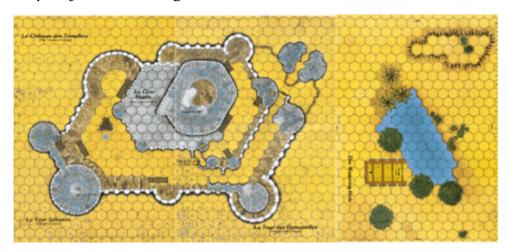
Scenario Siege Tower 2

Watch Your Back!

Background

Sir Dreux, commander of a small Templar outpost, has decided to get rid of a group of Syrian rebels that have taken position in a former castle of the Order. He doesn't have any missile-throwing siege engine but has built a massive siege tower that should be enough to take the fortress. Unfortunately, the defenders have sent a carrier pigeon to call for help. A small raiding party is already on his way to take the hatred infidels by surprise.

Map Layout & Starting Positions



Defenders are positioned anywhere in the castle. Attackers are positioned anywhere on the Watering Hole map. The large siege tower is positioned next to the watering hole as shown on the map.

Counters

The Defenders		The Rescue Team		The Attackers			
Sudan Bows	Osewel Sadik Jellal Mustafa	Rade	Rashid Qutuz Fakr Imad Mongka Ayub Usamah	Templars (on foot)	Sir Dreux Sir Roger Sir Balian Sir Raoul Sir Gerard Sir Amalric Sir Michael	Billmen	Shawn Godric Cliff
Seljuk Inf.	Farhad Mohammed Ageel Shammin	Horse Archers		Turcopoles (on foot)	Kamal Merton Mosul Tamara Arnulf Reuben	Spears	Bryn Hayden Stori Aki Gareth
Syrian Inf.	Tossaun Mesuf Baysan Ali Husseyin Abdul	9 10 10 A	Baha Rashid Vezelay Fa'iz Taki Yaghi	Shortbow	Ansel Robert Hugh Simon Jean Peter	Peasants	David Gawain Jasper Morris Geoffry Ivor
Slinger	Mustaq Jalil Omar	Light Mameluk		Crossbow	Jordan George Bernard Adam Aubrey Gille		

Special Rules

The rescue team can enter at each turn from side 1 of the Watering Hole map after making 8,9 or 10 with 1D10. They can exit the map at anytime and re-enter later in the same way.

Victory Conditions

Sir Dreux wins if he can force all the defenders to retreat to the upper bailey while killing at least 8 characters in the rescue party. Any other result is a victory for the Syrians.