## 1147: The Siege of Lisbon Campaign – Scenario 3

High Tide

Background

Crusaders already tried twice unsuccessfully to use siege towers to overlook the city walls and climb across the top of them. Muslim trebuchets constantly bombarded them and destroyed the belfries. They then built a 3d tower that was pushed next to the south western wall on October 20th. However, the attack was stalled when the tide came in and cut the tower off from the troops who were planning the assault. The Moors seized this opportunity to sorty out of the city to attack the tower while their trebuchets rained stones onto its upper levels.

Map Layout & Starting Positions

The game is played in 20 turns. The Moors play first.
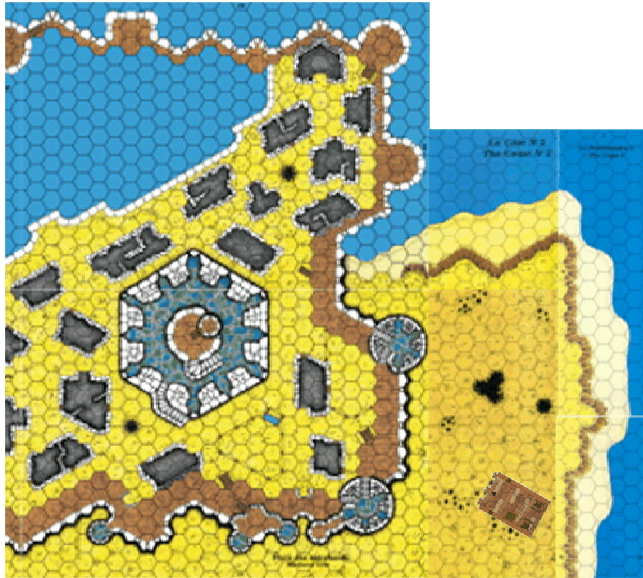
Assemble the terrain using both eastside Saxon Harbour maps, one Coast 2 map aligned with the beach and leaving only 8 ½ hexes visible from the right hand side. Place an Open Field map justified with the bottom of the Harbour map and over laying the Coast 2 map. Finally, place both Cape mini-maps on the right to simulate the high tide.

The belfry (Level 2) is placed on the Open Field map as shown on the picture. It cannot move for the duration of the scenario. The other levels of the belfry are placed off map.

The Crusaders are positioned on the various levels of the belfry (either on the map or off-map) or up to 2 hexes away from the tower.

The 2 Moor mangonels are located on top of the towers. One engineer and 3 servants must be adjacent to each mangonel. The other Moors are deployed on the walls or in the bottom right corner of the Harbour map, ahead of the open gate.

Counters

The Crusaders

Counter	Names	Counter	Names	Counter	Names	Counter	Names
Dismounted Knights	Sir Richard Sir Gilbert Sir Gaston Sir Conrad	Billmen	Tybalt Robin Rees Guy Jean	Armoured Crossbows	Arbalester Francisco Nicholas Giles Denys	Pikemen	Bertin Crispin Hal Odo Mark Ben Wat Perkin

The Moors

Counter	Names	Counter	Names	Counter	Names	Counter	Names
Fatimid Infantry	Gashan Mehmet Magid Moshen Ahmed Hashmi Ibraham	Crossbows	Abdur Junaid Nayeen Khaleed	Peasants (mangonels servants)	Mathew Morris Jasper Ivor Roger Will"m	Engineers	Jones Baldric
Mangonel	2 mangonels	Seldjuk Cavalry	Yesugai Arghun Ruzzik Bar	Mamluk Light Cavalry	Yaghi Fa'ïz Vezelay Rashid	Seljuk Infantry	Shammin Farhad Mohammad Mustafa Ageel Osewl

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Victory Conditions

The Crusaders must resist the assault and prevent the belfry from being too damaged: As soon as the tide gets low, reinforcements will come and they will be able to resume pushing the tower towards the walls.

The Moors must inflict enough damage points to the belfry for it to collapse and prevent Crusaders from assaulting the walls in the future.

The game stops as soon as the belfry is destroyed: It is a superb Moorish victory: Crusaders should soon lift the siege.

If at the end of the 20 turns:

> The belfry received more than 10 damage points or there are less than 5 Crusaders alive, it is a significant Moorish victory: Repairing the belfry will take very long and this will be a welcome relief for the garrison.

> The belfry received more than 6 damage points or there are less than 10 Crusaders alive, it is a draw: In less than a week, Crusaders will be able to resume the assault.

> The belfry received more than 4 damage points or there are less than 15 Crusaders alive, it is a significant Crusader victory: The belfry can still be pushed against the wall and the reinforcement will be here as soon as the tide is low.

> The belfry received 4 or less damage points or there are more than 15 Crusaders alive, it is a superb Crusader victory: The morale of the Moors is at an all-time low and the next assault will lead to victory!

Special Rules

1. Shooting with mangonels on the belfry:

1.1 The mangonel

Each mangonel requires 4 servants including one engineer to shoot. Its short range extends until 25 hexes. The mangonel can shoot every 5 turns and can't be moved.

1.2 Missile fire results table

Shooting at the belfry is resolved using the following table:

Die Roll	Stone
1	T
2	T + 1
3	T + 1
4	T + 2
5	T + 2
6	T + 3
7	T + 3
8	T + 4
9	D
10	D

T: Target hex. The projectile hits the hex chosen.

T + 'x': The projectile falls 'x' hexes distant from the target hex. Depending on the distance, the shooter rolls:
- 1D6 if the distance is 1 hex
- 2D6 if the distance is 2 hexes
- 3D6 if the distance is 3 hexes
- 4D6 if the distance is 4 hexes.

The result shows the hex in which the projectile falls. The die numbers are allocated clockwise, with hex number 1 being the hex that is located behind the target hex as a continuation of the straight line from the war engine.

D: Fault in the mangonel, the projectile is not hurled. In each succeeding phase, and if the number of operators remains the same, a roll of 1D10 is used to determine whether there is a successful repair of the damage (e.g. a broken rope or jammed mechanism):
- 8-10: the mangonel is repaired
- 1-7: the mangonel remains broken.

Once the war engine is repaired, the number of phases to reload must be complied with.

1.3 Effect of damage

The belfry suffers from 12 damage points.

Any character in the target hex is killed ; Furthermore, another character in any adjacent hex is hit by the debris thrown by the stone and is wounded, 2 other characters are stunned.

Place a marker (like the Burnt Fence marker of Horse Raiders) in the target hex of the belfry. This hex becomes impassable.

When the belfry reaches 12 points of damage, the tower collapses.