

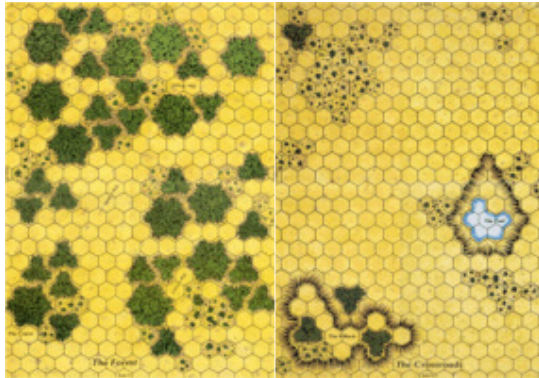
Montjoie Scenario 8

Save the Queen!

Background










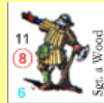

Week of Easter 1168: Barons from Poitou are in open rebellion against King Henry II of England. He had ordered to tear down the castle of Lusignan and is sending Queen Eleanor of Aquitaine to parley with the rebels. She is escorted by Earl Patrick of Salisbury. Close to the city of Poitiers, the small group faces an armed troop waving the banner of the Lusignan family. The earl decides to stand as he orders the queen to ride a fast horse to reach a castle nearby. He shows great courage as he and his men, his young nephew William (who was not yet called Marshal) bear no helmet nor hauberk and they are outnumbered.

Map Layout & Starting Positions



The escort of Salisbury enters through side 6 of the Crossroads map. The unarmored knights (see special rules) and crossbowmen surround Eleanor and her lady Audrey. The mules are each held by one peasant and are in the rear. The Lusignans enter through side 8 of the Crossroads maps. Salisbury plays first. The game is played for 10 turns.

The Sides

Salisbury's Escort		The Lusignans	
 Unarmored knights	Davrich (Salisbury) Barney (Guillaume) Santiago Simon Rex	 Armored knights	Sir Lacy (Salisbury) Sir Walter (Guillaume) Sir Wulfric Sgt Guy Sgt Baldwin
 Ladies	Blodwin (Eleanor) Audrey	 Crossbows	Gawain Alric
 Mules	4	 Peasants	Will'm Harry David Geoffry
		 Squires	Sir Jacques Sir Peter Sir Roger Sir Thomas Sir Alain Sir Piers Sir John
		 Short bows	Aylward Bowyer Chretien
		 Pikemen	Bertin Crispin Hal Odo
		 Sergeants	Martin Arnim
		 Peasants	Gam Smith Giles Radult Salter

Special Rules

Salisbury's escort: The unarmored knights and mounted on palfreys are represented by the Dragon Noir riders. If they want to wear their coat of arm to fight, they need to dismount and spend 2 turns without moving or fighting in a hex adjacent to one of the mules that carry the armors. They put on their coat of arm after the first turn and then benefit of the defense rating of the armored knight. The rider counter is then replaced by its Croisades equivalent (Davrich by Sir Richard, Barney by Sir Raymond and so on). They are fully armed at the end of the second turn and can then enjoy the full combat strength of the knight.

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Riding sidesaddle: Eleanor and her lady must ride a horse to escape. They need two full turns without moving or being attacked near a horse to saddle up as their long dresses make this action more cumbersome. Just put a woman counter on top of a dismounted horse to represent her horse riding. Given their lack of skill and the discomfort of the position, the riders can only move 8 hexes per turn (if the horse counter has a movement potential of at least 12), 6 hexes per turn if the horse has a potential of 8.

William the Marshal: He has shown such bravery that all his combat results are moved one column to the right if he is part of the attackers. Add +1 to the die result if he is the defender.

Hamstring cutters: Peasants of the Lusignan party can use this rule.

Victory Conditions

Eleanor must not fall into the hands of the Lusignans. She must flee in the direction of the castle through the forest and exit through side 9 of this map. The escort of Salisbury wins the game if Eleanor managed to escape.

It's a striking victory if Eleanor and her lady managed to escape, and a marginal one if only Eleanor succeeds. Should the Earl of Salisbury be killed while Eleanor managed to escape, it is only a partial victory.

If the Lusignans manage to capture Eleanor, they win a nice victory. It will be striking if they kill Salisbury.

If Eleanor is killed, there is no winner as there will be no ransom and revenge of King Henry II will be terrible.

Note

This scenario is very unbalanced in favor of the Lusignans: They have the equivalent of 473 purchase points while the escort of Salisbury has only 300 ... once the knights are fully armed! But their goal is simply to be killed rather than allow the capture of the queen.

Epilogue

The Queen managed to escape. Salisbury got killed by a spear shot in the back when he had just mounted his horse. His nephew made his debut in battle and show great courage: He was outnumbered, wounded and taken prisoner. Eleanor paid the ransom for his release and attached him to the service of his eldest son Henry The Young. History knows him as William Marshal.

Sources

Aliénor d'Aquitaine – Régine Pernoud – Albin Michel, 1983