

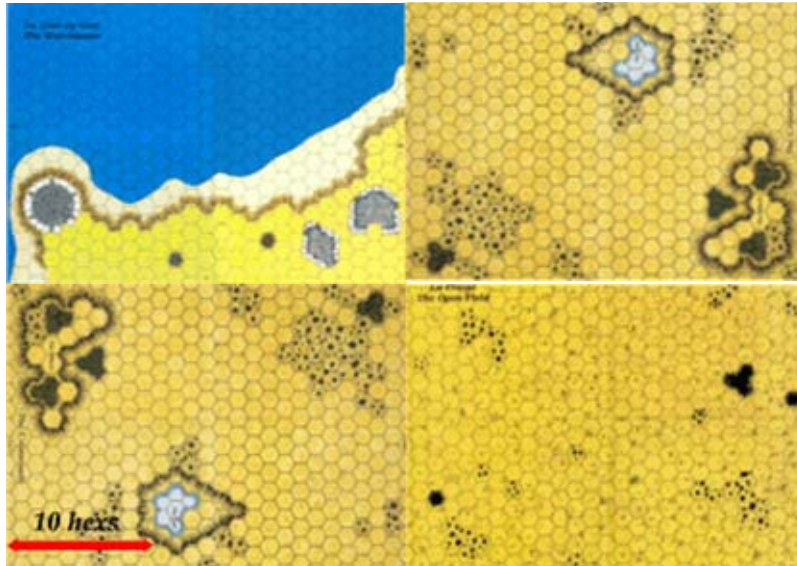
Albigensian Crusade Campaign 2

The Battle Of Muret (1213)

Background

1213 - Peter II, King of Aragon, has received homage from the Counts of Toulouse, Foix and Comminges, and he has decided to involve himself on their side fighting against the crusaders of De Montfort. The Aragonese troops and their allies decided to strike the first blow of the campaign by taking Muret. Simon de Montfort rushed to help the garrison at the head of a small army. The forces were unequal: between 22,000 and 34,000 men for the coalition against 800 cavalry and a handful of sergeants for the Crusaders.

Map Layout & Starting Positions





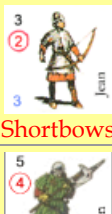
The Crusader player places his army on the maps no more than 10 hexes from the map-edge shown above.

The Aragonese player then enters the first group of knights through the other map-edge. The second group of knights cannot enter until the first has reached the middle of the battlefield.

The same principle applies to the third wave.

The infantry group enters on the 5th turn through side 7 of 'The Crossroads'.

The Sides

| The Aragono-Touloousians | | The Crusaders | |
|---|--|--|---|
|  <p>King Richard (acting as Peter II)</p> <p>King</p> |  <p>Sir Raymond Sgt Guy</p> <p>Knights</p> |  <p>King Philip II (acting as Simon De Montfort)</p> <p>King</p> |  <p>Sir Walter Sgt Baldwin</p> <p>Knights</p> |
|  <p>21 (Cry Havoc + Siege)</p> <p>Knights</p> |  <p>5</p> <p>Shortbows</p> |  <p>Sir Lacy</p> <p>Knights</p> |  <p>8</p> <p>Templars</p> |
|  <p>10</p> <p>Pikemen</p> |  <p>5</p> <p>Billmen</p> |  <p>5</p> <p>Shortbows</p> |  <p>5</p> <p>Crossbows</p> |
|  <p>11</p> <p>Peasants</p> | |  <p>15 (Cry Havoc + Siege)</p> <p>Halberders</p> |  <p>6 (Cry Havoc + Siege)</p> <p>Sergeants</p> |

The army must be divided into at least 4 groups: 3 groups of 8 knights and 1 group of infantry and archers.

Albigensian Crusade Campaign 2

Special Rules

The increases made in CROISADES to the movement allowances from CRY HAVOC and SIEGE for cavalry (12) and unarmoured infantry (8/4) should be applied here.

The rules for Panic and Rout (see the optional rules in SIEGE) apply to the Aragonese and Toulousian knights if the King is killed.

The Aragonese infantry and cavalry cannot combine in attack. E.g.: If two Aragonese billmen and one knight are adjacent to a Crusader, the Aragonese player must choose whether to attack with the two infantrymen combined, or with the knight.

Any character retreating into a water hex dies.

The game would seem to lend itself well to team play with separate players for each Aragonese group.

Victory Conditions

The game ends automatically if all the knights of one side have been killed (or routed for the Aragonese).

If this situation does not arise, the game ends after 40 turns. The two sides calculate their victory points (VPs) according to the following formula:

- > Each enemy soldier or peasant killed: 1 VP
- > Each enemy bowman killed: 2 VPs
- > Each enemy knight killed: 3 VPs
- > King or enemy leader killed: 10 VPs
- > (Aragonese only) Each building captured: 5 VPs
- > (Aragonese only) Tower captured: 6 VPs.

Capture of a building requires the presence of at least one Aragonese character, whether healthy or wounded, but no VPs are awarded if a Crusader character also occupies one of the interior hexes.

The player with the most VPs wins the game.

Epilogue

De Montfort and his men carried out a feigned flight, which resulted in them being followed by disorganised Aragonese over-confident of victory. In a second manoeuvre, the Crusaders turned about and massacred the nearest pursuers (the first line of the Count of Foix), and then the second line which was exceptionally commanded by Peter of Aragon himself (usually the commander-in-chief would command the third and final line). The impact was of such violence "that it sounded as if a forest of trees was being chopped down by axes" said Raymond VII.

Attacked by two knights who had sworn to kill him, Peter II was beaten down despite a ferocious resistance. His loyal followers died where they stood rather than abandon his body, until the Aragonese faithful gave in to panic. The third line of Raymond VII of Toulouse routed without striking a blow.

The Toulousian militia also tried to quit the battlefield by pressing on with the assault on the town of Muret. But de Montfort's knights, free of other enemies, trampled them down. The Toulousian infantry were slaughtered at the foot of the ramparts, and fugitives were later driven back towards the River Garonne where nearly 15,000 men drowned... De Montfort's victory was absolute... The Aragonese did not come back again over the Pyrenees...