

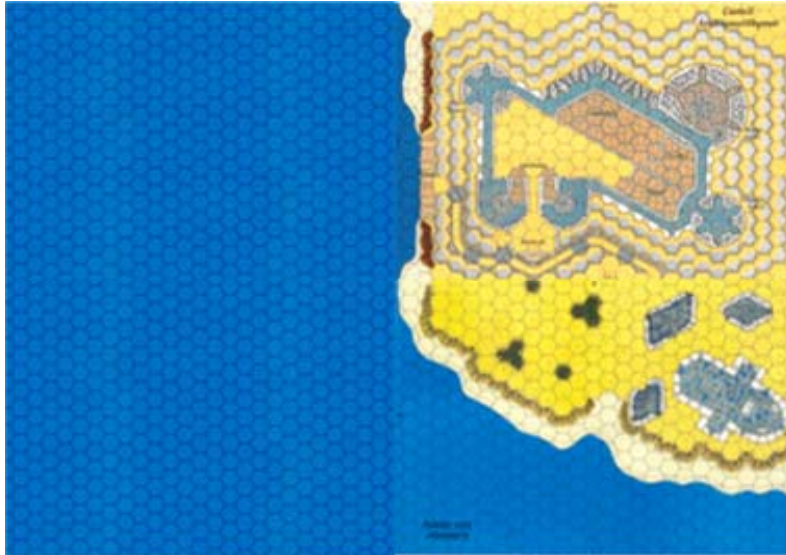
Scenario Castell Arybrynwrthymôr 1

The Ship Of Hope

Background

1294. Unrest is spreading through Wales once more. Cardigan castle has been besieged for several weeks by a band of Welsh rebels and supplies are running low. Messengers have been able to alert King Edward about the situation. He orders a galiote to sail immediately towards the castle with ample supply to relieve the garrison. Sir Richard's plan is to reach the shore during a moonless night and transfer the cargo to the fortress before any rebel even notice something.

Map Layout And Starting Positions



Entrance of the castle is protected by two each gate/portcullis ensembles (when coming from the outside). The first one is located at the level of the barbican. The second is within the gatehouse. The English garrison is first installed in the castle or on the quay.

Then the Welsh rebels are located on the Abbey map, on the half-section featuring buildings.

The galiote enters from the left side of one of the sea maps.

Note: For a quicker game, you may only use the Castle and Abbey maps, with the galiote docked by the quay (see special rule).

The Welsh play first.

Counters

All counters are taken from SIEGE and VIKING RAIDERS.

The Garrison		The Galiote		Welsh Rebels			
<p>27 14 Sir Lacy 12 Knights</p>	Sir Lacy Sir Mortimer Sir Hughes	<p>15 12 Sir Richard 4 Knights on Foot</p>	Sir Richard Sir James Sir Peter Sir William	<p>23 13 Ceolmund 12 Earls</p>	Ceolmund Edwin Aethelwulf	<p>5 4 Aylwin 8 Longbow</p>	Aylwin Gwyn Dylan Myrlyn Idris Owen
<p>10 6 Cliff 6 Billmen</p>	Cliff Godric Shawn	<p>7 7 Jacopa 6 Crossbow</p>	Jacopa Roland	<p>11 9 Sig. Llewellyn 6 Seargents</p>	Llewellyn Pugh Morgen	<p>10 9 Eadulf 6 Thanes</p>	Alfred Ceolwulf Osgar Athelferth Eadulf Sigulf
<p>5 5 Alric 8 Crossbow</p>	Alric Edric Emlyn Gawain	<p>5 6 Salter 8 Paesants</p>	Baker Cedric Gam Salter Wulf Smith	<p>10 7 Godwine 6 Coerls</p>	Aelfric Aelweard Aelmaer Aethelberht Eadric Eardwulf Godwine Ordheh Oswald Weohstan		
<p>11 7 Fursa 6 Halberders</p>	Fursa Evans Bors	<p>4 4 Barrel of oil 4 Barrels</p>	4 tonneaux				

Scenario Castell Arybrynwrthymôr 1

Special Rules

- > Use the night rules of the Montjoie extension.
- > Barrels are considered full of supply. A character can move a barrel with a movement penalty of 2 points, and a disadvantage if attacked. On the flip side, he benefits from light cover against missile fire.
- > Should you not use the Sea maps, the garrison can roll 1D10 to know how many turns to wait until the galiote can dock the quay. She can be positioned next to the quay at any turn equal or greater than the result of the die. It is recommended to keep the result hidden from the Welsh player to preserve the surprise effect.
- > The Welsh can also try to destroy the barrels as follows : a character must stay on a hex containing a barrel without moving or fight.
 - on the first turn, a result of 1-3 with 1D10 destroys the barrel ;
 - on the second turn, a result of 1-4 ;
 - on the third turn, a result of 1-5, etc.

Victory Conditions

The English must secure a maximum of barrels towards the castle to be able to hold the siege:

- > 4 barrels inside: Complete English victory
- > 3 barrels inside: Partial English Victory
- > 2 barrels inside: Tie
- > 1 barrel inside: Partial Welsh Victory
- > No barrel inside: Complete Welsh victory

Epilogue

Thanks to regular sea supply, Cardigan Castle was not taken.

Sources

The Welsh And Scottish Wars - Osprey