

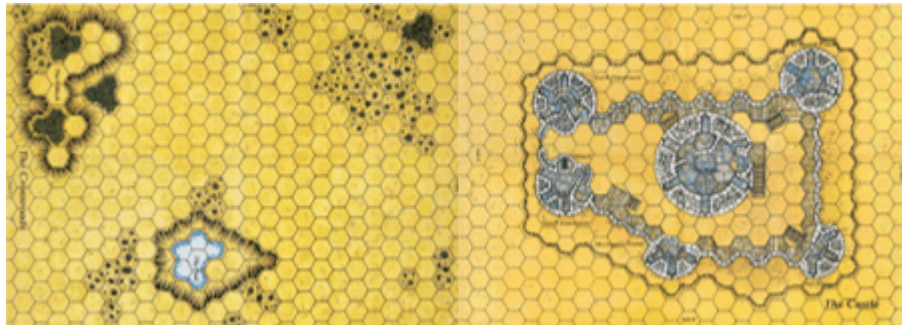
Scenario Montjoie 2

Life at Stake

Background

The besieged castle is running out of supplies and water. The last option for Sir Roland is to try and escape at night with his followers. But his opponent, Sir Lacy, has already anticipated such a move and has carefully installed multiple stakes in the escape way to slow him down. Yet, Sir Roland has no choice. He will attack where the besiegers seem to be the weakest but will have to hurry as the noise of the fight will quickly bring score of enemies...

Map Layout & Starting Positions



- > Sir Roland and his followers are all mounted and waiting for the signal inside the bailey of the castle.
- > The drawbridge is lowered
- > Sir Lacy's troops are installed anywhere on the Crossroads map.
- > Sir Roland plays first
- > The game lasts 10 rounds

Counters

Sir Lacy's Troops (Siege)		Sir Roland's Followers (Cry Havoc)	
 Sir Lacy Foot Knights	Sir Lacy Sir Wulfric	 Cliff Billmen	 Sir Roland Knights
 Sir Fitzwaren Foot Squires	Sir Fitzwaren Sir Mortimer Sir Hughs	 Brendan Spears	 Sir William Squires
 Sgt Llewellyn Sergeants	Sgt Llewellyn Sgt Morgen Sgt Pugh	 Owen Longbows	
 Evans Halberdiers	Evans Fursa Bors	 Jasper Peasants	

Equipment: 10 stakes to position anywhere on the Crossroads map.

Special Rules

Use night, stakes and cutting hamstrings rules from the Montjoie extension.

Victory Conditions

- > Sir Roland wins if he can leave the Crossroads map through side 8 with at least 9 men by the end of Round 10. At that time, other besiegers will rush to the battlefield whom Sir Roland knows he cannot defeat.
- > Any other result leads to Sir Lacy's victory.