

Claymore 1 – Scenario 1 for Cry Havoc

The Return Of Sir Clugney

Background

Sir Richard has usurped the castle of Sir Clugney during his absence. Sir Clugney upon learning of these traitorous actions, runs to recover his castle. Thanks to one of his spies, Sir Clugney learns that part of the armed force with Sir Richard is at rest in the village of Glennhof. Sir Clugney decides to attack this village. Sir Richard is hesitant to help his companions because he fears that this would weaken the garrison of the castle.

Map Layout & Starting Positions





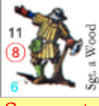





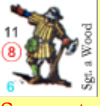





Group A positions are in the fortified camp and the group B positions are in the houses and the streets of the village. Sir Clugney's force arrives on side 5 and begins the scenario.

Group A cannot move before turn 6. At the start of the sixth turn the player representing Sir Richard makes a die roll to know if Sir Richard will help his men in the village:

- > Die roll of 1 to 5: Sir Richard remains in the camp;
- > Die roll of 6 to 10: Sir Richard will help his companions in the village.







If after turn 6 Sir Richard still remains in the camp, the player rolls again each new turn of play.

The Sides

Soldiers of Sir Richard – Group A (in the camp)					
 13 10 4 Knights (on foot)	Sir Richard Sir Gaston Sir Conrad Sir Piers Sir Thomas	 5 4 8 Short bows	Aylward Chretien	 11 8 6 Sergeants	Arnim
 6 5 8 Crossbow	Forester	 10 6 8 Billmen	Tybal Robin Rees Guy Jean	 7 6 8 Spearmen	Hal Ben Perkin
 1 Horses					
Soldiers of Sir Richard – Group B (in the village of Glennhof)					
 12 9 6 Knights (on foot)	Sir Alain Sir James	 11 8 6 Sergeants	Tyler	 7 7 6 Crossbows	Jacopa Francisco Bertrand Jacques
 5 4 8 Peasants	Smith Salter Wulf Baker Farmer	 2 2 4 Women	Audrey Edith	 2 2 4 Merchant	Léopold
				 7 6 8 Spearmen	Bertin Crispin Odo Mark Wat

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Sir Clugney's Force

 <p>Knights</p>	<p>Sir Clugney Sir Roland Sir Gilbert</p>	 <p>Squires</p>	<p>Sir Jacques Sir William Sir John Sir Gunter</p>	 <p>Sergeants</p>	<p>a Wood Martin</p>	 <p>Short bows</p>	<p>Bowyer Engerrand Mathias Fletcher</p>
				 <p>Halberdiers</p>	<p>Frederick Wynken Tom Ben Naymes Otto Geoffrey Hubert Watkin</p>	 <p>Peasants</p>	<p>Gam Giles Radult Gobin Carpenter Cedric</p>

Victory Conditions

Victory belongs to the side that has killed or captured all of the opposing knights and sergeants.