

Scenario - Dolphin & Cross - 4

The Fort of Mont Briton

Background

May 1313: Seeking revenge after the sack of Avalon, the Dauphin had attacked the first fort on the hill of Mont Briton and took it on March 13th. Two months later, the bailiff of Savoy starts to build a second fort on the same site. The construction site, led by Master Mason Bertier Galeis, is protected by numerous men-at-arms who camp nearby, as they suspect that the Dauphinois are not going to let the masons work quietly. Moreover, the sentinel has just sounded the horn: they arrive!

Map Layout & Starting Positions



Place 2 round towers under construction (3 hexes wide) as shown, adjacent to 2 each 5-hex walls under construction. Complete the left battlement with a 1-hex bended wall. Place 2 each 3-hex scaffoldings next to each wall section, that can be reached through ladders. Place 4 stakes markers ahead of the entrance, 2 others close to the left tower and the last 3 between the other tower and the camp. The Master-mason and the masons from Savoy are located within 2 hexes of the walls. 3 crossbowmen and 2 halberdiers from Savoy are deployed on the Crossroads map. The other men of the bailiff of Savoy are within the camp. They are all dismounted and the horses graze outside

of the camp.

Dauphinois enter through the North side and play first. The game is played in 12 turns.

The Counters

Dauphinois (Horse Raiders)		Savoyards (Siege)					
<p>Sire Graton</p> <p>Knights</p>	<p>Graton Gui Jehan Aymon Girard Pierre</p>	<p>Fourique</p> <p>Billmen</p>	<p>Waleran Arthaud Berthold</p>	<p>Sir Lacy</p> <p>Foot Knights</p>	<p>Clarence Lacy Wulfric</p>	<p>Jones</p> <p>Engineer (Master mason)</p>	<p>Jones</p>
<p>Contrand</p> <p>Macemen</p>	<p>Urbain Evrard André Péronet</p>	<p>Henri</p> <p>Pikemen</p>	<p>Louis Hélias Henri Fulbert</p>	<p>Sir Fitzwaren</p> <p>Foot Squires</p>	<p>Fitzwaren Mortimer Hughes</p>	<p>Roger</p> <p>Peasants (masons)</p>	<p>David Geoffry Harry Ivor Jasper Mathew Morris Will'm</p>
<p>Antoine</p> <p>Sergeants</p>	<p>Antoine Thierry</p>	<p>Gianni</p> <p>Pavese Arbalesters</p>	<p>Gianni Paolo Roberto</p>	<p>Sgt Llewellyn</p> <p>Sergeants</p>	<p>Llewellyn Morgen Pugh</p>	<p>Shawn</p> <p>Billmen</p>	<p>Shawn Godric Cliff</p>
				<p>Evans</p> <p>Halberdiers</p>	<p>Evans Fursa Bors</p>	<p>Emlyn</p> <p>Crossbows</p>	<p>Alric Emlyn Gawain</p>

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Special Rules

Capture of a mason: If an attacking Dauphinois party has combat odds of 8-1 or more against a defending mason who has none of his side in any hex adjacent to him, the mason may surrender.

To ascertain if the Dauphinois accept the mason's surrender, he rolls a dice.

> 1 – 4, the mason surrenders.

> 5 – 10, the mason does not surrender and combat may take place.

On surrendering, a mason's counter is stacked on top of a ransom marker.

When a mason surrenders, he must be escorted to the north side of the map by a knight or a sergeant, or two men-at-arms. The escort has to stay in adjacent hexes to that of the prisoner along the route (the prisoner moves with his guards). If the escort is no longer adjacent to the mason, this one is automatically released.

Movement Restrictions: Savoyards cannot leave the map.

Victory Conditions

Dauphinois win if they succeed in stopping the building of the fort for a long time. They hence must disable as many masons as possible, either through killing, wounding or taking them as prisoners.

At the end of the 12 turns, count points as follow:

> 4 points if the Master-mason is killed or captured ;

> 2 points if the Master-mason is wounded ;

> 2 points for each mason killed or captured ;

> 1 point for each wounded mason.

Victory is attributed based on the following points:

> Over 15 points: Undisputable Dauphinois victory: The fort will never be completed ;

> From 11 to 15 points: Narrow Dauphinois victory: The construction has been delayed but will resume shortly ;

> From 6 to 10 points: Narrow Savoyard victory: It will just be a few days until construction can resume ;

> 5 points and less: Undisputable Savoyard victory: Work will resume as soon as tomorrow.