

Scenario Nefs & Galleys 3

The Stone Thrower and the Nef

Background

April 15th, 1291 - The Mamluks have been besieging Acre for one week. They have installed their trebuchets and mangonels to batter the walls. Defenders then decide to drag a merchant ship equipped with a stone thrower from the city harbor. They want to claw back the right flank of the aggressors, held by the sultan of Hama. The stone thrower begins to bombard the Mamluk siege engines in the morning, while other boats assault the entrenched camp.

Map Layout And Starting Positions



The following maps should be used: The Camp, 2 Promontory maps from VIKINGS and half of the Sea map. Both Promontory maps will be centered with regards to the side A of the Camp map. They overlay the Camp map for one and a half hex as shown above.

The nef and 2 cogs are positioned as shown on the illustration. The stone thrower is placed on the main deck of the nef.

3 trebuchets are placed in the camp.

The wind:

> Wind direction:



> Sailing instructions:

- The nef is stopped.
- Both cogs start with a speed of 3.

The game is played in 15 turns. Crusaders play first.

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The Sides

All counters come from CROISADES

The Cogs		The Nef		The Mamluks			
 Knights	Sir Raymond Sir Walter	 Sergeants	Sgt Guy Sgt Baldwin	 Seljuk Inf.	Ageel Farhad Shammin Mohammad	 Syrian Inf.	Tossaun Mesuf Baysan Ali Husseyin Abdul
 Templars	Sir Raoul Sir Dreux Sir Gerard Sir Michael	 Crossbows	Aubrey George Jordan Walter	 Seljuk Archers	Osewl Jellal Mustafa Sadik	 Light Mamluks	Baha Rashid Vezelay Fa'iz Yaghi Taki
 Bowmen	Ansel Fulk Jean Hugh Renier Simon	 Sailors	David Dylan Gawain Geoffry	 Slingers	Jalil Mustaq Omar	 Royal Mamluks	Abaga Al Kamil Hakim
 Sailors	Ivor Jasper Morris Will'm	 Siege Engines	1 stone thrower	 Bowmen	Ayub Imad Qutuz Rashid Usamah	 Siege Engines	3 trebuchets
 Crossbows	Adam Bernard						
 Billmen	Cliff Fursa Shawn						
 Pikemen	Arnold Bryn Gareth Hayden						

Victory Conditions

The goal of the defenders of Acre is to destroy the opposite trebuchets which are a huge threat to the city. The victory is measured by the number of destroyed trebuchets:

- > 3: Stunning Crusader victory ;
- > 2: Superb Crusader victory ;
- > 1: Short Crusader victory;
- > 0: Nice Mamluk victory
- > 0 + the stone thrower is destroyed: Stunning Mamluk victory

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Special Rules

The Stone Thrower

1 - Operation

A stone thrower is a small trebuchet usually used on battlements. Its counterweight is replaced by the driving force of several pairs of arms firing at ropes. It is represented by a Trebuchet counter. The stone thrower can fire every three turns, in the same sequence as the crossbowmen. Four characters have to be near the stone thrower during these three turns to operate it. See the section 4 to know the result of the shooting.

NB. To indicate clearly each elapsed turn, you can mark three white counters with figures 1, 2 and 3. Each counter will be put on the stone thrower in the corresponding turn.

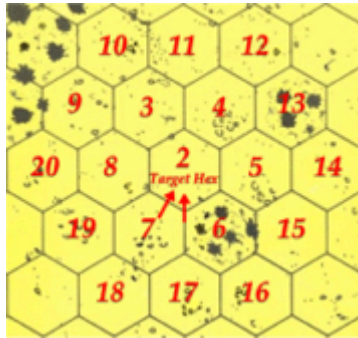
2 – Fire Restrictions

Shooting through an hex with a stone thrower is impossible.

3 – Movement Restrictions

A stone thrower hex is impassable to any character.

4 – Fire Results



The maximum range of a stone thrower is 30 hexes. Considering its limited accuracy, the effectively hit hex can vary in a range of 2 hexes around the targeted hex. Roll 2D10 to know in which hex the stone effectively fell. Arrows indicate the direction of the shooting, whether the line of fire between the stone thrower and the target crosses the side of a hex or pass by a summit.

Every character in this hex suffers the consequences of a shooting with a balista. If the hex is occupied by a siege engine, it is destroyed on a result from 8 to 10 with a roll of 1D10.

Aftermath

The troops of the sultan had no time to reposition their siege engines to face this attack. Only their archers were able to face the assault. The raid will fail nevertheless because of a storm which scattered the ships.

Sources

“Acre 1291, Bloody Sunset Of The Crusader States” – David Nicolle – Osprey – Campaign 154 Collection