

## Montjoie Scenario 9

### Mirebeau (1)

#### Background

July 1202: Arthur of Brittany challenges his uncle John Lackland for the crown of England. The old Queen Eleanor, aged 80, decides to leave her retirement from Fontevrault with a small force to reach Poitiers, where she hopes to rally her vassals on behalf of his son. Her failing health forced her to stop at Castle Mirebeau. Hugues and Geoffrey of Lusignan urge Arthur to capture her grandmother to get ransom and to deprive John of her valuable advice.

#### Map layout & starting positions















The castle is not in very good condition. The player representing Eleanor places five "Destroyed fence" markers around the town, including at least two facing side D of the map and 3 "Rubble" markers on the outer walls of the castle.

Eleanor and her followers are placed in the village on the left map. Eleanor and her lady in the manor. Only two crossbowmen are in the castle.

Arthur of Brittany and his troops enter through the sides D, A1 and C1. They play first.

The game ends when all the surviving defenders retreated into the castle.

#### The sides

Eleanor and her retinue		Arthur of Brittany					
 27 ▲ 14 Sir Lacy 12 <b>Knights</b>	Sir Lacy Sir Clarence Sir Wulfric	 22 ▲ 10 Sir Fitzwarren 12 <b>Squires</b>	Fitzwarren Mortimer Hugues	 26 ▲ 12 Sir Conrad 12 <b>Knights</b>	Sir Richard (Arthur) Sir Roland Sir Gilbert Sir Gaston Sir Conrad Sir Clugney	 24 ▲ 11 Sir Peter 12 <b>Squires</b>	Sir Jacques Sir Peter Sir Roger Sir Thomas Sir Alain Sir Piers
 2 2 Blodwin 4 <b>Ladies</b>	Blodwin (Eleanor) Audrey	 7 6 Emlyn 6 <b>Crossbow</b>	Emlyn Edric Gawain Alric	 6 5 Forester 8 <b>Crossbow</b>	Jacques Forester Gaston Bertrand Roland	 11 8 Sgt. a Wood 6 <b>Sergeants</b>	Martin Arnim
 6 5 Gareth 8 <b>Pikemen</b>	Brendan Mordred Bryn Gareth	 9 6 Shawn 6 <b>Billmen</b>	Godric Cliff Shawn	 7 6 Ben 8 <b>Pikemen</b>	Bertin Crispin Hal Odo Mark	 11 8 Ben 6 <b>Halberdiers</b>	Frederick Wynken Tom Ben Naymes

#### Victory conditions

Eleanor must not fall into the hands of Arthur of Brittany. She has to flee towards the castle, protected by her followers.

It is a total victory for Arthur if Eleanor is caught before reaching the castle.

If Eleanor manages to reach the castle, her victory will depend on the number of members of his suite who succeeded into taking refuge in the castle:

- > Over 15: Striking victory.
- > From 10 to 14: Honorable victory
- > From 5 to 9: Deuce
- > Less than 5: Honorable victory for Arthur.

If Eleanor is killed, there is no winner as their won't be any ransom.

#### Epilogue

Eleanor manages to take refuge in the castle and enters into negotiations with the besiegers that do not conclude. At night, Arthur and his men lay down their armor and their weapons and go to sleep on the streets of the town.

#### Sources

The Rise of France : The War of Bouvines (Medieval Warfare 1 – Mai 2011 – Karwansaray Publishers)