

Robin Hood Campaign - Scenario 1

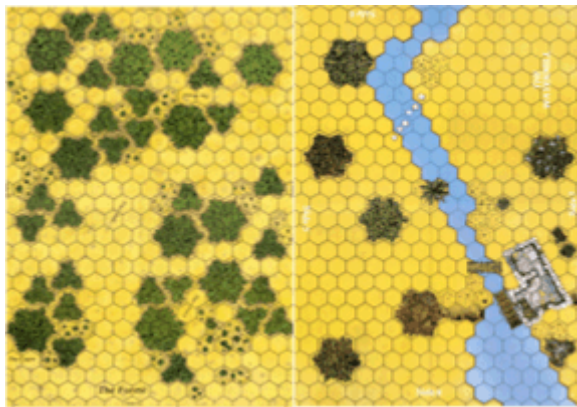
Greetings Sheriff !

Background

Sir Gilbert, youngest son of an obscure family from Poitou, had found refuge with Prince John in England. The similarity of their conditions and their lust for vice caused these two friends to make common cause. Eagerly hoping for a fiefdom which he could rule as he liked, Gilbert proposed that he should take control of the county of Nottingham, the previous Sheriff having unhappily been brought down by a band of outlaws led by a certain Laberne, apparently an archer without equal. Unwilling to refuse him, Prince John bestowed the rights on him and, giving him an escort, urged him to leave without delay.

Having passed the mill and the river, he is now on his own lands. Only Sherwood Forest to cross and the new Sheriff can take possession of the good town of Nottingham...

Maps Layout & Starting Positions



Sir Gilbert's troop enters through Side 7 of the Watermill map.

The Outlaws are all on foot, hidden in or behind the trees. The Outlaw player notes each character's starting position on a sheet of paper. These locations remain secret until their first intervention.

Sir Gilbert's troops take first turn.

Counters

Sir Gilbert's Norman Escort		Laberne's Outlaws	
<p>28 12 Sir Gilbert</p>	Gilbert Clugney	<p>11 Billmen</p>	<p>11 Jean Robin</p>
<p>12 Knights</p>		<p>8 4 Rebels</p>	<p>8 4 Laberne</p> <p>Jon Barney Santiago Simon Davrich Rix</p>
<p>24 12 Sir Jacques</p>	Jacques Roger	<p>7 Pikemen</p>	<p>7 Perkin Ben Wat</p>
<p>12 Squires</p>		<p>5 5 Peasants</p>	<p>5 5 Wulf Slater Radult Gam Giles Smith Baker Gobin</p>
<p>10 Sergeants</p>	A'Wood Martin		

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Special Rules

The supplementary rules for climbing trees are used.

Laberne is the best archer in the kingdom. He benefits from a permanent bonus of -3 to his die roll when shooting. In addition, he is not subject to the normal movement restrictions for longbows. This means that he uses the frequency of fire rules for shortbows.

Laberne knows that the death of Sir Gilbert would bring down terrible reprisals onto the common people. As a consequence he has forbidden his men to kill him, and ordered them to capture him instead.

Victory Conditions

Sir Gilbert's escort must leave 'The Forest' map through Side 9 to win.

- > Each foot soldier leaving the forest through that map-edge gains 1 victory point
- > Each rider leaving the forest through that map-edge gains 2 victory points
- > Sir Gilbert leaving the forest through that map-edge gains 4 victory points

A character leaving the game board by one of the 3 open edges of 'The Watermill' map loses an equivalent number of points. Sir Gilbert's escort wins if they obtain 10 victory points.

The capture of Sir Gilbert gives immediate victory to the Outlaws; in that event move on to Scenario 3. The capture of Laberne gives immediate victory to the Normans; in that event move on to Scenario 7.