

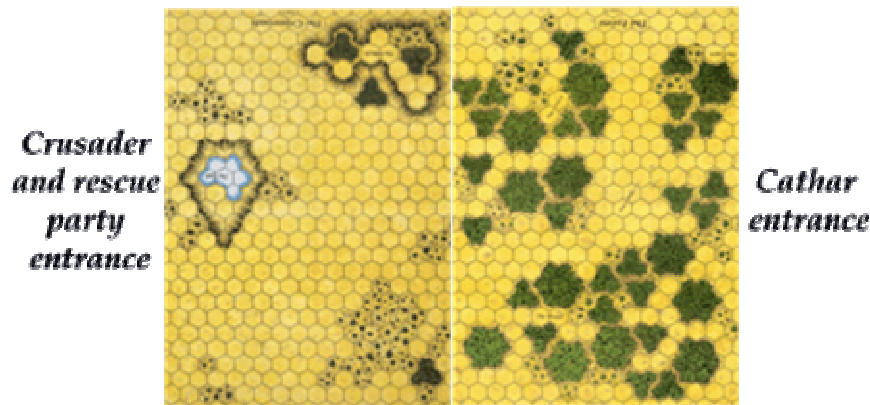
Albigensian Crusade Campaign 1

Ambush (1210)

Background

1210: A Crusader convoy loaded with food and siege engines leaves Carcassonne to bring support to Simon de Montfort, who is besieging the castle at Termes. Alerted by spies, the 'Cathar' lords intend to destroy the convoy and break the morale of the Crusaders. But, from the heights of the ramparts of Carcassonne, the pillaging attempt has been spotted. William of Contres, the stronghold's commander, sends part of the garrison to prevent the massacre..













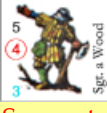


Map Layout & Starting Positions



The Crusader convoy enters first. Entry is made "in convoy", that is to say all the characters and equipment must be adjacent. Picture a convoy! The Cathars enter second and can be shot at by the Crusaders using defensive fire. The rescue party enter on Turn 9 through the same map-edge as the convoy.

The game lasts 13 turns

The Sides

| The Crusaders | | The Cathars | | Rescue Party | | | |
|---|------------------|--|--------------------------|--|--|---|---|
|  22 ▲ 11 Sir Alain 12 Knights | Alain Jacques |  Cart | 4 (with draft horses) |  28 ▲ 12 Sir Gilbert 12 Knights | Gilbert Gunther Roger Roland Wulfric Clarence Clugney Fitzwaren |  27 ▲ 14 Sir Lacy 12 Knights | Lacy Hughes John Richard Thomas |
|  5 4 Engerrand 8 Shortbows | 3 |  Trebuchet | 4 (on carts) |  3 2 Chretien 4 Shortbows | 1 |  8 6 Carpin 8 Pikemen | 10 |
|  11 7 Fursa 6 Halberders | 3 |  Mule 4 | 6 |  5 4 Ben 3 Halberders | 5 | | |
|  11 9 Sgr. Llewellyn 6 Sergeants | 1 | | |  5 4 Sgr. a Wood 3 Sergeants | 1 | | |
|  6 4 Giles 8 Peasants | 10 | | |  6 5 Gaston 8 Crossbows | 3 | | |

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Special Rules

Apply the rules of "Cry Havoc" and "Siege" for burning the carts and flaming arrows.

Bob Gingell's Suggestions

One objective is for the Cathars to capture the mules. Capture could be achieved by leading mules off map-edge 10, and to do this the normal rules should be applied for leading a string of mules. Any mule that is on the map at the end of Turn 13 only counts as captured if actually adjacent to a Cathar character and not also adjacent to a Crusader.

There is no provision for the Crusaders to lead their mules and carts to safety, nor any objective for the Crusaders to conduct the convoy across the map. As a consequence, the Crusaders will almost certainly adopt a defensive formation once on The Crossroads map. Suggestion: Since it is possible (although difficult) for the convoy to cross the map, the carts and mules could be treated as safe for the Crusaders if led off map-edge 10. This creates the interesting prospect of both sides wanting to lead the mules off the same map-edge!

Victory Conditions

Victory Points (VPs) are calculated by adding up the damage caused by the Cathars:

- > Mule killed: 1 VP
- > Mule captured (or adjacent only to a Cathar on Turn 13): 3 VPs
- > Trebuchet burnt for 2 turns: 2 VPs
- > Trebuchet destroyed: 5 VPs.

Levels of victory:

- > 0-5 VPs: Decisive Crusader victory
- > 5-10 VPs: Substantial Crusader victory
- > 10-14 VPs: Draw. A side's relative victory is determined by the number of knights killed.
- > 14-18 VPs: Substantial Cathar victory
- > 18+ VPs: Decisive Cathar victory.

Bibliography

« La Chanson de la Croisade Albigeoise » - (*The epic story of the Albigensian Crusade*) - Livre de Poche, coll. Lettres Gothiques.