

## Fortified Harbor Scenario Nr 2

### The Prison Of Al-Katras

#### Background

1250 - Sir Raymond and other knights have been captured by saracens during the Mansurah retreat. While expecting the payment of their ransom, prisoners have been thrown in the ugly tower of Al-Katras. This prison is located on a small island ahead of a small Egyptian harbor. Armenian traders of the town have chartered a group of fellow mercenaries to free them at night. They have learnt from a first-hand source that the amir wants to behead them at dawn because the ransom takes too long to get paid.

#### Map Layout And Starting Positions



Just use both southernmost maps of the Medieval Town with the Fortified Harbor. 2 Anglo-Saxon ships and a rowboat are docked like shown on the left. Another rowboat is fasten to the landing stage of the tower of Al-Katras.

Muslim guards are deployed on the walls of the town and the moles. 4 guards are located in the prison of Al-Katras.

Prisoners are located in the jails (same level as the gate). They cannot move until a commando member set them free.

The Armenian commando is located in Town. They play first.

#### The counters

All counters originate from OUTREMER/CROISADES

The Prisoners		The commando		The Muslim Guards			
	Sir Balian Sir Dreux Sir Gerard		Kamal Merton Mosul Tamara Arnulf Mosul		Ageel Farhad Shammin Mohammad		Tossaun Mesuf Baysan Ali Husseyin Abdul
	Sir Raymond		Myrlin Mathew Gwyn Aylwin		Osewl Jellal Mustafa Sadik		Baha Rashid Vezelay Fa'iz Yaghi Taki
			X 4				

#### Special Rules

- > The rescue attempt takes place at night. Please use the night rules for combat and missile fire of the Montjoie extension.
- > Use the grapple rules of Montjoie to climb a wall.
- > Use Vikings' ship rules.
- > No Muslim may move until the alarm is raised. The alarm is raised when any commando member is spotted, or when a Muslim is attacked and not stunned or killed at the first try.
- > Prisoners have an attack strength of 2 and their regular defense value (they wear a coat of mail but no weapon). A prisoner is set free as soon as a member of the commando stays adjacent to him for one full turn and doesn't perform any other action. To resume his full attack strength, a former prisoner must spend one full turn next to a dead guard and not perform any other action.

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### *Victory Conditions*

The commando must set the prisoners free and escape through the D1 side of the Medieval Town. Victory is based on the number of evacuated knights:

- > 4 : Brilliant Christian victory
- > 3 : Nice Christian victory
- > 2 : Limited Christian victory
- > 1 : Nice Muslim victory
- > 0 : Brilliant Muslim victory

### *Sources*

This scenario is pure fantasy. The name of the tower is a tribute to another prison located on an island in the middle of a famous bay !