

## Albigensian Crusade Campaign 3

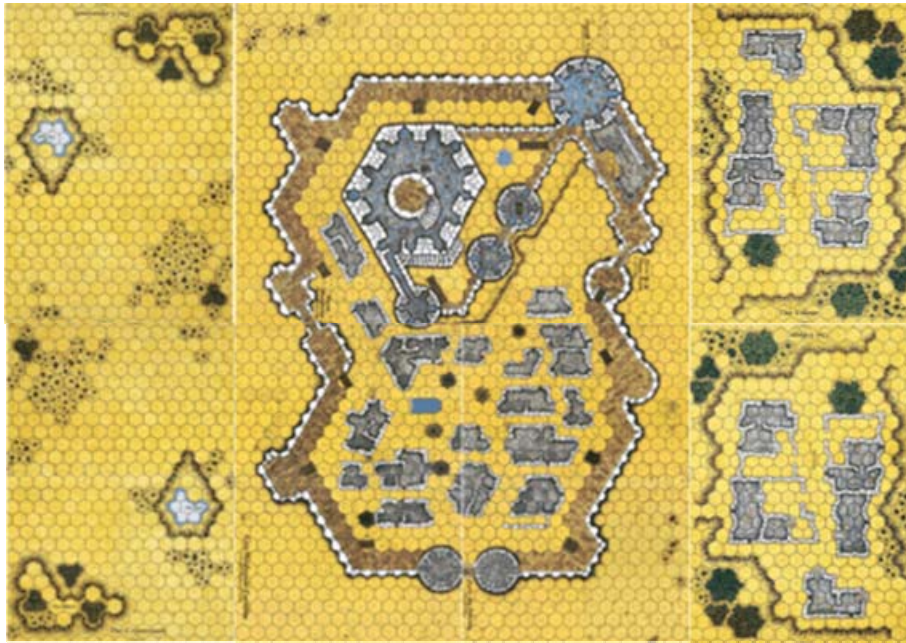
### The Siege Of Beaucaire (1216)

#### Background

1215 - At the Lateran Council the Pope gave the lands of Raymond IV of Toulouse to the leader of the crusade, Simon de Montfort. The Count of Toulouse and his son returned penniless to Provence. Once there, the local barons (of Tarascon, L'Ile, Cavaillon, etc....) swore allegiance to them, pledging their swords to their service.

Raymond then took the road towards Spain for a sort of exile, and advised his son, Raymond "the younger" to start the reconquest of their territories by first of all seizing the town of Beaucaire. The young man managed to capture the town, but the castle remained in the hands of the enemy. In June 1216, Montfort assembled an army to relieve the garrison and besiege the town of Beaucaire. The Cathar besiegers themselves became besieged.

#### Map Layout & Starting Positions



The two Village maps represent the suburbs of Beaucaire.

The two Crossroads maps show the battlefield on which sorties by the Cathars will be resolved.

« The Camp » map is used as well.

#### The Sides

The Crusaders		The Cathars	
<p><b>Citadel</b></p>	<p>The player has 300 points for the garrison holding out in the citadel (knights and sergeants must be purchased on foot), and Equipment consists of 6 ladders and 1 mangonel.</p>	<p><b>Army</b></p>	<p>The player has 1200 points including Sir Raymond to make up his army (remember that the peasants in the suburbs do not have to be purchased).</p>
<p><b>Rescue Army</b></p>	<p>The player has 1500 points including King Philip II (representing Montfort) for the army besieging the town.</p>		
<p><b>Siege Engines</b></p>	<p>6 ladders 1 mangonel</p>		

N.B. : Longbowmen cannot be purchased for this scenario.

As a suggestion, based loosely on other scenarios for this era, the Cathar player may not purchase Templar or armoured shortbowman characters from "Croisades".

Misuse of knights is not recommended...

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### *Special Rules*

As in the rules for sieges in SIEGE, initiative is determined for each day. Each player rolls 1D10; the besieger adds 4 to the number obtained. The higher number shows who has the initiative.

> If the Crusader player has the initiative, choice can be made between:

**Building siege engines** (see rules in CROISADES).

**Battering** (see CROISADES and rules for the “Fortified Medieval Town Extension Set”).

**Assault** (only against the Town maps).

During an assault, both sides can use all of their men, including the citadel garrison on the side of the Crusaders. The rules applied are the same as in “Croisades” and “Siege”.

**Attack on the suburbs** (the Village maps and the two ‘Northern’ town maps).

To attack the suburbs of Beaucaire, the Crusader player can use half of his forces. His army enters through sides 3 of the Village maps. The Cathar player first places 30 peasants in the houses, and may add ¼ of his effectives. The remaining troops, in the town, cannot intervene (except for missile-fire). The battle ends if all the Crusaders have left the map, or the Cathars have re-entered the town (through the Lady Gate), or one of the two sides has lost all of its men. The rules for panic and rout are applied.

Victory for the Crusader player and evacuation of the suburbs by the Cathars will end the “automatic” resupply of the Cathar player. At the end of this turn, a deduction from 1000 supply points will start, at the rate of 1 point per man or animal per day. Peasants surviving the attack on the suburbs are added to the Cathar army.

If he is defeated, the Crusader player can make a fresh attack once he has the initiative again. For a second attack (or third, etc....), the Cathar can only place peasants that survived the first attempt, but can always add ¼ of his men.

> If he has the initiative, the Cathar player can:

**Attempt a sortie for supplies** (only if the Crusader occupies the suburbs): see the rules in CROISADES. The Cathar has 6 mules and 2 carts available for use.

**Attempt a sortie for wood for building:** In order to attack the citadel and to defend the town, the Cathar must build equipment. The sortie to gather materials takes place at first just like a sortie for supplies with only 2 carts (which are additional to those used for supplies).

**Build siege engines:** See rules in CROISADES.

**Sortie against the camp:** See rules in CROISADES.

**Assault the citadel:** If the Cathar player decides to attack the citadel, the Crusader player can immediately respond with an attack against the town with all his troops.

**Sortie by the knights:** During the siege of Beaucaire several bloody confrontations between the knights took place at the foot of the ramparts. Sorties by the knights represent these combats.

Each side can engage all of his living knights. The battle takes place on the Crossroads maps. The Cathars enter through sides 7, the Crusaders from the opposite side. The battle will stop as soon as one side decides to beat a retreat, and all the knights of one side have left the maps.

If, after a ‘sortie by the knights’ (or at any other time during the game), all the knights from one side are dead, the other side wins a decisive victory.

### *Victory Conditions*

- > Capture of the town in less than 30 days: Decisive Crusader Victory.
- > Capture of the town in less than 45 days: Important Crusader Victory.
- > Capture of the town but the citadel garrison has been massacred: Substantial Crusader Victory.
- > Control of the town (without the citadel) after 45 days: Substantial Cathar Victory.
- > Control of the town and the citadel: Decisive Cathar Victory.

Remember: Death of all the knights of one side causes an automatic decisive victory for the enemy.

### *Epilogue*

In August 1216, Montfort had been unable to relieve the castle and was conscious of revolt building up among the Toulousians, so he raised the siege and abandoned Beaucaire to Raymond the Younger.