

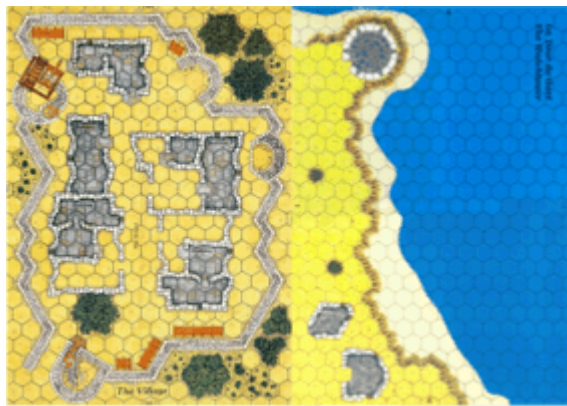
Scenario Castell Arybrynwrthymôr 6

Safety Wall

Background

1277: King Edward has decided to erect the castle of Aberystwyth on the central coast of Wales. Masons, carpenters and stone carvers are coming from all over England in search of good wages and long time employment. But the surroundings are so unsafe that they first must build a safety wall around their village to get protection against Welsh inroads. Yet, the wall under construction will not stop Aethelwulf who wants to kill or frighten to death all these craftsmen working for his enemy.

Map Layout And Starting Positions







Install the walls under construction with 3 towers such as to hide any slope hex on the village map. Place the treadmill and the scaffoldings like shown (you can find a larger picture of this assembled map on [Cry Havoc Fan](#), Other Maps section).

- > Craftsmen can be deployed anywhere on the village map within 2 hexes of the wall under construction. Ladders are used to climb the wall or the scaffoldings.
- > The village guards are located on the wall or the watchtower.
- > The Welsh enter through the side 2 of the Watchtower map.
- > The game is played in 15 rounds. The Welsh player starts.

The Sides

> All characters are taken from CRY HAVOC, SIEGE & VIKING RAIDERS.

The Craftsmen	The Guards	The Welsh Rebels					
 5 6 8 Peasants	 12 9 6 Squires	 14 11 4 Earl	 11 10 5 Knights	Gam Smith Giles Radult Salter Wulf Baker Gobin Carpenter Cedric Farmer	Thomas Roger Peter	Aethelwulf	Wulfric Edmund
	 12 8 6 Halberdiers	 5 4 8 Longbows	 11 9 6 Heavy Infantry		Frederick Wynken Tom	Gwyn Dylan Aylwin	Ceolwulf Alfred Osgar Athelferth Eadulf Sigulf
 Ladders	 7 4 8 Crossbows	 Ladders	 8 6 8 Ceorls	3 ladders	Jacques Forester Gaston	3 ladders	Aelfward Aelfric Eardwulf Ordheh Aethelberth Aelmear

Special Rules

> Unarmoured characters can climb up the trees (see [Montjoie](#) Rules), and then jump onto the wall under construction from an adjacent tree hex (Level 1). The risk of falling is similar to the one when jumping from one tree to the other.

Victory Conditions

Aethelwulf's goal is to get rid of the craftsmen to halt the construction of the castle. In his point of view, a dead craftsman is better than a fleeing craftsman. The Welsh will therefore get points as follows :

- > 2 points for any killed craftsman,
- > 1 point for any craftsman fleeing through the side 1 of the Village map.

At the end of the 15 turns, sum all the points gained by the Welsh:

- > Less than 8 points, it's an English victory : work can resume very quickly;
- > From 9 to 12 points, it's a draw: work will resume, but the low number of remaining craftsmen will slow down its progression;
- > Over 13 points, it's a Welsh victory: there is no longer enough workers to carry on building the castle.