

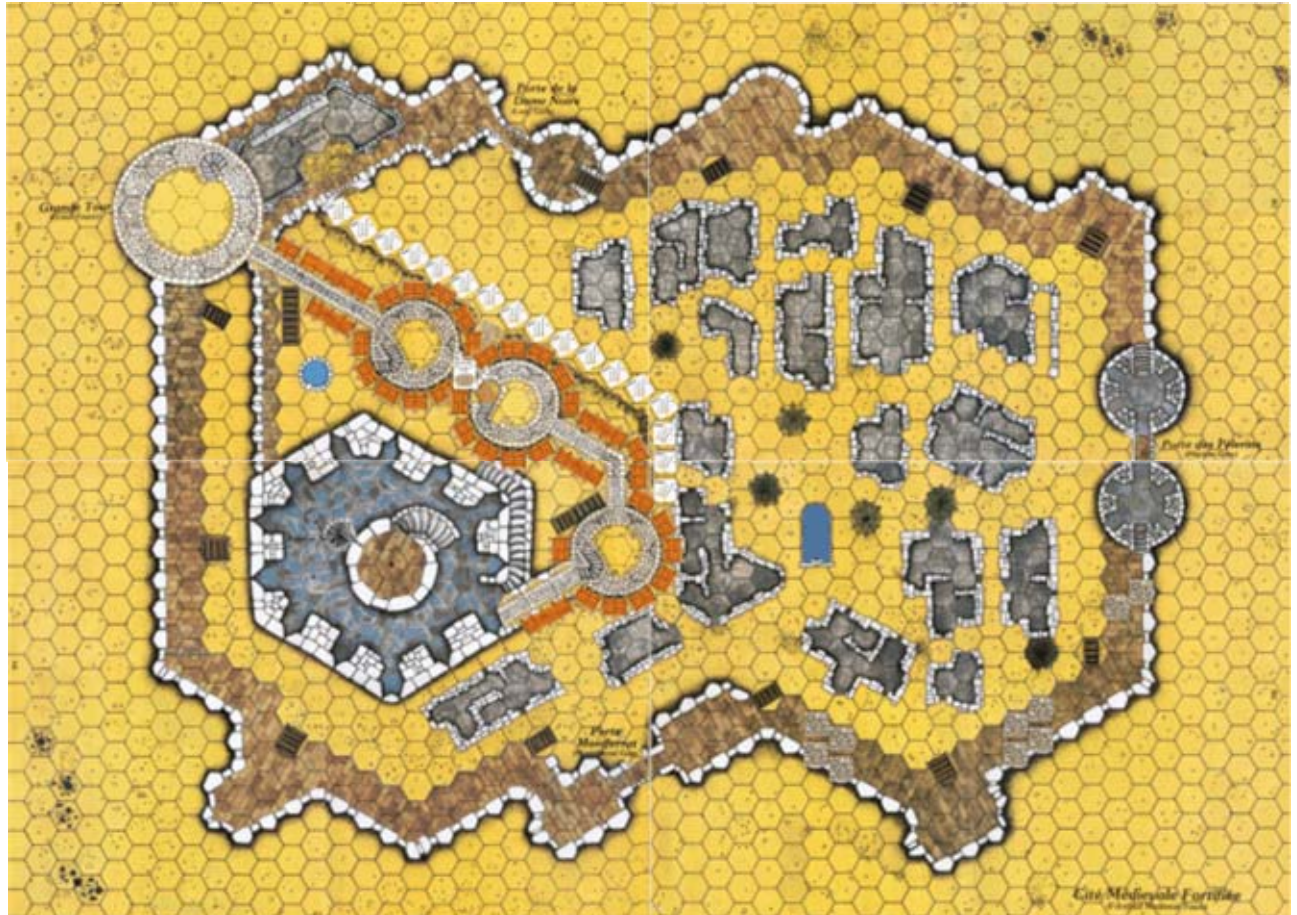
Scenario Castell Arybrynwrthymôr 3

Caernarfon On Fire

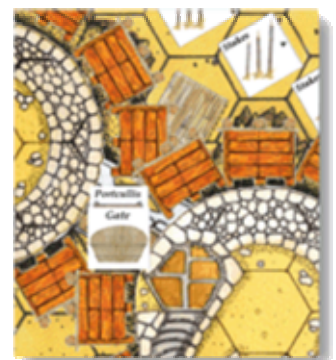
Background

September 1294: Welsh rebels led by Madog ap Llywelyn have already stormed the town of Caernarfon. Many houses are on fire and the insurgents are ready to turn their anger towards the symbol of English domination: the yet unfinished mighty castle. Walls are still under construction and the defense is only ensured by stakes located ahead of the ditch. King Edward is campaigning in Aquitaine, France with most of his troops and has left only a small garrison commanded by Sir Clarence, the sheriff established by the Statute of Wales in 1284.

Map Layout And Starting Positions



- > Stack the various walls under construction markers on the tower and battlement hexes from the Grand Tower (inclusive) to the stairs of the keep. Place scaffolding markers on both sides of the walls except for both staircases.
- > Place a lowered drawbridge to simulate the bridge across the ditch.
- > The castle entrance is defended by a gate followed by a portcullis (when coming from outside).
- > The English garrison is installed inside the fortress.
- > The Welsh player places the 10 rubble markers at will on building and walls of the SE map, making sure at least one opening has been made in the curtain wall. Placement suggestion can be seen above.
- > The Welsh rebels can be placed anywhere in the south east corner of the town .











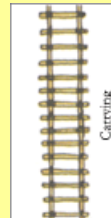



Special Rules

- > Walls under construction are only one level high.
- > Use the rules of the Montjoie extension for the stakes.
- > The ditch is not finished yet and can be crossed like a trench (see Siege rules).
- > All houses are considered to be made of wood and can burn like trebuchet (see Siege fire rules, §5.5).
- > Walls and towers under construction can burn due to the numerous logpoles used. They will burn like siege towers.

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Counters

All counters are taken from SIEGE and VIKING RAIDERS.

English Garrison		Welsh Rebels	
 Knights on foot	Clarence Mortimer Fitzwaren	 Engineer	Baldric
 Stakes	16 stakes	 Halberders	Fursa Evans Bors
 Peasants	Adrian Cerdric Harold Walter Hugh Ralph	 Billmen	Cliff Godric Shawn
		 Crossbow	Alric Edric Emlyn Gawain
		 Coerls	Aelfric Aelweard Aelmaer Aethelberht Eadric Eardwulf Godwine Ordheh Oswald Weohstan
		 Siege w.	Ceolmund Edwin Aethelwulf
		 Longbow	Aylwin Gwyn Dylan
		 Pikemen	Byrn Hayden Aki Mordred Stori
		 Thanes	Alfred Ceolwulf Osgar Athelferth Eadulf Sigulf

Victory Conditions

The Welsh rebels are in town for destruction. The following victory points are earned for putting fire to the following buildings:

- > Town house (at least 1 hex burnt): 1 point each;
- > Castle Wall: 1 point per hex;
- > Castle tower (at least 3 hexes burnt): 5 points.

Killing Sir Clarence is worth 10 points. Killing Baldric is worth 5 points.

The Welsh win if they can count at least 20 victory points after 10 game turns. Any other result is an English victory.

Epilogue

Madog's rebels heavily damaged the new town walls and some parts of the castle. The sheriff was assassinated. King Edward's reaction was swift and devastating. All territory lost was recovered by the next summer and orders were given for putting the town of Caernarfon in a state of defense no later than November 1295.

Sources

Caernardon Castle - CADW