



SIEGE

THE SCENARIOS

THE SCENARIOS

The scenarios in 'Siege' gradually increase in complexity, building from a simple, short scenario using only a few counters to a full length campaign game (Scenario 6) which uses nearly all the characters in 'Cry Havoc' and 'Siege'.

Before playing a scenario, read it through carefully. Full instructions are given in each scenario in this format:

Map Layout	Counters (e.g. 'Siege only')
Setting the Scene	
The Sides (characters, plus equipment if any)	
Starting Positions/Sequence of Action	
Special rules (if any)	
Victory conditions	

Entering the map

Characters must pay the movement point cost for the entry hex. Note that half-hexes **are** playable; movement point cost for half-hexes is the same as that for whole hexes.

Victory Points for Casualties

In some of the scenarios one (or both) side(s) are awarded victory points for casualties. Victory points for casualties are awarded as follows:

For each KNIGHT KILLED : 5 points

For each PEASANT KILLED : 2 points

For each OTHER CHARACTER KILLED : 3 points

For each KNIGHT WOUNDED : 3 points

For each PEASANT WOUNDED : 1 point

For each OTHER CHARACTER WOUNDED : 2 points

Capture of the Castle

The castle **excluding** the keep falls/is captured when all remaining defending characters are in the keep.

The castle **including** the keep falls/is captured when all defending characters have fled the map or died or surrendered.

SCENARIO 1 - COUP DE MAIN

Map Layout - Castle map only **Counters** - Siege only

Setting the Scene

Sir Wulfric is visiting a neighbouring lord, Sir Lacy. Unbeknown to Sir Lacy, his visitor plans to seize the castle by surprise, using his knights and a small force of foot soldiers secretly waiting near the castle. After a peaceful dinner, insults are exchanged between Sir Wulfric and Sir Lacy, and a fight develops in the keep.

The Sides

The Defenders

Dismounted Knights

Sir Lacy
Sir Mortimer

Spears

Aki
Bryn
Mordred
Stori

Civilians

Blodwin (wife of Sir Lacy)

Longbows

Aylwin

Sergeants

Morgen

The Attackers

Party 1

Dismounted Knights

Sir Clarence
Sir Hughs
Sir Wulfric

Party 2

Dismounted Knights

Sir Fitzwaren

Sergeants

Pugh
Llewellyn

Crossbows

Edric
Emlyn

Bills

Cliff
Godric
Shawn

Halberds

Bors
Evans
Fursa

Equipment - Party 2 has 3 scaling ladders.

Starting Positions

1. The Defender sets up his characters first; the dismounted knights and Blodwin anywhere in the keep, EXCEPT in the main door hex; the other defending characters anywhere in the castle EXCEPT in the keep or in the winch hex. The drawbridge is DOWN at the start of the game.
2. After the defenders have been set up, the Attacker positions Party 1 anywhere in the keep. Attacker's Party 2 may enter the map from ANY side on turn 2 or any subsequent turn; the whole party must enter in one turn, but may enter in more than one group if desired.
3. The Attacker takes his Phase first.
Special - No defending character may enter the winch hex until turn 2.

Victory Conditions

1. The Scenario ends when all sergeants and knights in play on one side have been killed; any remaining troops of that side will run away or surrender, and that player/side has lost the game.

- If the attacking characters take the keep, but are unable to take the rest of the castle, the Defender wins. The keep is taken when all characters of one side in the keep are killed (Blodwin may be captured rather than killed - see below).
- If, at any time during the game, Blodwin is adjacent to an enemy knight, who is not also adjacent to a friendly character, Blodwin will surrender and the Attacker wins. Note that the Attacker does not necessarily win if Blodwin is killed.
- If both the above conditions (2 and 3) are fulfilled, the result is a draw.

SCENARIO 2 - ASSAULTING THE BREACH

Map Layout - Castle map only **Counters** - Siege only

Setting the Scene

Sir Lacy's border castle has been under siege for nearly a month. At last the attackers have breached the walls, but Sir Lacy has refused all appeals to surrender, because he knows that Sir Wulfric's army will begin to desert (it is almost time for the harvest), if he can resist a few days more. Sir Wulfric has decided to assault the castle before his troops start to melt away.

The Sides

The Defenders

Dismounted Knights

Sir Lacy

Sergeants

Morgen

Peasants

Harry

Jasper

Mathew

Longbows

Aylwin

Gwyn

Myrlin

Spears

Aki

Arnold

Brendan

Bryn

Gareth

Hayden

Mordred

Stori

The Attackers

Dismounted Knights

Sir Clarence

Sir Fitzwaren

Sir Hughs

Sir Mortimer

Sir Wulfric

Halberds

Bors

Evans

Fursa

Crossbows

Alric

Edric

Emlyn

Gawain

Bills

Cliff

Godric

Shawn

Sergeants

Llewellyn

Pugh

Peasants

David

Geoffry

Ivor

Morris

Roger

Will'm

Equipment - The attackers have 3 scaling ladders and 1 siege tower.

Starting Positions

1. The Attacker places 3 'rubble' pieces on any 3 battlements hexes, and 8 'filled moat' pieces on any 8 moat hexes.
2. The Defender sets up his characters anywhere inside the castle walls.
3. In the first turn the Attacker's pieces may enter from any side of the map. The Attacker may choose to retain some pieces and enter the map on any subsequent turn or turns with them.
4. The Attacker takes his Phase first.

Victory Conditions

The Attacker wins if all rubble hexes and all hexes adjacent to rubble hexes are cleared of defending characters at any time during the game. (At this point the defending characters will retire to the keep and negotiate their surrender).

The Defender wins if the Attacker fails the above conditions and gives up the assault.

The scale of victory is decided by reference to victory points for casualties. Add up the winner's total points for casualties suffered.

Winner's losses (Attacker/Defender) are:

40/20 for Marginal victory

30/15 for Substantial victory

20/10 for Decisive victory

SCENARIO 3 - BURNING THE CAMP

Map Layout Camp map only **Counters** - Siege only

Setting the Scene

During a siege of his castle Sir Fitzwaren leads a small group of his men in a surprise attack upon part of the besieger's camp. He hopes to set back the assault by several days by burning siege engines and stores.

The Sides

The Defenders

Dismounted Knights

Sir Mortimer

Sir Wulfric

Spears

Arnold

Brendan

Bryn

Peasants

Harry

Ivor

Jasper

Horses/Dismounted

Sir Mortimer

Sir Wulfric

Gareth

Mordred

Stori

Morris

Roger

Sergeant

Pugh

Engineers

Baldric

Jones

Crossbows

Edric

Gawain

Equipment - 1 ballista, 1 mangonel, 2 trebuchets, 1 siege tower.

The Attackers

Mounted Knights

Sir Clarence
Sir Hughes
Sir Fitzwaren
Sir Lacy

Sergeants

Llewellyn
Morgen

Longbows

Aylwin
Owen

Halberds

Bors
Evans
Fursa

Equipment - as much oil as they can carry! (Counters are not needed for this oil)

Starting Positions

1. The Defender sets up first. The siege engines may be set up anywhere inside the circle of the outer slope hexes EXCLUDING tent, slope and tree hexes.
2. The defending characters may be set up anywhere on the map.
3. The attacking characters enter the map from either side A or side D - characters may enter the map on turn 1 or any subsequent turn(s).
4. The Attacker takes his Phase first.

Victory Conditions

The Defender scores victory points for inflicting casualties on the attacking characters (see page 1). The Attacker receives victory points only for destroying siege engines and tent hexes. Points are scored for siege engines only if the targets are totally destroyed; partial burning of a siege engine will not score points.

The Attacker's points are scored as follows :-

- Ballista : 4 points
- Mangonel : 4 points
- Trebuchet : 6 points
- Siege tower : 10 points
- Tent : 1 point per hex

The Attacker must destroy 16 points of siege engines and tents to win. The Defender must inflict 25 points of losses on the Attacker to win. If both the above conditions are fulfilled, the game is a draw.

SCENARIO 4 - THE DUKE'S JUSTICE

Map Layout Counters - Siege only

	B			H	
A	The Camp	C	G	The Castle	E
	D			F	

Setting the Scene

Sir Lacy owes allegiance to the Duke, Sir Clarence. The rapacious conduct of Sir Lacy and his mercenaries has inflamed his peasants and other local nobles. The Duke has summoned Sir Lacy to the ducal court to give account of his actions, but

Sir Lacy has refused the summons. Gathering together his retainers, the Duke has moved to besiege Sir Lacy's castle. He hopes to take it within about 2 weeks, for by that time a further small band of mercenaries led by Sir Lacy's brother, Sir Wulfric, will arrive.

The Sides

The Defenders

Castle Garrison

Dismounted Knight

Sir Lacy

Sergeant

Morgen

Spears

Brendan

Bryn

Mordred

Stori

Longbows

Aylwin

Idris

Dylan

Relief Band

Mounted Knight

Sir Wulfric

Spears

Aki

Arnold

Gareth

Hayden

Sergeant

Llewellyn

Longbows

Gwyn

Myrlin

Owen

The Attackers

Dismounted Knights

Sir Clarence

Sir Fitzwaren

Sir Hughs

Sir Mortimer

Crossbows

Alric

Edric

Emlyn

Gawain

Engineer

Jones

Peasants

David

Geoffry

Sergeant

Pugh

Halberds

Bors

Evans

Fursa

Harry

Ivor

Jasper

Mathew

Morris

Roger

Will'm

Horses/Dismounted

Sir Clarence

Sir Fitzwaren

Sir Hughs

Sir Mortimer

Bills

Cliff

Godric

Shawn

Equipment - 1 trebuchet, 4 mangonels, 5 scaling ladders.

In addition, 1 siege tower OR 1 battering ram OR 1 trebuchet per week may be built. The Attacker must specify at the start of each week which one is being built, and the new engine can be used on day 8 (i.e. at the start of the new week).

Sequence of Action

1. The Attacker can batter the castle from positions off-map. Mark off the effect of daily battering on the Record Sheet.
2. Whenever the Attacker wishes to assault the castle, set up the map. The Attacker positions rubble pieces as appropriate and up to 8 filled moat pieces. No battering is permitted on days in which an assault takes place.
3. The Defender then sets up the Castle Garrison anywhere inside the castle.
4. The Attacker then sets up any of his characters on the Camp map or, if an assault on a castle wall other than side E is contemplated, off the map. These off-map characters may enter the map on any Attacker's move, but the **side** of the map must be specified at the start of the game, and the characters can only come onto the map from the specified side.
5. If an assault takes place on or after day 14, Sir Wulfric **might** intervene. Defender rolls one die for each day **after** day 13, and if 6-10 is rolled, Sir Wulfric has arrived. Sir Wulfric will time his counter-attack to coincide with the Duke's assault: on turn 1 or on any subsequent turn of the Defender's choice, the Relief Band may enter the map from side A. (Note that any assault **before** day 14 will take place without the intervention of the Relief Band).
6. In any assault the Attacker takes his Phase first.

Special

If during an assault all the remaining defending characters are in the keep, the Attacker can choose to halt the assault and the action for the day ends immediately. On any subsequent day a new assault can be launched. All remaining defending characters must be placed in the keep. The remaining attacking characters can be placed anywhere outside the castle, and in addition inside the castle in any hex(es) excluding the keep; if the defenders have at least one bowman these hexes must be out of bowshot of the keep; for example in the towers. The assault may then commence.

Victory Conditions

The Attacker wins if the whole castle is taken by the end of day 40, otherwise the Defender wins.

SCENARIO 5 - IN EXTREMIS

Map Layout - Castle map only **Counters** - Siege only

Setting the Scene

The Welsh have risen against their Norman overlords. A force of rebels moves to besiege a poorly-stocked border castle. No relief force can help the defenders, as the King has had to fight the rebel main force. However, prolonged resistance will encourage the royal army and dismay the rebels.

The Sides

The Normans

Dismounted Knights

Sir Clarence
Sir Fitzwaren

Bills

Cliff
Godric
Shawn

Spears

Aki
Arnold
Hayden
Stori

Crossbows

Alric
Edric

Peasants

Geoffry
Harry

Equipment - 6 barrels of oil.

The Welsh

Dismounted Knights

Sir Hughs
Sir Lacy
Sir Mortimer
Sir Wulfric

Longbows

Aylwin
Dylan
Gwyn
Idris
Myrlin
Owen

Spears

Brendan
Bryn
Mordred
Gareth

Peasants

David
Ivor
Jasper
Mathew
Morris
Roger
Will'm

Sergeants

Llewellyn
Morgen
Pugh

Crossbows

Emlyn
Gawain

Halberds

Bors
Evans
Fursa

Engineer

Dai

Equipment - 3 mangonels, 3 trebuchets, 2 battering rams, 5 scaling ladders, 4 screens, 1 siege tower

Sequence of Action

1. The Welsh may start to batter the castle from positions off-map on day 1. Mark off the effect of daily battering on the Record Sheet.
2. If the Welsh player wishes to assault the castle, set up the map. Position rubble pieces as appropriate and the Welsh player may also position up to 10 filled moat pieces. No battering is permitted on days in which an assault takes place.
3. The Norman player then sets up his characters anywhere inside the castle.
4. The Welsh player must then place his characters and any siege equipment from the list which he intends to use next to one side of the map, but not on it. These characters can enter the map with their equipment on any turn or turns. However they cannot be redeployed to another side of the map. They must enter from the side at which they have been placed.
5. In any assault the Welsh player takes his phase first.
6. After day 14 (i.e. from day 15) the Normans will be placed on half-rations. This will weaken them. After day 14 all attacks made by the Norman player's characters EXCLUDING crossbows and oil, will be at one column to the left on the CRT (e.g. a 3-1 attack becomes 2-1).

After day 21 quarter-rations will weaken the Normans further. All attacks by the Welsh player on the Normans, EXCLUDING crossbows, longbows and oil will be at one column to the right on the CRT. This is in addition to the change in the previous paragraph.

7. The castle will surrender at the end of day 35, as supplies will have run out.

Special - Optional panic rule is recommended.

Victory Conditions

The Norman player scores victory points for holding out, and for inflicting damage on the Welsh. The Norman player scores points for inflicting casualties as outlined on page 1. He also receives 1 point per day he holds out (e.g. if the castle falls on day 15, the defender receives 14 points). NB. Points are not scored for characters who have recovered from wounds by the time the castle falls.

Norman player scores:

34 or less attacker wins

35 - 45 draw

46+ defender wins

If the castle surrenders at the end of day 35 because of lack of supplies, the Norman player wins decisively, regardless of the points scored.

If the castle falls within 7 days, the Welsh player wins decisively, regardless of the points scored.

SCENARIO 6 - RETREAT

Map Layout **Counters** - Siege and Cry Havoc

8	4	G
The Crossroads	The Village	The Castle
7 5 3	1	F H
6	2	E

Setting the Scene

The enemy are approaching and the defenders seek to complete the stocking of the castle before the siege is established. Sir Conrad's force attempts to cut off and capture as many pack mules and carts as possible or at the very least to inflict a sharp reverse upon the defenders.

The Sides

The Defenders

Party 1

Mounted Knight

Sir Gaston

Sergeant

Martin

Spears

Bertin

Crispin

Hal

Mark

Shortbows

Chretien

Engerrand

Mathias

Party 2

Peasants

Baker

Carpenter

Cedric

Farmer

Gam

Giles

Gobin

Radult

Salter

Smith

Wulf

Shortbows

Fletcher

Ox + cart

Party 3

Mounted Knights

Sir Alain
Sir Clugney
Sir Gunter
Sir Jacques
Sir Roger
Sir Roland

Sergeants

Arnim
A'Wood

Halberds

Hubert
Wynken

6 Pack mules
Draft horse + cart.

The Attackers

Mounted Knights

Sir Conrad
Sir Fitzwaren
Sir Gilbert
Sir James
Sir John
Sir Mortimer
Sir Peter
Sir Piers
Sir Richard
Sir Thomas
Sir William
Sir Wulfric

Sergeants

Llewellyn
Morgen
Pugh
Tyler

Spears

Aki
Ben
Hayden
Mordred
Odo
Wat

Crossbows

Alric
Edric
Emlyn
Gawain

Halberds

Ben
Bors
Evans
Fursa
Geoffrey
Frederick
Naymes
Otto
Tom
Watkin

Bills

Cliff
Godric
Guy
Jean
Rees
Robin
Shawn
Tybalt

Peasants

David
Geoffry
Harry
Ivor
Jasper
Mathew
Morris
Roger
Will'm

Starting Positions

1. The Defender sets up first. Party 1 must be set up anywhere inside the castle. Party 2 must be in the buildings and courtyards of the village; the ox and cart must be in the courtyard of Building 3. Party 3 must be anywhere on the Crossroads map. The Drawbridge is down.
2. On turn 1 the attacking forces enter the map from any hex or hexes on side 7 or 8.
3. The Attacker takes his phase first.

4. Play continues until all Defender's forces are inside the castle.

Victory Conditions

The Defender scores victory points as follows:

5 points for every live pack mule which enters the castle.

10 points for each cart which enters the castle

3 points for every captured enemy warhorse which enters the castle.

The Defender loses victory points for casualties, see page 1.

At the end of the scenario total the points scored by the Defender and take off the points for casualties. If the final score is positive, the Defender has won. If the score is exactly '0' the game is a draw.

Scenario 6 can be extended to form a campaign game. Extra rules for the campaign game are given below.

The Sides

As above, plus

The Defenders

Equipment - 7 barrels of oil (in the castle)

The Attacker

As above

Sequence of Actions

Paragraphs 1, 2 and 3 as 'Starting Positions' above. The following paragraphs replace the original paragraph '4'.

4. The fighting on day 1 continues until **either** all the Defender's forces are inside the castle **or** the Attacker stops his attack. In the latter event the defenders retire to the castle immediately without further combat.

No further action takes place on day 1.

Note that in the unlikely event that the defenders win the battle on day 1 and push the attackers off the map, then the game is over and the Defender has won.

5. On day 2 the attackers are reinforced as follows:

Mounted Knights

Sir Clarence

Sir Hughs

Crossbows

Arbalister

Denys

Jacopa

Jaques

Nicholas

Roland

Engineers

Baldric

Dai

Jones

Equipment - 2 ballistas, 2 trebuchets, 6 mangonels.

In addition every 5 days one of the following items or sets of items may be built by the attackers:

one trebuchet

OR

one mangonel

OR

one siege tower

OR

one battering ram

OR

one ballista

OR

six scaling ladders

OR

three screens

For building new equipment count the days from day 3 (i.e. building **can** be started on day 3 if desired, but not day 2). Building is not allowed on days in which an assault or sally takes place.

DAILY SEQUENCE OF PLAY

Beginning at the start of day 2, the following daily sequence of play must be followed each day of the siege.

1. Initiative: the Defender and the Attacker each roll one die. The Attacker (only) adds 4 to his roll.

Compare the Defender's die roll with the Attacker's adjusted roll. If the Defender has the highest result, he 'has the initiative'. If the Attacker has the highest result or the results are equal then the Attacker 'has the initiative'.

2. If the Defender has the initiative, he may elect to sally against part of the Attacker's camp (see 'Sally against the Camp') or to support a cart with supplies in its attempt to reach the castle (see 'Sally for Supplies'). Note that only one 'Sally for Supplies' can be attempted in the game.
3. If the Attacker has the initiative he may assault the castle, if he wishes (see 'Assault'). If he does not wish to assault the castle, he may batter the castle walls, and also build new equipment (see above).
4. At the end of the day's activities mark off the day on the record sheet.

SUPPLIES

1. If **no** pack mules or carts reached the castle on day 1, the castle defenders will go on half-rations on day 18 (unless a cart reaches the castle through the 'Sally for Supplies' - see below), and on day 26 the castle will surrender because supplies have run out.
2. For each **pack mule** that reached the castle on day 1, the beginning of half-rations will be delayed by 1 day; **EXAMPLE**: if only 4 pack mules reached the castle on day 1, half-rations would start on day 22. For each **cart** that reaches the castle (either on day 1, or through the 'Sally for Supplies') the beginning of half-rations is delayed by 6 days.
3. **Effect of half-rations**

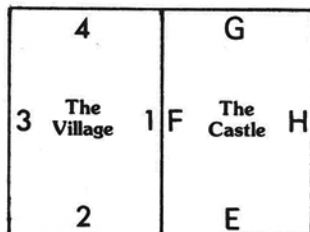
All attacks made by the defending characters **EXCLUDING** shooting missiles and using oil, will be at one column to the left on the CRT; **EXAMPLE**: a 3-1 attack becomes 2-1. On the 8th day after half-rations begin, the castle will surrender; **EXAMPLE**: if half-rations begin on day 30, the castle will surrender at the end of day 38.

ACTIONS

Each of the three following 'combat actions' lasts one day. No other activity is permitted on days in which any hand-to-hand fighting takes place. At the end of each action (including that on day 1), players must roll on the 'Recovery from Wounds' table for each wounded character.

Assault

Map Layout



The Sides

Both sides may use all their remaining characters.

SEQUENCE OF PLAY

1. The Attacker places rubble pieces on the castle walls in accordance with the progress of battering; and also up to 10 'filled moat' pieces in moat hexes.
2. The Defender sets up all remaining defending characters anywhere inside the castle.
3. The Attacker must place his remaining characters and any equipment he wishes to use, either on the Village map or off the map alongside one or more of sides E, G, and H of the Castle map. The characters off-map may enter play on any Attacker's movement step, but can enter only from the side alongside which they were placed. Ballistas, if the Attacker chooses to use them, may be placed **only** on the Village map.
4. The Attacker takes his phase first.
5. Play continues until either the castle is taken, or the attacking characters leave the Castle map.

Special

If during an assault all remaining defending characters enter the keep, the Attacker can choose to halt the assault, and the action for the day ends immediately. On any subsequent day a new assault can be launched. All remaining defending characters must be placed in the keep. The remaining attacking characters can be placed anywhere outside the castle, and in addition inside the castle in any hex(es) excluding the keep; if the defenders have at least one bowman these hexes must be out of bowshot of the keep; for example in the towers. The assault may then commence.

Sally Against the Camp

Map Layout - The Camp map only

The Sides

The Attacker may use up to one third of his remaining characters (fractions round **down**). These characters may not include more than half of the soldiers of one type; **EXAMPLE:** if the Attacker has 9 knights remaining, not more than 4 may take part in this action.

The Defender may use up to half of his remaining characters (fractions rounded **down**). There are no restrictions on the type of characters which may be used by the Defender.

SEQUENCE OF ACTION

1. The besieger places his characters anywhere on the Camp map. In addition he must place anywhere on the map at least one third of his siege engines (siege engines include mangonels, trebuchets, battering rams, siege towers and ballistas). Fractions must be rounded **up**. **EXAMPLE:** if the Attacker has 3 mangonels, 3 trebuchets, 1 siege tower and 3 ballistas, he has 10 siege engines and must place at least 4 of these engines on the Camp map.
2. The besieged player's characters may enter the map from any side or sides in one or more groups. Some groups may delay entering the map until later turns, at the besieged player's discretion.
3. The besieged player takes his phase first.
4. Play continues until one side's characters leave the Camp map.

Special

The besieged player may burn siege engines and tents, using the procedure explained in 3.61. In addition, bowmen may use flaming arrows; each bowman is limited to six flaming arrows. Note that a bowman may obtain flaming arrows from a colleague by spending one full turn adjacent to the other character. During this turn no movement, combat or shooting is permitted by either character.

For every 5 tent hexes burnt by the end of the action, the Attacker will be delayed 1 day because vital stores must be replaced. He can do nothing to further the siege during the appropriate number of days. **EXAMPLE:** 12 tent hexes have been burnt; the Attacker must wait 2 days before continuing the siege. Note that further sallies are possible during these days if the Defender gains the initiative; assaults are not permitted.

Sally for Supplies

This action may take place only **once** in the game.

Map Layout

4	G
3 The Village 1	F The Castle H
2	E

The Sides

The Defenders

Party 1

All remaining castle defenders.

Party 2

Mounted Knights

Sir Lacy

Shortbows

Aylward

Bowyer

Spears

Arnold

Bryn

Gareth

Draft Horse + Cart

The Attackers

A number of patrols, drawn from the remaining attacking characters; each patrol consists of not more than 6 men. A patrol may not contain more than 1 knight, nor more than 1 crossbowman.

SEQUENCE OF ACTION

1. The Attacker places one patrol anywhere on the Village map.
2. The Defender sets up Party 1 anywhere inside the castle. The drawbridge is up.
3. The Defender's Party 2 enters the Village map from side 2 or 4 on turn 1.
4. The Defender takes his phase first.
5. Play continues until all the defending characters move into the castle.

Special

At the start of each of his phases, the Attacker rolls one die and refers to the table below, to find out if any further patrols arrive. Note that the Attackers could be reinforced by more than one patrol during the action.

Turn	Patrol arrives if die roll is equal to or less than:
1	1
2	3
3	5
4 and after	7

A patrol may enter the map from any one side at the Attacker's discretion.

Campaign Victory Conditions

1. For the Attacker to win decisively the castle (including the keep) must fall on or before day 32.
2. The Attacker wins a substantial victory if the castle (including the keep) falls on or before day 40.
3. The Attacker wins marginally if the castle falls on or before day 40, but the keep has not been taken **AND** the Attacker's characters outnumber the Defender's characters by **at least 2-1**. The defending characters will surrender unconditionally.
4. The Defender wins marginally if the castle falls on or before 40, but the keep has not been taken **AND** the Attacker's characters outnumber the defender's characters by **less than 2-1**. The defending characters will negotiate their

surrender.

5. The Defender wins decisively if the Attacker fails to take the castle on or before day 40.

SCENARIO 7 - RAISING THE SIEGE

Map Layout Counters - Siege and Cry Havoc

A	4
The Camp	The Village
D B	3 1
C	2
8	E
The Crossroads	The Castle
7 9	H F
6	G

Setting the Scene

During a lengthy siege a relief force attempts to raise the siege and rescue the defenders.

The Sides

The Defenders

Party 1

Dismounted Knights

Sir Richard
Sir Piers

Sergeant

Pugh

Crossbows

Codemar
Francisco
Jaques
Roland

Spears

Brendan
Gareth
Hayden
Odo
Stori
Wat

Party 2

Mounted Knights

Sir Conrad
Sir Gaston
Sir Gilbert
Sir James
Sir John
Sir Peter
Sir Thomas
Sir William

Sergeants

Llewellyn
Morgen

Shortbows

Aylward
Chretien
Fletcher

Crossbows

Alric
Forester

Spears

Aki
Arnold
Ben
Bertin
Bryn
Crispin
Hal
Mark
Mordred
Perkin

Bills

Cliff
Godric
Guy
Jean
Rees
Robin
Shawn
Tybalt

Peasants

Baker
Cedric
Farmer
Gam
Gobin
Radult

The Attackers

Mounted Knights

Sir Alain
Sir Clarence
Sir Clugney
Sir Fitzwaren
Sir Gunter
Sir Hughs
Sir Jacques
Sir Lacy
Sir Mortimer
Sir Roger
Sir Roland
Sir Wulfric

Sergeants

Arnim
A'Wood
Martin
Tyler

Longbows

Aylwin
Dylan
Gwyn
Idris
Myrlin

Halberds

Ben
Bors
Evans
Frederick
Fursa
Geoffrey
Hubert
Naymes
Otto
Tom
Watkin
Wynken

Peasants

David
Carpenter
Geoffry
Giles
Harry
Ivor
Jasper
Mathew
Morris
Roger
Salter
Smith
Wulf
Will'm

Starting Positions

1. The Attacker sets up first. The Attacker's pieces may be placed anywhere on the Camp and/or Village maps.
2. The Defender then sets up Party 1 anywhere inside the castle.
3. On turn 1 or any 1 subsequent turn the Defender's Party 2 enters the map from one or more sides chosen from: sides A and D of the Camp map and sides 6 and 7 of the Crossroads map.

Victory Conditions

1. The Attacker must maintain the siege to win the game. If at any time during the game all the defending characters are inside the castle or off the map then the Attacker wins.
2. The Defender wins if at any time during the game, no attacking characters are in the camp (i.e. in trench hexes or inside the circle of trenches - border tree hexes do **not** count).
3. Special - If all the knights on one side are killed or wounded, then that side must retreat, and it has lost the game.

GAME CREDITS

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