

Scenario Castell Arybrynwrthymôr 5

Counter Strike

Background

Early 1295: Edward's outrage is such that he wants all captured strongholds back as soon as possible. In addition, the Welsh will have to pay for this humiliating situation. After taking Caernarfon back, he is now in front of Castell Arybrynwrthymôr. He still doesn't know whether the red lion standard that waves on top of the highest tower of the castle is the true sign of his power or another deceptive action of these damned Welsh. Furthermore, a strong party of rebels has been sighted in the vicinity.

Map Layout And Starting Positions















This scenario setup is related to the results of scenario 4 :

- > If the English garrison resisted successfully, Edward's troops are deployed in the castle in addition to the English survivors of the previous scenario. The surviving Welsh and their reinforcements are deployed on the Watchtower map.
- > If the Welsh have captured the castle, they are now deployed within it and the English troops on the far left side of the Open Field half map.
- > All portcullis and gates of the castle that were not destroyed in the previous scenario are placed again on the map.
- > The English play first.
- > The game lasts 15 rounds.

The Sides

- > All counters are taken from CRY HAVOC, SIEGE & VIKING RAIDERS.
- > Use all surviving counters from scenario 4, plus :

| English Reinforcements | | Welsh Reinforcements | |
|---|------------------------------|--|--|
|  <p>Knights</p> | Richard Roland Clugney |  <p>Squires</p> | John Piers Peter |
|  <p>Pikemen</p> | Bertin Hal Odo Wat |  <p>Sergeants</p> | Arnim Tyler A' Wood Martin |
|  <p>Crossbows</p> | Forester Jacques |  <p>Peasants</p> | Salter Gobin Wulf Cedric Gam |
| | |  <p>Stakes</p> | 6 |
| | |  <p>Earls</p> | Edwin Coelmund |
| | |  <p>Knights</p> | Wulfric Edmund |
| | |  <p>Longbows</p> | Myrlin Owen Idris |
| | |  <p>Housecarls</p> | Hygeberht Osmed Ecgbuht Beorthulf Aethdred Aelfwine |
| | |  <p>Peasants</p> | Cedric Adrian Harold Orlac Eadwig |

Special Rules

- > The river north of the pier can be crossed like a ford.
- > Roll 1D10 for any wounded character in the previous scenario : 1-2 : he didn't survive his wounds ; 3-6, the character is still wounded ; 7-10: the character has recovered and is in good health again.
- > Use the stakes and cutting hamstring rules of the Montjoie extension.

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Victory Conditions

Sir Richard knows that King Edward will only tolerate prisoners or dead among the Welsh. Edwin, on his side, wants to punish the English for their atrocities in the neighboring villages. There will be no mercy and running away is not an option.

Any character that is either dead or prisoner gives 1 point to the opposite side (mounted characters double the points, even if they fought on foot). Each side totals their points at the end of the 15 rounds and the difference is made :

- > In case of a draw, it is a Welsh victory as the English have been stopped ;
- > Any result greater than 5 is a marginal victory for the side with the highest points;
- > Any result greater than 10 is a total victory for the side with the highest points.