

## Montjoie Scenario 10

### Mirebeau (2)

#### Background

August 1202: Eleanor strung out the parley with Arthur long enough to send a message to John who was in Le Mans. In less than two days, he arrived at dawn to Mirebeau with his army and discreetly approached the fortifications. Arthur had to repair the fences of the village and barricaded all the gates except one to let supplies and a party of Bretons who were expected. Not imagining an attack, Arthur and his men sleep out in the open without weapons or armor.

#### Map layout & starting positions



The five "Fence destroyed" markers installed in the first part are removed. The "Porte du Midi" gate is locked and the village can only be reached through the "Porte du Prieuré" gate.

Eleanor and her followers are installed in the castle. All are asleep except two crossbowmen. The men-at-arms kept their armor. The sleeping characters are displayed by their "Stun" face.

Arthur and his Poitevin sleep in the village. There are only two pikemen that are awake on watch. They withdrew their armor. The sleeping characters are represented by their "Stun" face, but their defense value is only 1

without armor. Dismounted horses removed are also placed in the village.

The men of John Lackland are deployed outside the village, near the gate of the Priory. They play first.

The game is played in 12 turns.

#### The sides

Eleanor's retinue		Arthur of Brittany		John Lackland	
 <p>Blodwin Ladies</p>	Blodwin (Eleanor) and all the survivors of the first part.	 <p>Sir Conan Knights</p>	Sir Richard (Arthur) and all the survivors of the first part.	 <p>King Richard I King</p>	Richard (John)
				 <p>Sgt Baldwin Knight</p>	Sir Walter
				 <p>Sir Balian Templars</p>	Sir Roger Sir Amalric Sir Balian Sir Dreux Sir Raoul Sir Michael Sir Mathew Sir Gerard
				 <p>Sgt Baldwin Mounted Sergeants</p>	Sgt Guy Sgt Baldwin

#### Victory conditions

John Lackland must release Eleanor and capture as many knights and squires of Poitou for ransom. At the end of the 12 turns, and if Eleanor is still free to move (no Poitevin within 3 hexes), count the number of captured horse riders in Arthur's camp. Arthur is worth 2 points:

- > Over 10: Striking victory for John – The lucrative ransoms will finance his upcoming campaign against King Philip of France.
- > From 7 to 9: Honorable victory for John – He will barely recover the costs of this raid.
- > From 4 to 6 (and Arthur is not among the prisoners): Deuce – Eleanor is safe, honor is safe but Arthur and the Lusignans are still at large.
- > Less than 4 (and Arthur is not among the prisoners): Defeat for John – His troops got exhausted at riding all night and Arthur is certainly ready to counter strike.

If Eleanor is killed, there is no winner as war is likely to resume again.

If Arthur is captured, and whatever the number of prisoners, it is a marginal victory for John as he will be able to force the settlement of the succession dispute with him...

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### ***Special rules***

**The night:** The sun has not risen yet. Use the night rules of Montjoie or Magna Carta.

**Waking up:** No character in the castle and the city can move until the alert is given. The alert is given when any character of the opposing camp is spotted, or when a friendly character is attacked and is not stunned or killed on the first attempt.

**Wearing the armor:** When the alert is given, Arthur's men need one turn to wake up and two turns to wear their armor. While they put on their equipment, their attack value is 2 and their defense value is only 1 without any armor bonus.

**Surrender:** Use the rules of Cry Havoc or Magna Carta. Once captured, a knight cannot escape.

### ***Epilogue***

Arthur's men, unarmed and failing to equip themselves in time, opposed very little resistance to John's riders. Prevented from escaping by the barricades they had built themselves, they are all captured. John Lackland will not know how to take advantage of this victory: Ignoring the rules of chivalry, he humiliates his prisoners and let them rot in jail rather than get a good ransom. 22 of them die of hunger rather than continuing to be abused. As for Arthur, he refused to give up his rights to the English crown and was transferred to Rouen where no one ever saw him anymore. Legend has it that John killed him with his own hands...

### ***Sources***

The Rise of France: The War of Bouvines (Medieval Warfare 1 – Mai 2011 – Karwansaray Publishers)