

Albigensian Crusade Campaign 4

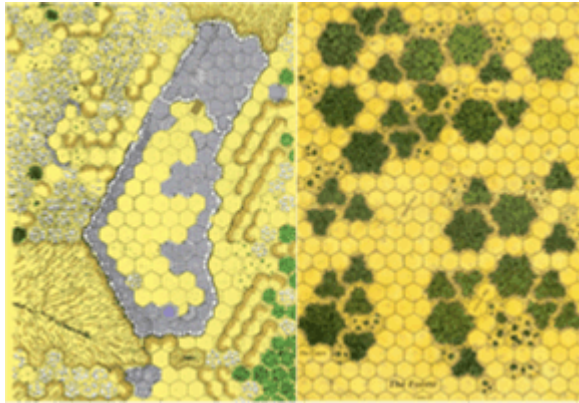
Le siège de Montségur (1243-1244)

Background

1243: a buzzing of bees. The air was perfumed with the smell of new-mown hay and ripe fruit.

1244: a shrieking of woe. An acrid smoke hung over the valley. Between these times: a siege, many dead and “perfect” martyrs.

Map Layout & Starting Positions



The first Crusader group enters through side 12 of The Forest map. The second group enters through the North-East of the Montségur map. The third group enters through the side facing the barbican, south of the fortress.

The Cathars are placed on either or both maps (at the choice of the player). Groups can try to control the places that allow the siege engines to be brought into action.

This first day ends when all the defenders are in the castle and/or in the barbican, or when all the “commanders” (knights and sergeants) are dead, or when all the besiegers have left the map.

From the beginning of the second day, the siege takes place as per the usual rules..

The Sides

The Crusaders		The Cathars		
 Group 1	1300 points divided at the player's choice between the 3 groups of besiegers.	 Garrison	The Cathar player has 300 points for the garrison	
 Group 2		 Peasants	 Chaplains	Claude Engerram Geoffrey Ernest
 Group 3		 6 oil barrels	 Civilians	Baldric Dai Jones Leopold Philip

N.B. : Both sides can choose dismounted knights. Because the map is so small, the small Cathar stone-thrower which ceaselessly “sprinkled” the Crusaders has been omitted.

Terrains

Terrain Type	MP Cost Per Hex	Cover Type	Combat Effect
 Rough Ground	4 Impassable to horses	Light	-
 Cliff	Impassable	None	Impossible

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Special Rules

The rules of "Siege" are applied with the following restrictions:

- > The Crusader player can only build mangonels, trebuchets, ladders and screens.
- > In order to batter the walls, the Crusader must bring the material close to the castle (i.e. onto the maps). There are only two locations from which battering can be attempted:
 - The clearing called "The Glade" on 'The Forest' map
 - The flat terrain hexes by the barbican on the 'Montségur' map.

Crusader groups: Each Crusader group has a special task and a location in which it is to be carried out.

- > Group 1 has the tasks of controlling the Forest map, battering, and guarding the siege engines.
- > Group 2 has the task of taking the defensive wall.
- > Group 3 has the tasks of seizing the barbican and protecting any siege engines built there.

During assaults only, the 3 groups can combine their efforts. During sorties against the siege engines, the Crusader player cannot reinforce one group with any men from another group.

At the end of each day, the Crusader can, on the other hand, transfer characters from one group to another. There must be at least one knight in each group.

Sortie against the siege engines: If the Cathars obtain the initiative, they can attack the enemy engines and their guards. The Cathar player can send out half of his men while the Crusader can defend with half of the men of the group attacked.

Supply: Supply is automatic.

Building siege engines: (See SIEGE). Building can start as soon as the Cathars have been expelled from the battering locations.

Battering: The Crusader player can only batter those battlements that face his siege engines (a maximum of two sides of the castle).

Victory Conditions

- > The Crusaders can only win if they capture the castle within 45 days.
- > The Cathars win if they stop the Crusaders or kill all the Crusader knights.

Optional Rule : Cathar Gold

The Cathar player has a treasure, which he must sneak out of the castle under cover of a "sortie against the siege engines". The Cathar notes (in secret) the name of the messenger, and must attempt to exit him from the map (through side 12 of 'The Forest' or through any free side of 'Montségur').

- > If the treasure-carrier escapes, he cannot return to the game but the Crusader must now capture the castle within 35 days (due to the arrival of reinforcements paid for with the gold of the treasure).
- > If the messenger is killed and the treasure captured, the Crusader receives 150 points worth of reinforcements

Additional Rules By Bob Gingell

Levels of elevation: The map has not been designed with a clear distinction between levels of elevation outside the castle walls. However, as there are three rows of slope hexes (or gentle slopes as equivalent) in most directions, it seems reasonable to treat the castle as being at level 3, in which case the ramparts and keep are at level 4, and the tower at level 5. Outside the castle walls, the 1-hex house plus the ridge of flat terrain, the 3-hex barbican and the 4-hex defensive wall would all be at level 2. It is suggested that the keep walls will be difficult to climb if battered down, due to their great height (2+ levels). A move cost of 4 MPs is proposed as the cost to enter such a steeply sloping rubble hex (on the basis of +2 MPs for each level of elevation above 1).

Thickness of walls: The rules attached to this map make no reference to penalties being added to the battering die roll for thicker walls, but do state that the walls on side 1 are tough as they need 6 hits (2 hits more than the normal 4) before collapsing. Battering is only possible from sides 1 and 2 in this scenario. Hex-side building walls (as opposed to whole-hex castle walls) will only require one 'D' result (applied to villages in the Albigensian Crusade campaign also published in Claymore #4). Rules on thickness may be implied from both the general and the extension rules for SIEGE: it is also suggested that the keep walls should have a penalty of -2 on the battering die roll.

Keep entrance: The keep stairway is the only wooden element on the map. Suggested that this stairway can be raised from the keep doorway hex to prevent access from the courtyard.

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Garrison: Note that the separate strategic campaign scenario on the Albigensian Crusade (also published in Claymore #4) treats the castle of Montségur as being equivalent to a 'baronial castle', so it is represented for the purposes of that strategic campaign by the Templars Castle map set. Players wishing to use this map in other scenarios may use the normal garrison for a baronial castle (as per the rules in CROISADES), or the specific garrison used in the "Siege of Montségur" scenario.

Comparative table of garrisons for different types of stronghold:

Type of stronghold	Garrison		Supply points	Mules + carts	Barrels of oil	Ballistas defending
	Soldiers	Peasants/Civilians				
Border castle	100 points	9 (C)	350	4 + 0	6	0
Baronial castle	150 points	15 (CH)	500	6 + 0	8	0
Medium town	210 points	24 (C+CH)	700	6 + 1	10	1
Important town	300 points	34 (C+CH+S)	950	6 + 2	12	2
Village	180 points	22	Automatic	-	-	0
Montségur (scenario)	300 points	25 (CH+S) + 4 clergy (C)	Automatic	-	6	0
El Kahf (scenario)	340 points	(included with soldiers)	6 months	-	12	0