The Sack of Avalon (1/2)

Background

January 1313. Gaston de Verdon, lord of Pont de Beauvoisin, sets a raiding party with 149 horsemen against the fortified village of Avalon. This one is poorly fortified and Savoyards have easily broken into it. Their goal is simple: destroy and rampage anything they can.

Map Layout & Starting Positions

Place the pig and the goat in the gardens of houses 2 & 4.
Place a barrel in each shoppe. They are filled with salted meat.
Place the Treasure marker in the Tour Brune manor.
Place both carts in the streets of the village.
Dauphinois are positioned inside the village.
Savoyards enter through the South border of the map and play first.
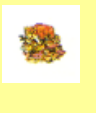The game is played in 15 turns.

The Counters

Savoyards (Cry Havoc)		Dauphinois (Siege & Horse Raiders)					
Knights	Sir Gaston Sir Gilbert Sir Richard	Animals	1 pig	Knights (on foot)	Graton Gui Jehan Aymon	Peasants	David Geoffry Harry Ivor Jasper Mathew Morris Roger Will'm
			1 goat				
Squires	Alain Gunter Jacques James John Peter Piers Roger Thomas William	Carts	2 carts (with draft horses)	Sergeants	Antoine Thierry	Billmen	Foulque Rollet Waleran Arthaud
	3 barrels		1 treasure	Pavese Crossbow	Gianni Paolo Roberto		

Special Rules

Burning a house: The houses in the village (except the manor) are made of wattle and daub, and can then catch fire easily. Use the rule to set fire to a siege engine or a tent. A house is treated like a trebuchet on the fire table of Siege or the Magna Carta. At least 4 house hexes must burn for 3 turns for thr builfing to br considered as destroyed.

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Victory Conditions

The Savoyard player must accumulate the largest number of destruction points:
- Each destroyed garden or orchard hex earns 1 point ;
- Each animal or barrel that exits the south border of the map earns 2 points ;
- Exiting the treasure through the south border earns 4 points.
- Each destroyed house earns 5 points.

At the end of the 15 turns, count all Savoyards points:

> From 0 to 15 points: Crushing defeat – Exile might be better than having to report out this result to the bailiff ;

> From 16 to 30 points: Heavy defeat – The Lord will likely be revoked very soon ;

> From 31 to 45 points: Short defeat – Such a nice opportunity won't happen again anytime soon ;

> From 46 to 60 points: Honorable victory – Too bad we didn't have enough time to complete the job ;

> From 61 to 75 points: Nice victory – The bailiff will be proud of his lord ;

> From 76 to 90 points: Superb victory – Dauphinois won't settle back in these ruins for a long time.