

The Battle of the golden spurs 1302 AD

Scenario 18 for Conquerors and Kings ancient battle rules.

Setting the scene

Numidia w

The French are chewing off Belgium (Flanders) bit by bit. Some by persuasion, some by assault., The Flemish sometimes fought back by use of mercenaries and militia.

At this battle the Flemish used their quality militia and quality commanders. The latter were able rather than just noble.

The French army was a dangerous war machine with superb mounted knights. The French infantry were mainly mercenaries/allies.

The Flemish were busy sieging the castle when the French appeared.

The Flemish had prepared various defences involving pits and water.

The Flemish were highly motivated and well organised.

ADVICE

Do not read up on this battle. Enjoy playing it and **then** look up the details.

Deployment

- ◆ Skirmishers can be deployed in any zones wished by the players. Subject to the normal zone capacity and army deployment area.
- ◆ Where units have extra qualities such as armour, veteran etc the player can **choose** which particular units these are applied to.
- ◆ Generals do not roll for gifts. They must use those listed in the army make up. Replacement generals have the usual 1D6 per gift.
- ◆ No scenario generator is applied to this battle.
- ◆ Lates and losses are not applied.
- ◆ No piggy chase
- ◆ Normal victory conditions apply.
- ◆ The given battle tactics can be applied by the player as he sees fit.
- ◆ Assume all units are trained and have shield unless specified otherwise.
- ◆ The battle layout uses a normal CK battle table.

Special scenario rule

Flemish can retain battletactics if 5,6 rolled each time.

Flemish units(**all**) can only move in their first turn if they roll a 4,5,6 (roll once per **zone**). Does not apply to generals.

Flemish army

2 x Foot skirmishers

4 x Auxiliary (trained, crossbow, no shield, 1x armoured).

10 Close order foot pikes (8x armoured ,3x shock, 5 x trained, 2x veteran, 1x Elite, 2 x levy)

General 1= Renesse **Gifts =** Fight, Morale

General 2= Namur **Gifts =** Fight

Battle tactics= Die hard x2, Brace shields x2, Hold fast x1


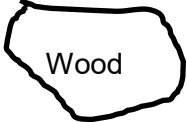

The battlefield is flat with various dirches and waterways.

1. The blue lines are streams. These run between zones and are **not** in zones. Any assault across the stream will deduct fight D6. Attacker rolls once per fight after all other modifiers applied.

1= lose 3 fight D6, 2,3,4,5= lose 2 fight D6,6= lose 1 fight D6. Pike effect unaffected.

2. The French can get back their forts destrpyed cavalry unit sa reinforcement.

Flemish army (Defender)

To the castle 	2 x Close order 1 x Auxiliary				1 x Auxiliary
		2 x Close order General 1		2 x Close order General 2	
		2 x Close order 1 x Auxiliary	2 x Close order 1 x Auxiliary		
1 x Auxiliary	1x Auxiliary 2 x Pikes General 1	1x close order spear		1x Pikes 1x close order spear	1x Auxilairy
	2x Cavalry				2 x Cavalry General 2
French army (Attacker)					

French army

4 x Cavalry (All armoured, all veteran , all shock)

3x Auxiliary (trained, crossbow, no shield, armoured)

2x Foot skirmishers

3x Close order pikes (trained, 2 x armoured)

2x Close order spear and shield (trained)

General 1= De Neste **Gifts =** Valiant

General 2= Brabant **Gifts =** Fight, Valiant

Battle tactics= 2x intense shooting, 2x erratic

What really happened at the battle of the golden spurs

This is written in Portuguese so that you are less tempted to read the result and try to emulate it. After the game ends put this text into a translator program and see what happened. Also you can read up on this battle through Wikipedia or similar.

Portuguese

Os franceses encontraram os flamengos atrás de um ângulo reto de riachos (cerca de 3 metros de largura). Os flamengos também cavaram valas e defesas contra inundações.

O exército flamengo estava a pé, pois a maioria dos nobres da cavalaria tinha ficado do lado da França ou permanecido em casa. O exército francês tinha cavalaria (cavaleiros) de alta qualidade com besteiros e tropas de infantaria como baluarte.

Os franceses cometeram o erro frequentemente repetido de atacar a infantaria, emitindo ordens confusas/pouco claras e tendo que atacar através de suas próprias tropas de infantaria (ver Crecy em anos posteriores).

Os cavaleiros franceses atacaram através dos riachos com muita eficácia, demonstrando enorme bravura. Eles ficaram chocados com a dureza do pé flamengo.

Muito poucas unidades flamengas recuaram. O treinamento e o equipamento flamengo fizeram bem a eles. Dentro dos blocos de lanças havia homens armados com armas de porrete e espinhos. Eles causaram grandes danos à cavalaria francesa depois que as lanças os paralisaram.

Depois de uma longa luta, os franceses começaram a vacilar. Vários bravos nobres franceses (ambos generais neste cenário) morreram lutando. O comandante geral francês, Artois, não aparece neste cenário, pois sua última tentativa de atacar e decidir a batalha foi repelida.

Quando os franceses recuaram, ficaram chocados com o fato de os flamengos terem vindo atrás deles. Nesta busca, muitos nobres franceses foram massacrados. O mais incomum é que o resgate era mais comum.

Nos anos seguintes, os franceses venceram a guerra, mas esta batalha mostra a infantaria e os comandantes flamengos no seu melhor, contra todas as probabilidades.

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