Revolt in the Spanish Netherlands

1568 – King Phillip II of Spain has sent the Duke of Alba to the Spanish Netherlands to crush a rebellion of the locals in the provinces against the Spanish crown. Alba the "Man with the Iron Fist" has done a merciless job and imprisoned the Dutch leaders ready for trial and execution. But the rebellion is far from over as there remain a handful of survivors to continue the fight for freedom.

The scenario:

The leaders of the rebellion Count Egmont and Count Hoorn and various supporters have been brought to Brussels for trial and execution. They are brought one by one to the main square with trials and execution by hanging carried out with the Counts being locked away until last.

A group of 5 Dutch rebels, led by the brothers Jan and Pieter van de Wynk (+1 each) has sneaked past Spanish controls to free Egmont and Hoorn. They encounter the back door of the prison only guarded by 4 Spaniards: Alba (+2), Sergeant (+1), Arquebusier and Drummer.

They have only five moves to pin down the guards, open the door (dice: 5&6) and escape with the prisoners. Should they fail the game is lost for the Dutch. Escape with one prisoner is a draw, escape with two is a Dutch victory.