

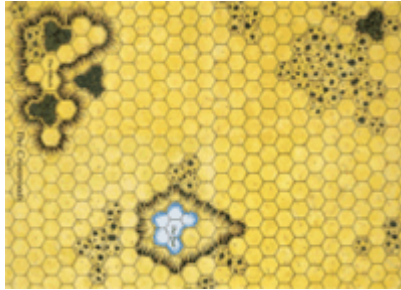
Scenario Montjoie 7

Mons-En-Pévèle 4: The Iron King

Background

At the rear of the army, King Philippe Le Bel is evaluating the best strategy to win the day. Suddenly, he hears a huge noise and people screaming in Flemish : The terrible Brugian clauwaerts are running to him! The French cavalry believes in some treason and flees, leaving the King the lonely. Nevertheless, Philippe will face the enemy: he mounts his horse and charges the Flemish, with only 2 squires. Will the French chivalry react and try to rescue its endangered king?

Map Layout & Starting Positions



King Philippe is played by Sir Roland. He and his followers are placed on the fold of the map, facing right.

The other fleeing French knights are located 5 hexes from the left border, facing that side.

The Flemish are deployed less than 5 hexes from the right side of the map.

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

Opposing Forces

The French		The Flemish	
<p>Sir Roland</p> <p>Philippe and his followers</p>	<p>Roland Thomas Jacques</p>	<p>Sir Gaston</p> <p>Knights & squires</p>	<p>Gaston Richard Gilbert Conrad Clugney</p> <p>Alain Roger Piers Gunter James</p>
		<p>Sir Clarence</p> <p>Dismounted knights</p>	<p>Clarence Fitzwaren Hughes Lacy Mortimer Wulfric</p>
		<p>Evans</p> <p>Halberders</p>	<p>Bors Evans Fursa</p>
		<p>Mordred</p> <p>Spearmen</p>	<p>Aki Arnold Brendan Byrn Mordred Gareth Hayden Stori</p>
		<p>Cliff</p> <p>Billmen</p>	<p>Cliff Godric Shawn</p>
		<p>Sir Llewellyn</p> <p>Sergeants</p>	<p>Llewelyn Morgen Pugh</p>

Special Rules

French knights are fleeing at a pace of 1 hex per turn. The knights (but not the squires) must perform a morale check with 1D10 at each turn:

> On 8, 9 or 10, the knight turns round and rescues his King. His squire must do the same.

On the following turn, the knights that are still fleeing will perform the same morale test. Add 1 to the dice result for every knight having already turned round during the previous turns.

Should a fleeing knight reach the border of the map, he must exit the following turn and is eliminated., as well as his squire.

Victory Conditions

The Flemish must kill Philippe to win. As soon as this objective is reached, the game is stopped.

The French must kill as many Flemish as possible to win:

- > Over 20 Flemish killed: brilliant victory,
- > Between 15 & 19: large victory,
- > Between 10 & 14 : marginal victory,
- > Between 5 & 9 : draw,
- > Less then 4 : defeat.

Aftermath

Both knights that follow the king are killed. Philippe himself is dismounted. But the French cavalry rallies and protects the King. The Flemish will soon retreat and the French win the day.

Sources

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