

Scenario Montjoie 6

Mons-En-Pévèle 3: Get The Supplies!

Background

The Flemish have been stockpiling food and weapons in their camp on top of the hill. This prey is quite tempting for starving French troops that have not been eating for many days. The Languedocian infantry assumes that the looting of the camp would surely lift the morale of the entire army.













Map Layout & Starting Positions



The Flemish are installed within the camp trench. Place 10 barrels to simulate food and weapon supplies anywhere in the camp. The French enter through the right side of the map.

The game is played in 10 turns. The French play first.

Opposing Parties

The French		The Flemish	
 Spearmen	Crispin Mark Odo Perkin Bertin	 Billmen	Guy Jean Rees Robin Tybalt
 Halberders	Naymes Otto Tom Watkins Wynken	 Foot Squires	Peter Gunter Piers Thomas Roger Alain
 Sergeants	Martin Arnim A'Wood Tyler	 Crossbows	Jacopa Roland Nicholas Giles
		 Dismounted knights	Clarence Fitzwaren Hughes Mortimer
		 Halberders	Bors Evans Fursa
		 Shortbows	Enguerrand Mathias Fletcher Chretien
		 Spearmen	Mordred Gareth Hayden
		 Sergeants	Llewelyn Morgen Pugh
		 Billmen	Cliff Godric Shawn

Special Rules

A barrel is considered taken if a French soldier can stay one full turn adjacent to it without fighting. At the end of the turn, the barrel marker is removed from the game.

Victory Conditions

Taking barrels is the sole objective for the French. At the end of the 10 turns, and should they possess:

- > Over 8: Total Victory
- > From 5 to 7: Marginal victory
- > From 2 to 4: Honorable defeat
- > From 0 to 1: Shame on you!

Aftermath

The Languedocians take ownership of the food supplies, which boosts the morale of the starving French army.

Sources

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