

## Claymore 9 Scenario

# Las Navas de Tolosa, 16 July 1212

### **Background**

After the defeat of Alarcos (1195), the Christian kingdoms of Spain gave up their objective of reconquering El-Andalus. Then, due to the influence of Pope Innocent III, the Christian kingdoms made peace with each other and launched an appeal for a Crusade against the Spanish Caliphate. A great army made up of Castellians, Aragonese, Navarese, several Military Orders and Crusaders from France re-launched the movement for reconquest. In July 1212, near Las Navas de Tolosa, the armies of the Spanish and the Almohads confronted one another. The battle started with a small advantage towards the Spanish. Profiting from the desertion of a large number of Andalusians from the Muslim army, the battle division of Sancho VII, King of Navarre, threw itself into the breach and charged towards the Caliph's camp.

### **Map Layout & Starting Positions**



- > Surround the largest central tent on the highest hill of 'The Camp' map [i.e. the tent hexes go on hexes K7 and K8] with the 8 stakes markers.
- > The Almohads are placed first. At least half the army must be placed on 'The Crossroads' map in the area up to 10 rows from map side 6 [map columns A-J].
- > The Caliph and his personal guard must be around the tent.
- > The Spanish enter on Turn 1 through side 8 of 'The Crossroads' map, and start the game.

### **Special Rules**

- > The tent is surrounded by [a stockade reinforced by] golden chains, represented by the stakes markers: characters in the hexes next to the tent are in advantageous terrain (+) for combat; those hexes are impassable to horses, and cost 2 MPs. [More like trenches than barricades, chains should give light cover from missiles.]
- > The special Reconquista Armies rule for Bodyguards applies in this scenario.
- > Guardsmen can only move if the Caliph is within 4 hexes at the start of their movement phase.

### **Victory Conditions**

The Spanish must destroy the Muslim camp (burn the tents) and/or kill or capture the Caliph. In order to win, the Almohads must prevent the Spanish from achieving their victory conditions and/or kill or capture King Sancho VII of Navarre.

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## The Sides

The Spanish		The Almohads	
 <p>28 ▲ 15 Sir Raymond</p> <p>Baron</p>	Sir Raymond (King Sancho VII)	 <p>32 ▲ 18 Sir Balian</p> <p>Religious orders</p>	Sir Roger Sir Balian Sir Dreux Sir Raoul Sir Michael
 <p>30 ▲ 18 Murda</p> <p>Moorish heavy cavalry</p>	Murda (Caliph Mohammed Abu' Abd Allah)	 <p>6 6 Fa'iz</p> <p>Bodyguards</p>	Baha Taki Yaghi Fa'iz Vezelay Rashid
 <p>26 ▲ 12 Sir Conrad</p> <p>Barons</p>	Sir Richard Sir Roland	 <p>24 ▲ 11 Sir Peter</p> <p>Knights</p>	Sir Alain Sir Piers
 <p>16 ▲ 8 As-Salih</p> <p>Moorish heavy cavalry</p>	As-Salih Kilij	 <p>15 ▲ 8 Suejac</p> <p>Moorish heavy cavalry</p>	Ashok Mohammad Moonga Suejac
 <p>20 ▲ 8 Sgt Baldwin</p> <p>Mounted Sergeants</p>	Sgt Guy Sgt Baldwin	 <p>5 4 Gobin</p> <p>Peasants</p>	Gam Smith Giles Radult Salter Wulf Baker Gobin Carpenter Cedric Farmer
 <p>15 ▲ 8 Reulven</p> <p>Mounted javelinmen</p>	Arnulf Kamal	 <p>14 ▲ 9 Al-Ashraf</p> <p>Mounted javelinmen</p>	Al-Ashraf Kitbuga Rukn Ismail Thatoul Mehmet
 <p>6 5 Forester</p> <p>Crossbow</p>	Jacques Forester Denys	 <p>5 4 Chretien</p> <p>Short Bow</p>	Aylward Chretien Engerrand
 <p>7 6 Anwar</p> <p>Moorish javelinmen</p>	Magid Moshen Yasaffa Ahmed Hashmi Ibrahim Jamil	 <p>7 4 Abdoul</p> <p>Moorish javelinmen</p>	Shazir Abdoul Youssef Essem Said Taqi
 <p>11 8 Ben</p> <p>Halberdiers</p>	Frederick Wynken Tom Ben Otto Geoffrey Hubert	 <p>6 5 Aelfric</p> <p>Bidets</p>	Aelfric Eardwulf Aethelberth Aelmear Weohstan
 <p>7 4 Fatbad</p> <p>Archers</p>	Jellal Mustafa Sadik Osewl	 <p>5 4 Khaleed</p> <p>Crossbows</p>	Abdur Nayeen Jehangir Khaleed
 <p>7 6 Ben</p> <p>Spearmen</p>	Bertin Odo Mark Ben	 <p>11 8 Sgt. a Wood</p> <p>Sergeants</p>	Tyler Arnim
 <p>4 4 Jalil</p> <p>Slingers</p>	Omar Jalil Mustaq	 <p>Stakes</p> <p>8 stakes</p>	8 stakes