

SERIE "CRY HAVOC" - SCENARI BASE

TITRE	BOX	A	B	CARTES	JOU.	T
Cry Havoc						
1 - Street Fight	CH	1A+5P	1A+5P	VLG	2	30'
2 - Peasant Revolt	CH	16C	18F+1A+11P	VLG+CRD	2-4	1 h
3 - City Sack	CH	18F+2A	7F+4A+4P	VLG	2	1 h
4 - Robbery with Violence	CH	5F+1A+6P	1C+4F+2A+7P	VLG+CRD	2-3	
5 - The Trap	CH	10F+13A	12C+20F+4A	VLG+CRD	2	
6 - Vanguard Clash	CH	8C+14F+4A	8C+12F+6A	CRD	2	
7 - Flight	CH	3C+10F+5A+5P	10C+13F+2A+4P	VLG+CRD	2-4	
Siege						
1 - Coup de Main	S	12F+2A	7F+1A+1P	CST	2	45'
2 - Assaulting the Breach	S	13F+4A+6P	10F+3A+3P	CST	2	1 h
3 - Burning the Camp	S	9F+2A+2E+5P	4C+5F+2A	CST	2	
4 - The Duke's Justice	S	1C+11F+6A	11F+4A+1E+9P	CMP+CST	2-3	
5 - In Extremis	S	14F+8A+1E+7P	9F+2A+2P	CST	2	
6 - Retreat	S+CH	12C+22F+4A+9P	7C+15F+4A+11P	CRD+VLG+CST	2-4	
6a - Retreat (gioco campagna)	S+CH	12C+22F+4A+9P	7C+15F+4A+11P	CRD+VLG+CST	2-4	
6b - Assault		2C+6A+3E	sopravvissuti	CRD+VLG+CST	2-4	
6c - Sally against the camp		1/3 sopravvissuti	1/2 sopravvissuti	CRD+VLG+CST	2-4	
6d - Sally for supply		sopravvissuti	sopravv. +1C+3F+2A	CRD+VLG+CST	2-4	
7 - Raising the Siege	S+CH	12C+16F+5A+14P	8C+29F+9A+6P	CMP+VLG+CRD+CST	2-3	
Outremer						
1 - Rally to the Standard	O	11C+6AC+14F+4A	17C+6F+6A	OLG+WAT	2	
2 - Ambush	O	7C+4AC+5F+8A	10C+14F+1P	OLG+WAT	2	
3 - Road to Jerusalem	O	8C+7AC+12F+4A	16C+10F+10A	OLG+WAT	2	
Croisades						
1 - La Charge des Templiers	CR	8C	26F+3A	OLG+WAT	2	
2 - Les Chevaliers d'Allah	CR	19C+11AC	11C+11F+13A+8P	OLG+WAT	2	
3 - L'Etendard du Roy	CR	13C+11AC+26F+9A	11C+11F+16A	OLG+CMP+WAT	2	
4 - Embuscade sous les Oliviers	CR+CH	800 punti	700 punti	CRD+OLG+WAT	2	
5 - Boire ou Mourir	CR+CH	1000 punti	1000 punti	CRD+WAT+OLG	2	
6 - La Bataille d'Arsouf	CR+CH+S	1300 punti	1500 punti	CRD(2)+FOR+WAT	2-3	
Viking Raiders						
1 - Caught off Guard	VR	16F+3A+4B	2F+2A+11P	SEA+COA+3 SHIP	2	
2 - Buried Treasure	VR	20F+3A+7B	2C+21F+3A+14P	SEA+COA+6 SHIP	2-3	
3 - Sea Battle : Viking vs Viking	VR	17F+3A+7B	17F+3A+7B	SEA+COA+5 SHIP	2	
4 - Seizure and Sabotage	VR	13F+1A+6B	1C+8F+1A+17P	COA+2 SHIP	2	
5 - Village Conquest	VR+CH	3C+16F+4A+7B	4C+24F+3A+19P	SEA+COA+VLG+CRD	2-4	
6 - Brigida to the Battlements	VR+S	5C+14F+11B+14P	5C+28F+4A	2 SEA+COA+CMP+CST	2-6	
Viking						
1 - Viking contre Viking	V	15F+2A+3B	15F+2A+3B	MER+TDG+PRO+2SHIP	2	
2 - Drakkar en Vue	V	11F+2A+3B	2C+17F+3A+17P	2 MER+ABB+TDG+5 SHIP	2-3	
3 - Demiere Boucle avant la Mer	V	13F+3B	13F+2A+10P	MER+ABB+TDG+PRO+7 SH	2	
4 - La prise de l'île de Man	V	22 personaggi	5C+23F+3A+17P	2 MER+ABB+TDG+8 SHIP	2	
5 - Quand le brouillard se lève	V	22 personaggi	25F+10P	2 MER+ABB+TDG+PRO+8 SH	2	
6 - La Princesse de Dongall	V	3C+27F+2A+9B	5C+29F+2A+14P	2 MER+ABB+TDG+PRO+8S	2-4	
7 - La vengeance d'Erik le Roug	V	Tutti	TUTTI	2MER+ABB+TDG+PRO+12S	2	
Samurai Blades						
1 - Ambush	SB	Gruppo 1	Gruppo 2	WDVL	2	
2 - Battle for the Bridge	SB	Gruppi 3+8	Gruppi 4+5	TMPL	2	
3 - Seven Samurai	SB	Gruppo 7	Gruppo 6	WDVL	2	
4 - Kagemusha	SB+CH	Gruppo 3	Gruppo 8	WDVL+TMPL+CRD	2	
5 - The temple	SB	Gruppo 8	Gruppo 5	TMPL	2	
6 - Night of the ninja	SB	Gruppo 10	Gruppo 9	TMPL	2	

SERIE "CRY HAVOC" - SCENARIOS ADDITIONNELS

TITRE	BOX	A	B	CARTES	JOU.	T
Scenario Book - 1						
1 - The Knight Errant	CH	11F	2C+13P	VLG+CRD	2	1,5 h
2 - The Foraging Party	CH	6C	2C+7F+6P	CRD	2	45'
3 - The Knight's Lady	CH	7F+1A	1C+3F+1A+11P	VLG	2	1 h
4 - Reconnaissance Patrol	CH	4C+4F+4A+7P	2C+2A+4P	CRD	2	45'
5 - The Rescue	CH	6C+12F	10C+10F	VLG+CRD	2-4	3 h
6 - Battle of Little Wooton (*)		(jeu campagne ou scenarios simples)				
6a - The villagers choose	CH	1C+1F+1A	1C+1F+1A	VLG	2	1 h
6b - The battle	CH	idem+(7C+12F+1A)	idem+(7C+10F+1A)	VLG+CRD	2	3 h
Scenario Book - 2						
(première série)						
Night Attack	CH	4F+1A	1F+1A+10P	VLG	2	1 h
Frontier Watch	CH	1C+6F+2A	1F+1A+10P	VLG+CRD	1-2	1 h
Waiting for Odo	CH	3P	1F + (?)	CRD	1-2	30'
Recce	CH	4C+1F	100 points	VLG+CRD	2	
A Siege Campaign (*)	S	(jeu campagne ou scenarios simples)				
- Setting the scene	S	70-100 punti	2C+10F+6A	CST	1-2	
- The siege	S	Tous les autres	sourvivants	CMP+CST	2	
The Morning After	S	variable	74 points	CST	2	1 h
Brigands and their Lake	O	17C+3F+2A	8C+2F+1A	WAT+OLG	2-4	
A Fight in the Olive Grove	O	6C	1C+64 points	WAT+OLG	2	1 h
The Assassin	O	1 Assassin	1C+10F	WAT+OLG	1-2	30'
Chevauchée	CH+S+O	100-400 points	100-400 points	VLG+CRD+CST	2	
Knights in White Satin	CH+S+O	divers	8C+ autres	VLG+CRD+WAT+OLG	2	
Dissembling Assembly	CH+S+O	divers	1C+200 punti	CST+ autres	2-6	
Just Passing Through	CH+S+O	divers	divers	divers	1	
The Day they hanged Big Tom	CH+S	5F+4A+16P	1C+13F+1A	CRD+FOR+CST	2	
The Second Oldest Profession	CH+S+O	divers	divers	FOR+divers	1	
(seconda serie)						
On to Italy	CH	10F+4A	3C+3F+4A+13P	VLG	2-3	2 h
A Baron's Rescue	S	4C+11F+3A+4P	7F+5A	CMP+CST	2	2 h
For God and Jerusalem	O	12C	9C+4AC+4F+3A	WAT	2-3	3 h
The Tax Gatherer	CH+S	vari	4C+6F+4A	CRD+VLG+OLG	4-6	3 h 30'
Rebellion	S	4C+9F+4A	6C+4A+1P	CRD+CST	3	2 h 30'
Return from Hattin	O	divers	13C	VLG+CRD+CST+OLG+WAT	2	2 h
Blockade	CH+S	3C+10F+3A	9C+14F+10A	CRD+VLG+CST	3	3 h
Acre 1191	CH+O	divers	divers	CMP+WAT	2-3	3 h
Palace Revolution	O	4C	8C+9F	CRD+VLG+OLG	2	1 h
Burn the Engines	O	5C+5A	4C+15F+7A+9P	WAT+OLG	2	1 h 30'
Body of the Church	CH+S	2C+7F+3A+13P	2C+4F+3A+21P	CRD+OLG	2	1 h 30'
End of an Order	CH+S	9C+16F+7A+18P	7C+2F+4A	VLG+CST	2-3	2 h
The Magnificent Seven	CH+S+O	24C+16F+15A	11C+8F+8A+9P	CRD+VLG+WAT+OLG	3-5	3 h
Infidels !	CH+S+O	16C+4AC+16F+11A	17C+14F+17A	OLG+WAT+CRD+VLG	3-5	3 h
(ATTENTION : points = force d'attaque)						