

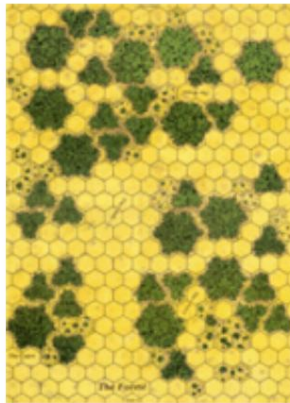
Transporting weapons (“on a moonless night...”)

The story

In Fontbois, everyone is talking about nothing else. Sir Clarence the traitor has managed to escape with a handful of men from the dungeons of Sir Lacy's castle, his former liege lord. But now, Sir Clarence and his men find themselves in the middle of the forest, not really knowing what to do. They realize that unarmed as they are, they have no chance of survival, with men-at-arms on their tail.

They still have one chance. One of them has learned by chance that Sir Lacy is going to send a number of weapons under heavy guard to a vassal. The rebels decide to risk everything and attack the caravan at night.

Map Assembly & Starting Positions > The fire is












placed on the square marked Glade. All of Sir Hughs's men are placed within a 2-hex radius of the fire, except for the lookouts.

> Only 4 men can be placed anywhere on the game mat. These are the lookouts, the only men of Sir Hughs who are awake.

> The rebels enter from the side of the map of their choice. They are the only ones to move until the alert is given.

The pawns

The rebels		Sir Lacy's Men	
 12 9 4 Sir Clarence Knights at foot	Clarence Mortimer	 12 8 6 Bors Halberdiers	Bors Evans Fursa
 11 9 6 Sgt. Llewellyn Sergeants	Pugh Morgen Llewellyn	 10 7 4 Sir Hughs Knight to earth	Hughs
		 1 Horse	Hughs
		 Fire	1 fire 2 lanterns
		 3 3 8 David Peasants	David Morris Mathew Roger
		 8 7 8 Brendan Pikemen	Hayden Mordred Bryn Brendan Gareth Arnold Aki Stories
		 Cart Transportation	Cart Horse by line

NB: If you want to adapt this scenario to Cry Havoc or Crusades: the total attack points for unarmed rebels is 46, armed 92, and for Sir Lacy's men 80.

Special rules

- > The scenario takes place at night. Any character moving in a shadowy area is not spotted until the alert is given.
- > A fire lights an area with a radius of 8 squares. A lantern reaches 4 squares, and a man without a lantern and outside the lit area sees 2 squares. A bush or tree square counts as 2 for lighting purposes.
- > Don't confuse vision with lighting. If a character without a lantern can't see a man 2 squares in front of him, he can see any character in a lit area across the entire map.
- > Sir Hugh's men cannot move (they sleep) until the alarm is raised. Once the alarm is raised, they spend one turn without moving (they wake up and grab their weapons) and then act normally.
- > The alarm is raised if a rebel enters a lit area, if a lookout without a lantern is attacked and not killed in the first assault.
- > Sir Clarence's men are unarmed. To simulate this, use the wounded tokens. As soon as they recover their weapons (from the wagon or the body of a dead enemy), they will regain their initial potential. Warning: an unarmed man wounded during combat dies.
- > To arm himself, a man must spend a turn on a square adjacent to the cart, or to a corpse.

Victory Conditions

Count the points by counting: > 1 point
per armed rebel leaving the map alive, > 1/2
point per unarmed man leaving the map. > 2
points if Sir Hugh's horse is taken, > 4
points if the wagon is taken.