

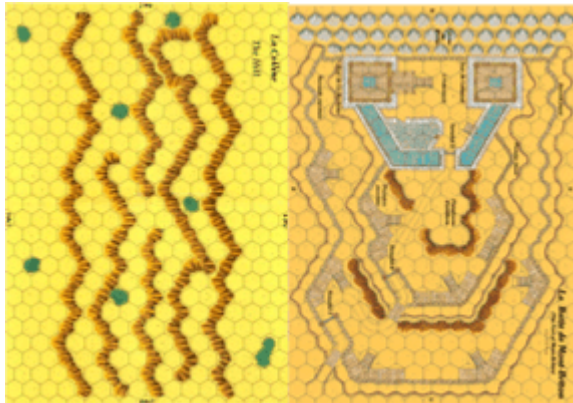
## Scenario - Dolphin & Cross - 5

### As a Thorn in the Foot

#### Background

March 13, 1313 – The destruction of the village of Avalon in January outraged the Dauphin Jean. He summons his feudal lord Guers of Beaumont to destroy finally this Savoyard fort which prevents him from sleeping. Guers is apprehensive as he knows that the attack might cost many lives. He thus decides to attack at night.

#### Map Layout & Starting Positions



Savoy troops are deployed within the fort. They can use 5 torches (use the Lantern counters of Samurai or the Fire counters of Siege by default). 2 torches can't be located less than 4 hexes away from each other. All 3 tornefols are closed.

Dauphiné troops are deployed on left hand half of the Hill map. They can use 2 grapples, 2 ladders and one footbridge.

The game is played in 12 turns.  
The Dauphiné player plays first.

#### The Counters

The Savoy Troops (Horse Raiders)		The Dauphiné Troops (Cry Havoc)	
 Sire Gul Knights (on foot)	Gui Jehan Pierre	 Antoine Sergeants	Thierry Raoul
 Fourique Billmen	Waleran Arthaud Berthold Géraud	 Gianni Pavese Crossbow	Gianni Paolo Leonardo Stefano
 Gomtrand Macemen	Urbain André Péronet	 Henri Pikemen	Hélias Henri Fulbert
 Sir Conrad Knights (on foot)	Sir Richard Sir Roland Sir Gilbert Sir Gaston Sir Conrad	 Jacopa Armored Crossbow	Jacopa Arbalester Nicholas Giles
 Sir Peter Squires (on foot)	Sir Jacques Sir Roger Sir Thomas Sir Alain	 Forester Crossbow	Jacques Gaston Bertrand Roland
 Sgr. a Wood Sergeants	Tyler Martin Arnim	 Ben Halberdiers	Frederick Ben Geoffrey Hubert
 Guy Billmen	Robin Guy Jean	 Ben Pikemen	Crispin Hal Odo Mark Ben

#### Special Rules

**The night:** At night, visibility is reduced to a range of 3 hexes. Missile fires can only be shot at targets that are visible, that is, within a 3-hex range or lighted areas (see below).

**Torches** (adaptation of the lantern rules from Samurai):

> A torch lights the hex on which it is placed as well as the 6 ones that surround it. The light spread by a torch gets through a window or a door but not a wall or a stockade. The characters being on lit hexes are visible as in broad daylight.

> To light or relight a torch, a character has to be on the same hex as the torch at the end of his movement. To switch it off, the character just need to cross that hex.

**Consequence of fires on night visibility:** if a wooden structure is burning, the total visibility is spread to a 2-hex range of the hex on fire.

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### **Victory Conditions**

If, at the end of the 12 turns:

- > The Savoyards are still present within all stockades of the fort, the Savoyard player wins a wide victory: Guers of Beaumont will no longer be a feudal lord soon;
- > No Savoyards are left within the second stockade, the Savoyard player wins a close victory: Guers of Beaumont will have to defend in front of the Dauphin and he knows that his chances of forgiveness are thin;
- > No Savoyards are left within the first and second stockade, the Dauphiné player wins a short victory - Guers can explain that the fort is no longer a threat for Avalon, even if its position is uncomfortable in case of any Savoyard counter-attack;
- > The Savoyards are only holding the 2 towers, the Dauphiné player wins a large victory - defenders will have to surrender before the arrival of the reinforcements;
- > The Savoyards are all killed, wounded or stunned, the Dauphiné player wins a crushing victory - Guers of Beaumont is going to be able to ask for a promotion as bailiff of the Gresivaudan valley.