

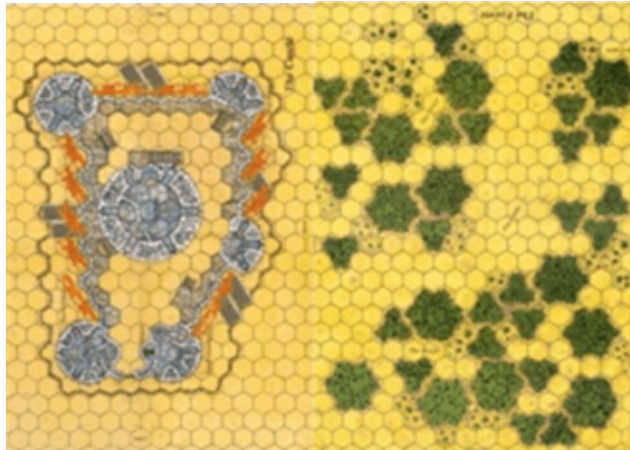
Scenario Montjoie 1

No Time to Lose

Background
















It's been already 18 long days that Sir Conrad has been besieging the castle of Sir Clarence. He knows that if the castle doesn't surrender within 12 days, his army will disband after the mandatory 30-day army duty and he will have no other choice but to retreat. His decision is now made: he will take the castle or die.

Map Layout & Starting Positions



Install hoardings ahead of all battlement hexes as shown on the map. Over the last few days, the attackers have been able to fill up to 14 moat hexes along each wall section (see map). Defenders are positioned anywhere in the castle. Attackers are positioned anywhere on the Forest map.

Counters

The Attackers (Cry Havoc)		The Defenders (Siege)	
 Foot Knights	Sir Conrad	 Billmen	Tybalt Robin Rees
 Foot Squires	Sir Jacques Sir John Sir Thomas	 Spears	Mark Bertin Ben Hal Wat
 Sergeants	Sgt Tyler Sgt Martin	 Peasants	Gobin Wulf Baker Giles Cedric
 Halberds	Wynken Geoffrey Frederick	 Crossbow	Nicholas Denys Codeman
		 Foot Knights	Sir Clarence
		 Billmen	Shawn Godric Cliff
		 Foot Squires	Sir Fitzwaren Sir Mortimer
		 Longbow	Matthew Idris Myrlin Gwyn
		 Sergeants	Sgt Llewellyn Sgt Morgen
		 Crossbow	Emlyn Gawain
		 Halberds	Evans Fursa

Equipment: 1 trebuchet, 2 mangonels, 4 scaling ladders

Special rules

Use the Hoarding rules of the Montjoie extension.

Victory Conditions

Sir Conrad must take the castle in 12 days or he loses. Sir Clarence will win if the castle resists more than 12 days.