

The Safeguarding of The Holy Grail

The Story:

Background: In the twilight of an oncoming winter, the armies of Mordred marched on the castle of gold and silver, the mythical Camelot, home of the Round Table. Arthur asked himself if he had lost the blessing which had made him King. Then, one morning, he was told that a poor man was at the door, who had returned from the cursed lands. He knew that a knight had found the Grail, and that he was in trouble but had luckily been sheltered by an honest merchant in a nearby village. Strengthened by the news, Arthur immediately was struck by despair when he learned that Piers, Mordred's faithful lieutenant, was about to attack the village to carry off the precious object.

The Situation: Sir Richard managed to recognise the Grail as a silver cup on the altar of a temple whose name is lost to history. His relic bouncing on the back of a mule, he returned from his quest accompanied by his faithful squire and a soldier whose talents with the crossbow have been useful both in hunting and in holding off robbers. It is now, practically at the end of his journey, that the notorious Piers determines to dislodge him from the shelter given him by a citizen. At sunrise Mordred's men are advancing, when seven knights in shining armour and all banners flying launched themselves to the rescue of the poor knight who lay at the mercy of his murderers.

Assembling The Maps & Starting Positions:



Mordred's soldiers enter the Crossroads map through sides 7 and 5, at least 5 hexes from side 8. The Knights enter the Crossroads map [through side 6].

Special Rules:

1. The people in the village are deeply asleep. In addition, it is impossible to play them until there is at least one Knight or soldier of Mordred in a hex adjacent to a building in the village. However, if the alarm has not been raised by the 6th turn, it will then happen automatically as a consequence of the noise of battle.
2. In relation to combat, the women will engage in combat as they have been made fanatical by the presence of Sir Richard.
3. The game has a limit of 10 turns, or 1 hour of real time.



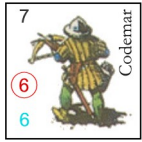











Victory Conditions:

Compare the following victory points calculations.

For Mordred – 10 points per knight killed; 20 points for Sir Richard on foot and wounded, 10 points only if he is wounded mounted, 50 points for his death; 100 points if the mule is captured.

For the Knights – 10 points per knight killed, 50 points for the death of Sir Piers; 50 points for preserving the mule, 50 points for exiting it from the village.

The Counters:

The Knights of The Round Table		Mordred's Soldiers		In The village	
	Sir Gaston Sir Clugney Sir Roland Sir Gilbert	 (mounted)	Sir Piers	 Building 1	Farmer Codemar
	Sir Conrad Sir Roger Sir James	 (on foot)	Sir Gunter Sir Thomas	 Building 2	Edith
			Sgt Tyler Sgt Arnim	 Building 3	Gobin Sgt A'Wood
		 Spearmen	Wat Odo Bertin Hal Perkin Crispin	 Building 4	Sir Richard Leopold
		 Archers	Fletcher Aylward	 Building 4	Horse Mule
		 Halbardiers	Frederick Otto Watkin Wynken	 Building 5	Audrey Philip