up with the "Egyptian" foot soldiers. The implication is that only the mounted characters are set up in front of the fortress, so I would suggest that the crossbowmen be set up with the rest of the foot. The Mamluk Sultans were the rulers of Egypt so that the names "Mamluk" and "Egyptian" are effectively interchangeable.
2. Since the Crusaders would not know the locations of the Egyptian foot soldiers, an optional further suggestion is that they should be set up secretly using the Town Plan supplied with the French set, by using the hex numbering system, or by using a number of extra dummy counters (since all counters are double-sided a second blank counter needs to be placed on top of each to hide identity). Once sighted, the foot soldier must then be revealed.
3. The scenario rules do not specify it, but it should be assumed that the restrictions on fighting placed on the Egyptian foot soldiers do not apply once a Crusader moves into contact. An Egyptian surviving a Crusader attack should be able to move, shoot or attack, although he will be unable to raise the alarm which requires actual Mamluk cavalry sighting of a Crusader.
4. Reports of the battle have archers on the flat roofs of the houses, so players may wish to experiment with houses having an additional roof level reached by ladders. Use the flat roof rules from the Montjoie extension in Claymore #5. This will favour the Mamluks - being historical may damage game balance!

Victory Conditions:

Mamluks - Kill Robert of Artois; Crusaders - Kill all the Royal Mamluks.

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The Counters:

Crusaders (all mounted)				The Egyptians			
 <p>Nobles</p>	Count Robert of Artois	 <p>Knights</p>	Sir Clugney Sir Conrad Sir Gaston Sir Gilbert Sir Jacques Sir Roger Sir Roland	 <p>Royal Mamluks</p>	Abaga Al-Kamil El Arish Hakim Maarat	 <p>Javelinmen</p>	Abdoul Essem Said Shazir Taqi Yousef
 <p>Templars</p>	Sir Amalric Sir Balian Sir Dreux Sir Gerard Sir Matthew Sir Michael Sir Raoul Sir Roger Sir Walter	 <p>Sergeants</p>	Baldwin Guy	 <p>Mamluks Crossbowmen</p>	Abdur Farhat Jehangir Khaleed Nayeen	 <p>Fatimid Spearmen</p>	Anwar Gashan Magid Memet Mohsen Yassaffa
				 <p>Bowmen</p>	Mustafa Osewl Sadik		

Note: Count Robert of Artois counters supplied with this issue of Vae Victis. Statistics for these counters, named "Comte d'Artois", are identical to "Sir Richard" from Cry Havoc.

Epilogue:

Pushed back by the Mamluks, the Crusaders retreated in disorder through the streets of Mansourah. Harassed by the Egyptian crossbowmen, the Franks were overcome one by one. Almost all of the Templars [(285 out of 290), and most of the 200 English knights,] were killed - wounded and unhorsed. Robert of Artois locked himself inside a house and here he met his death.

The Count's "madness" caused the loss of the Crusading army's advance guard.

[It was also the turning point in the Seventh Crusade, as Egyptian morale rose and Crusader morale fell. The Crusaders retreated back down the Nile, and they were surrounded and forced to surrender two months later on 6 April 1250. Saint Louis and the survivors were ransomed for 1 million bezants.]

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