

Scenario - Dolphin & Cross - 3

The Sack of Avalon (2/2)

Background

After sacking the village, the Savoyards of Gaston de Verdon become bolder and decide to attack the castle. They benefit from complicities inside in the person of the Cohard brothers. No need to promise to them many rewards so that they agree to open the doors of the castle.

Map Layout & Starting Positions



Place 2 Gate markers on both gates of the castle.

All castle mantlets are open.

2 of the Cohard brothers are in the high court, next to the Great Hall (*Aula*) and the wardrobe (*Salle d'armes*). The third one is in the lower court, in the hex closest to the pond (*Vivier*).

Dauphinois are located inside the castle.

Savoyards enter through the North side of the map. They play first.

The game is played in 12 turns.

The Counters

| Savoyards (Cry Havoc) | | | | Dauphinois (Siege & Horse Raiders) | | | |
|--------------------------|---------------------------------------|--|-------------------------------------|---------------------------------------|-------------------------|--|---|
| | Sir Gaston | | Tybalt Robin Rees | | Sire Gui Sire Girard | | Foulque Rollet Waleran Arthaud Berthold |
| | Sir Jacques Sir John Sir Thomas | | Mark Bertin Ben Hal Wat | | Antoine | | Paolo Roberto |
| | Sgt Tyler Sgt Martin | | Nicholas Denys Roland | | 2 | | Baldric Dai Jones |
| | Wynken Geoffrey Frederick | | 3 ladders | | 13 | | |

Special Rules

The Cohard brothers: Their only purpose is to open the gates. If they are discovered, they have to run away until they can't be seen any more by the character who unmasked them. They can then redo an attempt on another gate. They play in the same phase as the Savoyards.

Unmask the traitors: Any Dauphiné character within 2 hexes of any brother Cohard who's trying to open a gate can try to guess the purpose of their suspicious schemes. Roll 1D6 per Dauphinois per turn; a result of 6 leads the character to understand what is going on. It is then up to him to inflict the traitor with the punishment he deserves.

Victory Conditions

Savoyards must seize the castle to win.

- > If they can't enter the castle, it is a crushing defeat ;
- > If they can only reach the lower court, it is a short defeat ;
- > If they can reach the high court, it is a narrow victory ;
- > If they can take control of the high tower, it is a total victory.