

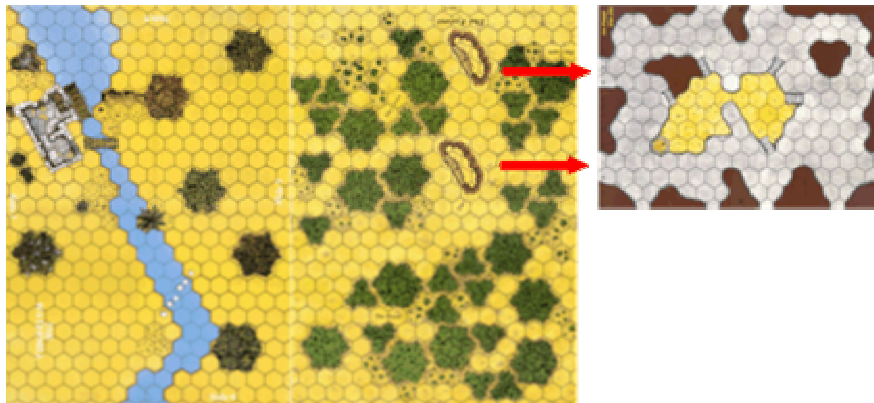
Scenario - Dolphin & Cross - 1

The Mines of Allevard

Background

1322 - The iron mines in the region of Allevard produce a quality ore which is transformed into swords, lance tips or armors in blast furnaces led by the driving force of water – they are called “martinets”. These are built along the frontier brooks of the Bens and the Bréda. Destroying these mills and controlling the mines is a major objective for the Savoyards. The bailiff of Montmélian thus took the head of a raiding party to ruin the local industry. But the feudal lord of Allevard is expecting an attack and has sent some clients* to defend the mines and the mill. (*) old name used to designate salaried men-at-arms.

Map Layout & Starting Positions



Use 2 mine markers (from Dragon Noir 1) as shown on the Forest map. They are the entrances for the Pit underground map. Place both carts with an iron load on each of them within 3 hexes of the mine entrances. Place the remaining 4 iron ores in the lower level of the underground map. 2 lanterns are held by 2 peasants and are located at each entrance of the underground mine.

The third lantern is held by another peasant in the pit.


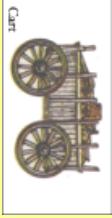




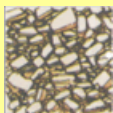
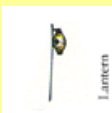



All miners are on the underground map. 2 surface peasants lead the carts while the remaining 3 operate the mill.

Savoyards play first and enter through the south border of the map.

Other troops from Dauphiné enter through the north border of the map from Turn 3.

The game is played in 12 turns.

The Counters

Dauphiné (Cry Havoc)		Savoy (Horse Raiders)	
 <p>26 12 Sir Conrad</p> <p>Knights</p>	Sir Conrad Sir Robert	 <p>Cart</p> <p>Carts</p>	2 (with ox)
 <p>6 5 8 Forester</p> <p>Crossbow</p>	Denys Codeman Roland	 <p>7 6 8 Ben</p> <p>Pikemen</p>	Mark Bertin Ben Hal Perkin Wat
 <p>5 6 8 Salter</p> <p>Peasants (surface)</p>	Salter Farmer Gam Carpenter Smith	 <p>5 4 8 Gobin</p> <p>Peasants (miners)</p>	Gobin Wulf Baker Giles Cedric
 <p>Stones</p>	6 (symbol for iron ore)	 <p>Lantern</p> <p>Lantern</p>	3
 <p>29 15 12 Sire Graton</p> <p>Knights</p>	Jehan (Bailiff) Graton Gui Aymon Girard Pierre	 <p>12 8 6 Fourique</p> <p>Billmen</p>	Waleran Arthaud Berthold Géraud
 <p>7 7 4 Gianni</p> <p>Pavese Crossbow</p>	Leonardo Stefano		

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Special Rules

Moving Ore loads: A healthy peasant has to stay for a full turn on a hex containing an ore marker without fighting to lift or put down a load. His movement is limited to 2 hexes per turn if he carries a load. If attacked, he will suffer from a (-1) malus when rolling the dice.

Putting a load in a cart costs 1 PM. There is no limit in the number of loads of ore which can be put in a cart.

Seizing a peasant: If during a combat phase an attacking Savoyard party has combat odds of 8-1 or more against a defending peasant who has none of his side in any hex adjacent to him, the peasant may surrender. To ascertain if the Savoyards accept the peasant's surrender, he throws a dice.

> 1 – 4, the peasant surrenders.

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

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

When a peasant surrenders, he can be forced by his guard to move loads of ore. He must be permanently escorted 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 peasant, this one is automatically released.

Visibility in the mine: It's pitch black in the mine and it is mandatory to have a lantern to move or fight. Use the rules of Samurai (page 12) with the following exception: a character can move a lantern. There is no cost in point of movement to take or put down a lantern. A lantern can only light one level in the Pit. A lantern which falls and is not collected at the end of a complete turn fades out. A character fighting with a lantern in the hand undergoes a penalty equivalent to an unfavorable terrain.

Burning the mill: Same process as for burning a siege engine or a tent. A mill is treated like a trebuchet on the fire table of Siege or the Magna Carta. At least 7 hexes of the mill must burn for 3 turns for the building to be considered destroyed.

Victory Conditions

Burning the watermill earns the Savoyards 3 points.

Each ore load taken away beyond the South border of the map earns the Savoyards 1 point.

Points are counted for the Savoyards at the end of the 12 turns:

> 0 points: Terrible defeat – The bailiff Jehan can look for a new job;

> From 1 to 2 points: Short defeat – The Count of Savoy will not be happy;

> 3 points: Honorable victory – A good day, but many others will be needed to really weaken the enemy;

> From 4 to 5 points: Nice victory – The reward will be enough to finance the extension of the bailiff's family manor;

> From 6 to 8 points: Superb victory – The Count of Savoy will be able to lavishly reward the bailiff Jehan;

> 9 points: Striking victory – Next step can only be the capture of the castle.