

Scenario Castell Arybrynwrthymôr 7

The Infant Abduction

Background

The Castle Arybrynwrthymôr is home to Sir Roger deLyll and his few retainers. It is a small estate of little value, the country is at peace and security is lax. Meanwhile the rich and evil Sir Robin next door is scheming to force Sir Roger to deed the property over to him. Toward that end, Cedric, a wily retainer of Sir Robin has posed as an itinerate trader and, by playing with the affections of Audrey, one of the women of the castle, (married to Sgt. Tyler actually) has learned the castle's routines and general situation. Sir Roger's beloved wife has recently died giving birth to their first child, Otto, now in the care of Edith. The plan is for a band of armed men to gain entrance to the castle by rope and grapple and make away with little Otto. The little guy can then be mutilated so as to be unable to defend an estate (in the book his right hand is cut off) and since Sir Roger has no other heir... The dastardly Sir Robin remains safe and comfy back home, prepared to disavow all knowledge, etc, if things go awry.

Counters

All counters are taken from SIEGE and CRY HAVOC, except Sir Roger that is taken from OUTREMER/CROISADES.

Sir Roger		Sir Robin's Attackers		
 Sir Roger Knight on foot		 Roland Giles Crossbow	 Edric Crossbow	 Bors Evans Fursa Halberdiers
 Wat Perkin Pikemen		 Watkin Wynken Tom Halberdiers	 Pugh Llewellyn Sergeant	 Brendan Mordred Pikemen
 Tyler Sergeants		 Smith Gobin Farmer Carpenter Peasants	 Roger Peasants	 Godric Billmen
 Leopold Phillip Bystanders		 Audrey Edith Blodwin Women		

Map Layout & Starting Positions



At the midnight hour, the residents of the castle all of whom are asleep except for the two men on guard, are as follows:

- > On guard: Roland, with crossbow, Wat
- > Other guards, sleeping in the companionway along the wall: Watkin, Perkin, Wynken, Tom, Giles with crossbow
- > In the Magna Tower: Sgt. Tyler, Audrey
- > In the Chapel: Leopold (Father Leopold for this scenario.)
- > In the courtyard: Phillip, a well, Sir Roger's horse and a burning touch which is not represented but which provides enough light to play the scenario. Phillip is a journeyman tinker who has been sheltered for the night. He will not fight unless attacked but will warn the castle's defenders of trouble.

- > In the gatehouse towers: Smith, Gobin
- > In the Great Hall: Farmer, Carpenter, Edith and the child represented by a 'ransom' marker,
- > In the Chamber: Sir Roger, Blodwin (a young serving girl salving Sir Roger's grief for the death of his wife.)

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The attackers, ranged along an outside wall are:

> Edric with crossbow, Sgt. Pugh, Sgt. Llewellyn, Brendan, Mordred, Godric, Evans, Bors, Fursa, Roger the peasant.

Special Rules

- > Gates and Portcullis are closed. The gates can be opened from the inside. The portcullis can be raised in two turns from either Gatehouse tower but this can be stopped/reversed and the mechanism wrecked from either as well.
- > Except for the two on guard, all fighting men are unarmored so their defense rating is halved, rounded up. This raises Sir Roger's movement rating to '6'. They do have their weapons to hand. Men and women sleeping together begin in the same hex.
- > The guards begin in the opposite gate house towers within sight of each other. They will then walk along the wall, deviating only to enter the center hex of the Sea and Chapel Towers, and stepping over the other guardsmen asleep in the companionway. At about this location they should meet one another. When they reach the gatehouse they will wait to see the other again then return and so on. If one of them does not meet the other in the companionway or see the other after a full turn at the gatehouse they will know something is wrong and will begin to give the alarm.
- > There is no alarm bell or the like, the sleepers must be awakened by either shaking (one MP per person) or shouting. Or they can be woken by being attacked or by the sounds of battle. Sound carries for 5 hexes but will not pass through walls. It will pass through doors.
- > Sleeping persons are treated as stunned for combat purposes.
- > It takes 2 turns for an awakened character to take an action unless they are being attacked.
- > The rope can reach any wall section with a grey floor. One man at a time may climb or descend.
- > Generally the attackers will slip men into the castle until someone makes a noise or they are discovered by one of the guards seeing either attackers personally, a dead body or the rope. If the first, that guard's movement stops and all attackers capable of reaching the guard in one move may do so and attack him. If a guard is killed on the first attack, there is no noise.

Victory Conditions

- > Attackers win if they either carry off the child or kill the infant and Sir Roger.
- > Otherwise defenders win.