## Scenario Castell Arybrynwrthymôr 2

Lunch Break

Background

1282. Construction of Castell Arybrynwrthymôr proceeds according to plans designed by Master James of St Georges. Numerous masons are active throughout the site. Prince Llewelyn has ordered a band of Welsh rebels to sack the castle before it turns to be too big of a threat. Now is time for lunch break, the perfect occasion to attack the castle while few people stand on top of the walls under construction.

Map Layout And Starting Positions
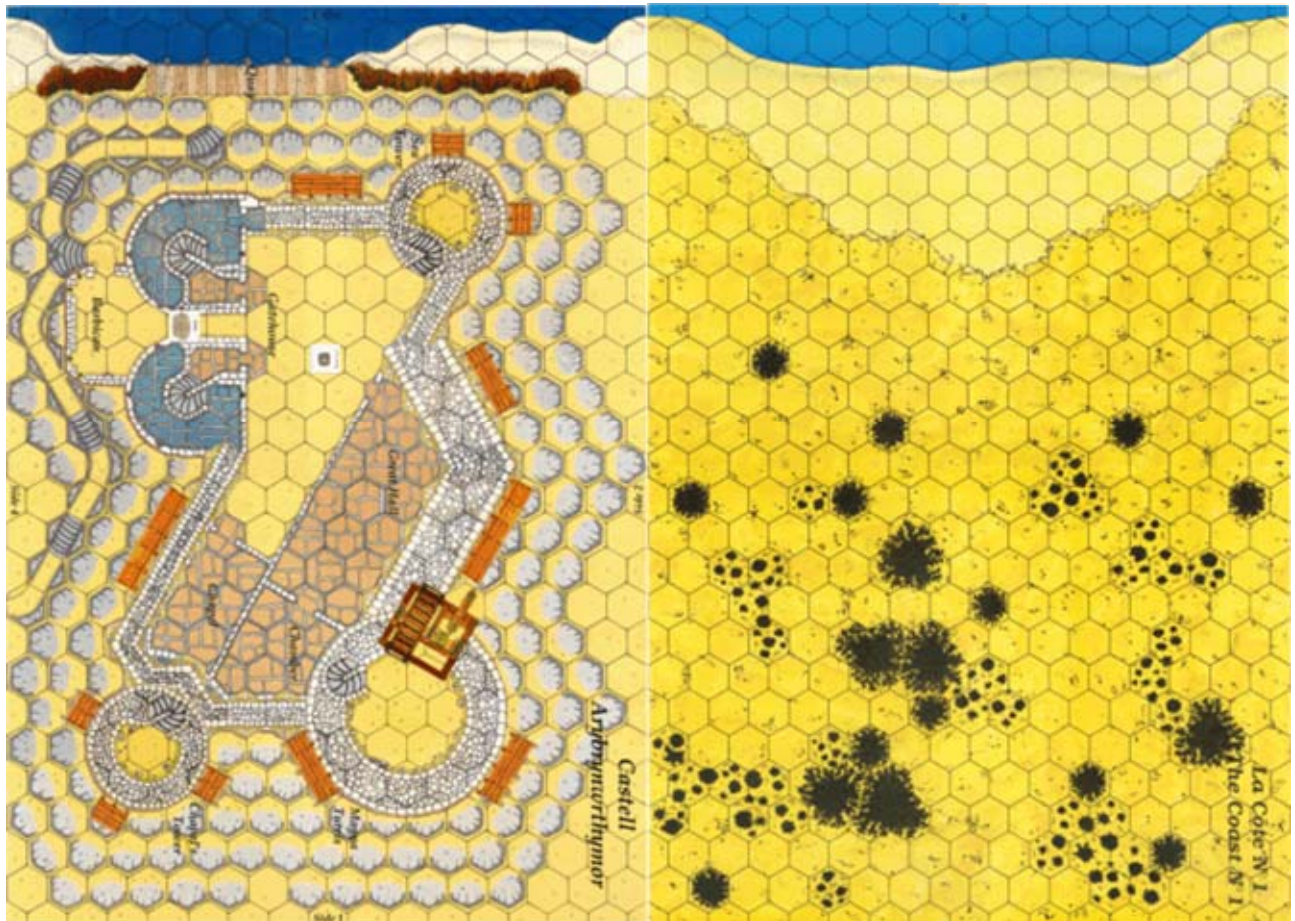
The entire castle walls are under construction, with scaffoldings scattered as shown above.
The treadmill stands on top of the Magna Turris. 4 ladders are raised to reach the scaffoldings from the castle bailey.

The English garrison is spread on top of the walls. Knights share the lunch with the engineer.
The masons, the knights and the engineer gather around a barrel in the bailey.

Welsh rebels are deployed on the map Coast Nr 1, no more than 5 hexes away from side 4.
The Welsh play first.

Special Rules

Use the rules for walls under construction.
Buildings inside the castle have not been raised yet. Their hexes are considered like flat terrain.
The castle has a gate but no portcullis for the time being.

As soon as one rebel enters the Castle map, each mason performs a morale test to know whether he will stand or run. Roll 1D10 for each mason:
> From 1 to 3, the mason decides to escape. No doubt he will find other work in a less exposed location where his knowledge will be rightfully compensated. He moves to the full extent of his movement point allowance towards the side 4 of the map.
 > From 4 to 10, the mason realize it would too bad that all his work would be destroyed if the Welsh storm the castle. He'd rather resist.

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Fleeing masons have the ability to call a rescue party. Once a mason has left the map, roll 1D10 for each of them :
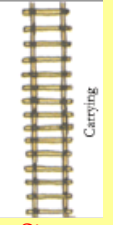
> From 1 to 3, the mason has met a small group of men-at-arms that run immediately towards the castle. Each party is made of one unarmoured crossbowman, one spearman and one billman. Each mason can only activate one rescue party. Each activated rescue party enters the Castle map through Side 4

> From 4 to 10, the mason is running so fast that he has not even noticed these 3 men-at-arms resting below a nearby tree.

Counters

All counters are taken from CRY HAVOC, SIEGE and VIKING RAIDERS.

The Garrison		The Masons		The Welsh Rebels			
Knights on Foot	Sir Conrad Sir Clugney Sir Gaston Sir Gilbert	Engineers	Jones	Earls	Ceolmund Edwin Aethelwulf	Longbow	Aylwin Gwyn Dylan
Halberdiers	Ben Geoffrey Naymes Tom Frederick Hubert	Paesants	David Geoffry Harry Ivor Jasper Mathew Morris Roger Will'm	Coerls	Aelfric Aelfweard Aelmaer Aethelberht Eadric Eardwulf Godwine	Siege Engines	6 ladders
Crossbow	Jacopa Roland Giles Nicholas	Siege engines	4 ladders	Thanes	Alfred Ceolwulf Osgar Athelferth		

Victory Conditions

The Welsh need to kill or rout all the English to have ample time to dismantle the castle. If they succeed in less than 10 turns, the Welsh get a complete victory. Otherwise, use the following point system for any English character killed or routed:

> 3 points for any knight;

> 2 points for any men-at-arms or the engineer;

> 1 point for any mason.

Getting at least 15 points is a partial Welsh victory. The English win a partial victory if the total is between 5 and 14. Any result below 4 points is a complete English victory.