

1147: The Siege of Lisbon Campaign – Scenario 2

Aquatic Belfry

Background

Crusaders try to use their nefs as siege towers to cross over the walls from the Tagus river. But the mangonels of the Moors wait for them!

Map Layout & Starting Positions












The Crusaders are positioned on the nef.

The 3 mangonels are located on top of the towers. One engineer and 3 servants must be adjacent to each mangonel. The other Moors are deployed on the walls.

The Moors play first.

Counters

The Crusaders			
 <p>Dismounted Knights</p>	Sir Richard Sir Roland Sir Gilbert Sir Gaston Sir Conrad Sir Clugney	 <p>Halberdiers</p>	Frederick Wynken Tom Ben Naymes Otto Geoffrey Hubert Watkin
		 <p>Armoured Crossbows</p>	Jacopa Codemar Arbalester Francisco Nicholas Giles Denys
		 <p>Pikemen</p>	Bertin Crispin Hal Odo Mark Ben Wat Perkin
The Moors			
 <p>Fatimid Infantry</p>	Gashan Mehmet Anwar Magid Moshen Yasaffa Ahmed Hashmi Ibrahim	 <p>Crossbows</p>	Abdur Fahrat Junaid Nayeen Jehangir Khaleed
		 <p>Peasants (mangonels servants)</p>	Mathew Morris Jasper Ivor Roger Will"m Harry David Geoffry
 <p>Mangonels</p>	3 mangonels		 <p>Engineers</p>
			Jones Baldric Dai

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Victory Conditions

The Crusaders must conquer the port walls. If they can clear a complete wall from its defenders, they win the game.

The Moors must inflict enough damage points to the nef for her to sink and prevent Crusaders from assaulting the walls.

Special Rules

1. Shooting with mangonels on the nef:

1.1 The mangonel

Each mangonel requires 4 servants including one engineer to shoot. Its short range extends until 25 hexes. The mangonel can shoot every 5 turns and can't be moved.

1.2 Missile fire results table

Shooting at the nef is resolved using the following table:

Die Roll	Stone
1	T
2	T + 1
3	T + 1
4	T + 2
5	T + 2
6	T + 3
7	T + 3
8	T + 4
9	D
10	D

T: Target hex. The projectile hits the hex chosen.

T + 'x': The projectile falls 'x' hexes distant from the target hex. Depending on the distance, the shooter rolls:

- 1D6 if the distance is 1 hex
- 2D6 if the distance is 2 hexes
- 3D6 if the distance is 3 hexes
- 4D6 if the distance is 4 hexes.

The result shows the hex in which the projectile falls. The die numbers are allocated clockwise, with hex number 1 being the hex that is located behind the target hex as a continuation of the straight line from the war engine.

D: Fault in the mangonel, the projectile is not hurled. In each succeeding phase, and if the number of operators remains the same, a roll of 1D10 is used to determine whether there is a successful repair of the damage (e.g. a broken rope or jammed mechanism):

- 8-10: the mangonel is repaired
- 1-7: the mangonel remains broken.

Once the war engine is repaired, the number of phases to reload must be complied with.

1.3 Effect of damage

If the affected hex is the upper deck of the nef, the ship suffers from 2 damage points. If the affected hex is a sail, the damage is one sail point.

Any character in the target hex is killed ; Furthermore, another crew member in any adjacent hex is hit by the debris thrown by the stone and is wounded, 2 other crew members are stunned.

Place a marker (like the Burnt Fence marker of Horse Raiders) in the target hex of the ship. This hex becomes impassable.

A leak is declared in any hull hex hit by a stone. It requires the player to add that same number of Damage Points at the end of each new Naval Phase. This represents the fact that the level of water on board will continue to rise during each Phase. Characters on board that are bailing can limit the damage. For each pair of characters given the task of bailing, the player can subtract one Damage Point from the total. However, this total can never be less than the number of impacts suffered by the nef during the game.

The total of the damages suffered by a boat will influence its maximum speed and its capacity to accelerate. This is logical: the water rises and weighs down the boat. For each 3 points of damage, the maximum speed is decreased by 1 point. For each 6 points, acceleration is decreased by 1 point.

When the nef reaches 30 points of damage, the ship sinks.

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2. Levels of elevation for the port and the nef

Missile rules relating to different elevation levels as published in the Medieval Town fully apply here.

To keep some consistency with the elevation levels of the various castles, we are using half-levels to avoid considering that the crows nest could be at the same height as the keep.

The table below summarizes the variations in elevation levels between the various parts of the Fortified Harbor and the nef to assess if shooting is possible.

Level of elevation	Fortified Harbor	Nef
-0.5	Sea hexes Wharves	
0	Flat terrain Docks	
+0.5		Upper deck
+1	Walls	Forecastle Aftcastle
+2	Morcar Tower Bell Tower	Crows Nest
+4	Keep	

Note: This is a summary of the various rules published in the extensions Nefs & Galleys and The Fortified Harbor and compiled in the Magna Carta.