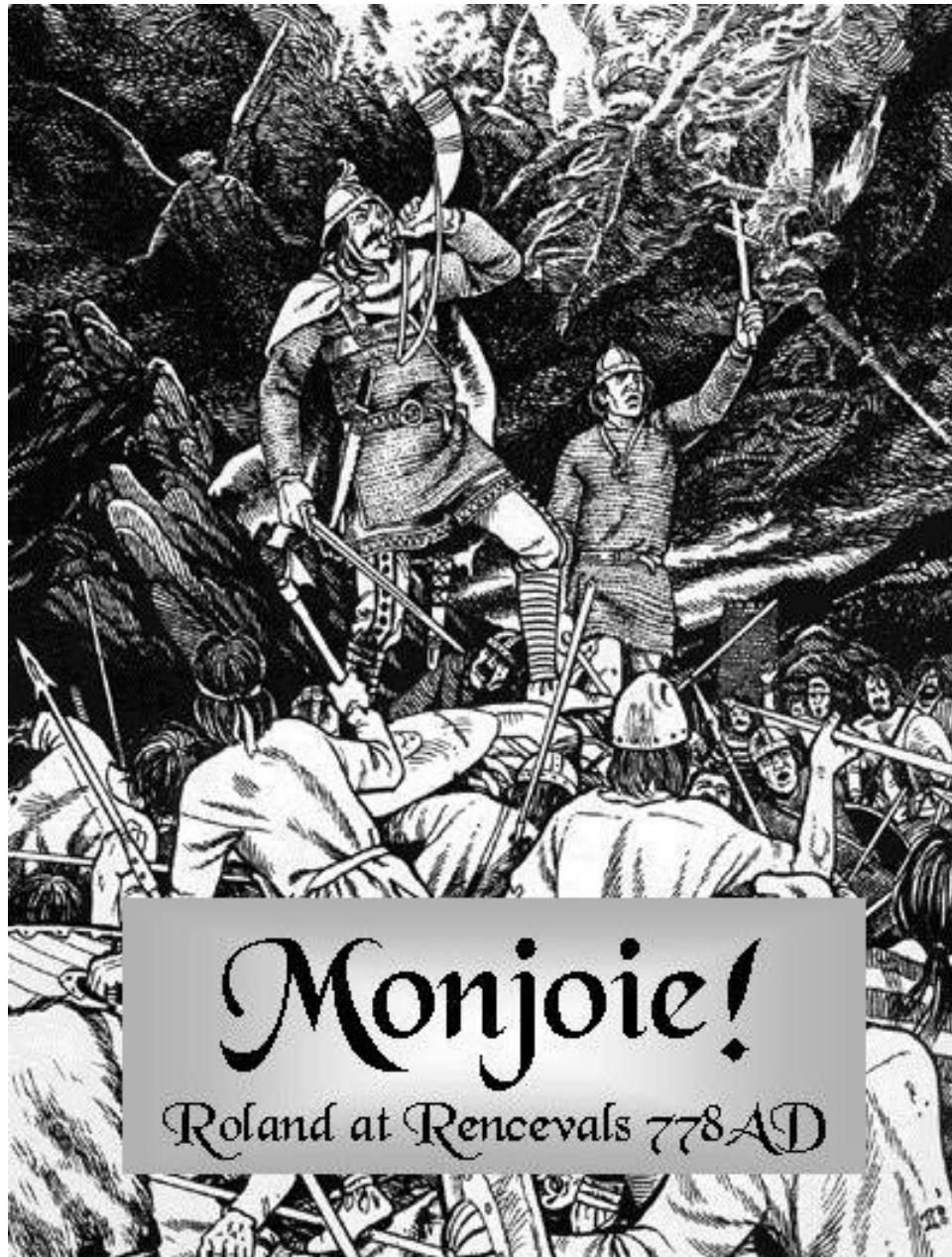




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*Presents*



**Monjoie!**  
Roland at Rencevals 778AD

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# *Monjoie!*

## Roland at Rencevals 778AD

### **Introduction**

*Monjoie!* was written for a specific encounter, that of Count Roland in the pass at Rancevals as described in the Song of Roland. These rules envisage the players taking the part of Roland and his companions with the umpire playing the hordes of Moors assaulting Roland's forces.

The rules include a single briefing for the players and also a briefing for the umpire, the latter should not be read by the players. Guidance as to the terrain and figures required are also given.

The rules provided were written specifically for this encounter and it was recognised that they may be of use in wider circumstances but may not cover every possibility. Accordingly a set of designers notes have been included to assist with their adaptation.

### **Figures**

The rules were designed for use with individually based 25/28mm figures based on 20mm squares. However, other base sizes would not present a problem provided that all the figures are based with the same frontages. Equally 15mm figures could be used with the same proviso.

### **Terrain**

The terrain should represent a steep sided pass that narrows toward one end. The sides of the pass are impassable to all troops. Roland and his forces begin at the mouth of the pass and retreat back down it.

### **Game Duration**

The game is intended to be played in real time and continue until the Saracens reach the end of the pass or reinforcements arrive from Charlemagne's force (typically 3-4 hours).

### **No. of Players**

The game can accommodate up to 9 players.

Three players take the part of Count Roland, Lord Oliver and Archbishop Turpin and the others two companions each.

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**Dramatis Personae**

1. Count Roland  
(Sword: Durendal, Horn: Oliphant Horse: Veillantif)
2. Lord Oliver  
(Sword: Halteclere)
3. Archbishop Turpin of Reims  
(Sword: Almace)
4. Gerard of Rousillon  
Bevon, Lord of Beaune & Dijon
5. Berenger  
Guiun from Saint Antoine
6. Engeler, of Gascony  
Duke Samson
7. Count Gerin  
Duke Austorie of Valence
8. Yvoire  
Yvon
9. Anseis  
Gautier del Hum

# Monjoie!

## Roland at Rencevals 778AD

### Player Briefing

*Charles the king, our great emperor,  
Has been in Spain for seven long years,  
And conquered that proud land as far as the sea.  
There is no castle which can resist him,  
No wall or city left to be destroyed,  
Except for Saragossa, which stands upon a mountain.  
It is held by King Marsile, who does not love God;  
He serves Muhammed and calls upon Apollo.*

### The Song of Roland

Charlemagne sends an embassy to Marsile in the form of Ganelon, Roland's stepfather. Unbeknownst to the Franks Ganelon strikes a bargain with Marsile. In exchange for his own life Ganelon agrees to trick Charlemagne into returning home believing that Marsile will renounce his religion and become a vassal of the emperor. Ganelon gives Marsile sufficient information for him to ambush Charlemagne's rearguard and arranges for Roland to be placed in command of it.

### The Game

You are the Frankish rearguard under the command of Count Roland. You have reached the pass of Rancevals on your way home.

*Oliver is on a lofty hilltop.  
He looks down to the right over the vale  
And he sees the approach of the pagan army.  
He called to Roland, his companion:  
Over towards Spain I can see the glint of burnished steel,  
So many shining hauberks and gleaming helmets.  
These men will cause our Franks great sorrow!  
O the Saracens assembled in such numbers.  
Their hauberks, studded with gold and gems, gleam  
Like their shields and saffron helmets  
And their spears with pennons fixed.  
On his own he cannot count the divisions;  
They are too numerous for him to measure their extent.*

### The Song of Roland

### Your objective

You must prevent the Saracen horde from attacking the rear of Charlemagne's army and give them time to prepare. Reinforcements may be summoned by sounding Roland's horn oliphant.

# Monjoie!

## Roland at Rencevals 778AD

### The Horn

*Oliver said: There is a huge army of pagans,  
But mighty few of our Franks, it seems to me.  
Companion Roland, blow your horn;  
Charles will hear it and the army will turn back.<sup>i</sup>  
Roland replies: That would be an act of folly;  
Throughout the fair land of France I should lose my good name.  
Straightaway I shall strike great blows with Durendal;  
Right up to its golden hilt the blade will run with blood.  
These treacherous pagans will rue the day they came to this pass.  
I swear to you, they are all condemned to death.<sup>i</sup>*

*Companion Roland, blow your horn;  
Charles will hear it and turn the army round.  
With his barons the king will come to our aid.<sup>i</sup>  
Roland replies: God forbid that  
my kinsmen should incur reproach because of me  
Or that the fair land of France should fall into disrepute.  
No I shall strike many a blow with Durendal,  
My good sword, which is girt around me;  
You will see the entire blade all smeared with blood.  
These treacherous pagans will rue the day they gathered here.  
I swear to you, all are doomed to die.<sup>i</sup>*

*Companion Roland, blow your horn;  
Charles will hear it, as he rides through the pass.  
I swear to you, the Franks will soon return.<sup>i</sup>  
God forbid,<sup>i</sup> replies Roland to him,  
That any man alive should say that  
Pagans made me blow the horn;  
My kinsmen will never have to bear that reproach.  
When I enter into the thick of battle,  
I shall strike one thousand and seven hundred blows;  
You will see the steel blade of Durendal covered in blood.  
The Franks are brave men, they will strike courageously;  
For those from Spain there will be no escape from death.*

The Song of Roland

### Victory Points

These are accrued by killing personalities\* (10 points each / 25 if critical hit), for repulsing Saracen attacks (50 points per attack) and for not sounding the horn, Oliphant, as determined by the umpire (large negative points for blowing too early). The arrival time of reinforcements will be determined by the umpire (remember Ganelon is with Charlemagne and his treachery has not yet been revealed!)

\*Only with other personalities

# *Monjoie!*

## Roland at Rencevals 778AD

### The Rules

#### **Movement**

Infantry may move up to 12 inches in any turn.  
Mounted troops may move up to 18 inches.

#### **The Status Monitor**

Each personality has an individual status monitor. This contains a series of coloured boxes and two pins. The pins represent the wound and fatigue status respectively.

The wound pin should be placed in the grey box at the extreme right end of the monitor track. The fatigue pin should be placed one box to the left of the wound pin.

Each wound requires the wound status pin to be move one box to the left. If the wound pin reaches the penultimate box (i.e. the one to the right of the skull & cross bones) then the personality dies.

At the end of each turn of combat the fatigue pin must be moved one box to the left. If this pin reaches the black skull & cross bones then the personality falls unconscious.

The fatigue pin may never be to the right of, or in the same box as, the wound pin. In other words the box to the left of the wound pin is the maximum fatigue level.

For each full turn a personality is not involved in combat the fatigue pin may be moved one box to the right (but no further than the box to the left of the wound pin!)

#### **Combat**

##### Personalities v Personalities

Refer to the individual status monitor. Depending on the status a %age is shown above the fatigue pin. This represents the chance of scoring a hit on the opponent. Roll %age dice and compare to the chance. A score of  $\frac{1}{4}$  or less of the basic chance is a critical hit.

If both personalities score hits then they are deemed to parry and no wounds are suffered. If, however, one scores a critical hit then that result is applied. Two critical hits are also deemed as parries.

##### Personalities v Foot

Refer to the individual status monitor. Depending on the status a %age is shown above the fatigue pin. This should be doubled and represents the change of causing a casualty. This percentage may be split into as many portions as desired. Each portion represents a single strike. Roll %age dice for each strike and if the score is equal or lower then a casualty is caused. No critical hits are possible against foot.

### Foot v Foot

Franks roll 1d6 per figure. On a score of six a casualty is suffered by the opponent.  
Moors roll 1d10 per figure. On a score of ten a casualty is suffered by the opponent.

### Foot v Personalities

As Foot v Foot except only those foot engaged by the personality may strike back.

### **Morale**

Personalities are not required to take morale tests.

Foot units must test their morale for each casualty or when their designated commanding personality is killed.

Roll a dice with a number of sides equating to the number of figures in the unit at the beginning of the game. A roll in excess of the unit's current strength indicates it's morale has broken. In this case the unit must fall back 6 inches away from the enemy and test their morale each turn until they pass.

Any unit with their commanding personality within 3 inches may deduct 2 from the dice roll.

### **Designer's Notes**

The game was designed for the Jersey Wargames Society *Siege 1999* weekend and this influenced a number of the key elements. It was a requirement that the game be capable of completion in 4 hours, be easy to play and most of all be entertaining.

The rules were written with two of these principles at the forefront, firstly that they should be simple and secondly that they reflect the focus on the characters rather than the rank and file. Thus Roland and his companions act as units in their own right.

In addition it seemed appropriate to include the fatigue induced by prolonged combat. Thus the status boards were included to allow this to be recorded and for characters to recover when allowed to rest. This provides the players with some key decisions to make regarding when (or if) to withdraw their characters in order to rest or to potentially sacrifice them to hold back the enemy.

Historical Note: Whilst an encounter did actually take place the presentation in the Song of Roland has been subject to some considerable medieval "spin". The actual records indicate that the baggage train was attacked and the defenders slaughtered with no indication of a heroic last stand. Also it is highly probable that the attack was by local Basques who were Christians not Saracens!

# *Monjoie!*

## Roland at Rencevals 778AD

### Umpire's Briefing

***Players should NOT read beyond this point***

#### **Saracen Attacks**

##### *Timing*

It is intended that 5 wave attacks are made during the game each commencing approximately 45 mins after the previous one. However, the Umpire should consider how the game is progressing and increase or decrease the frequency to enhance the tension.

##### *Size*

Each attack should be led by 5-7 Saracen characters as follows:

##### 1st Wave

Aelroth (nephew of King Marsile), Duke Falsaron, King Corsablix, Malprimis of Brigal, The emir and the almaçor

##### 2<sup>nd</sup> Wave

Turgis of Turtleuse, Escremiz of Valterne, Estorgans, Astramaris, Chernubles and Count Margariz

##### 3<sup>rd</sup> Wave

Malun, Turgis, Esturguz, Justin of Val Ferree, Timozel, Esperveres (son of Burdel) and Siglarel

##### 4<sup>th</sup> Wave

Abisme, Clintorin of Saragossa, Duke Alphaier, Escababi, Valdabrun and Malquiant

##### Final Wave

Grandanie, Faldrun of Pui, Jurfaleu the Blond (son of Marsile), King Marsile and Marganice (uncle to Marsile)

Each wave should also include a minimum of 50 Saracen foot troops.

The Saracens all have the same capabilities as the most junior of the companions (e.g. Anseis) but will not withdraw to rest (unless the Umpire wants to make the players' lives even more difficult!)

#### **The Horn Oliphant**

Players should be discouraged from using the horn to call reinforcements (principally as this may end the game too soon). Accordingly significant victory point penalties should be applied and reinforcements will arrive a random number of minutes after the horn is blown (but not less than 45mins). This is up to the umpire however it is suggested that 20 points for each Saracen character that does not enter the table



## Added Colour

To strengthen the link between the game and the Song of Roland the following references\* are included to allow the Umpire to read from the Song at appropriate moments (e.g. the death of key characters). Most players seemed to enjoy this extra dimension and it tended to soften the impact of losing their principle figures!

### *Characters*

Count Roland - Blows Oliphant	v133
Lord Oliver -Fatal blow	v145
Archbishop Turpin of Reims - Dies	v155
Gerard of Rousillon - Dies	v142
Bevon, Lord of Beaune & Dijon - Dies	v142
Berenger - Dies	v123
Guiun from Saint Antoine -Dies	v123
Engeler, of Gascony - Dies	v117
Duke Samson - Dies	v119
Count Gerin - Dies	v123
Yvoire - Dies	v142
Yvon - Dies	v142
Anseis - Dies	v121
Gautier del Hum - Dies	v152

### *Saracen Deaths*

#### 1<sup>st</sup> Wave

Aelroth (nephew of King Marsile)	v93
Duke Falsaron	v94
King Corsablix	v95
Malprimis of Brigal	v96
The emir	v97
The almaçor	v98

#### 2<sup>nd</sup> Wave

Turgis of Turtleuse	v99
Escremiz of Valterne	v100
Estorgans	v101
Astramaris	v102
Count Margariz	v104

#### 3<sup>rd</sup> Wave

Malun	v106
Turgis	v106
Esturguz	v106
Justin of Val Ferree	v107
Timozel	v108
Esperveres (son of Burdel)	v108
Siglarel	v108

#### 4<sup>th</sup> Wave

Abisme	v115
Clintorin of Saragossa	v117
Duke Alphaier	v118
Escababi	v118
Valdabrun	v120
Malquiant	v122

#### Final Wave

Grandanie	v125
Faldrun of Pui	v141
Jurfaleu the Blond (son of Marsile)	v142
King Marsile	v142
Marganice (uncle to Marsile)	v146

#### *Critical Hits*

When a critical hit is scored the following references\* can be read (17 are provided to avoid duplication and to enable the Umpire to find the most appropriate!):

	line
1	1198
2	1226
3	1245
4	1262
5	1270
6	1276
7	1283
8	1292
9	1298
10	1305
11	1326
12	1354
13	1371
14	1499
15	1584
16	1644
17	1954

*\*References relate to The Penguin Classics edition of the translation of the Song of Roland by Glyn Burgess published 1990. Other editions may vary.*