## Claymore 2 - Scenario 1 for Cry Havoc

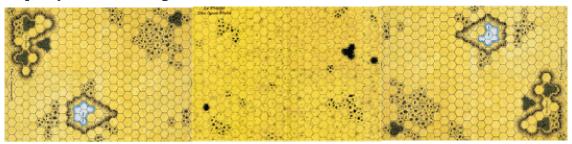
# Happy Anniversary!

## **Background**

Count Gilbert is anxious. Admittedly, he has been successful in combat, driving back a band of Anglo-Navarrais plunderers that he has tracked for two days with a score of French knights which accompanies the count at a fierce pace. But his Genoese mercenaries were exhausted by the long hours of functioning which they have just undergone and the remainder of the infantry has not yet arrived. Straight out, the Anglo-Navarrais were cut off around a small hill.

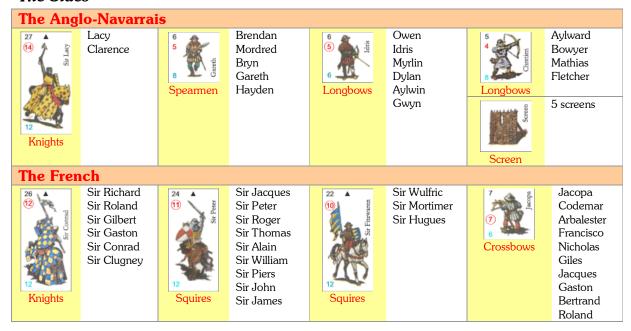
Fortunately, there were Welsh archers with them. This would be a really sad joke! Because 10 years ago, day for day, on August 26 1346, the flower of the French knighthood died under the arrows at Crecy!

## **Map Layout & Starting Positions**



The Anglo-Navarrais choose one of the two "The Crossroads" maps and place their troops there (on the hill and in a radius of 20 hexes of edge 8 of the map). Crossbowmen and then the French knights, enter by edge 8 of the opposite "The Crossroads" map. The French begin the first turn of play.

#### The Sides



### Règle spéciale

Crossbowmen are very reduced by the many hours of functioning which they have of enduring under the rain; their equipment suffered also much. Consequently, +1 point is added to each missile results die roll when shooting crossbows.

### Conditions de victoire

The victory goes to that of one the two players who arrives and has killed or captured all the enemy knights.

#### Warning

This scenario does not have great interest: The Anglo-Navarrais side will do nothing but await the French attack and the French knights do not have use of another tactic other than to charge while waiting for their whole force to arrive. In fact, "Happy Anniversary!" is especially a test which will enable you to include or understand the mechanism of the battle of Crecy.