

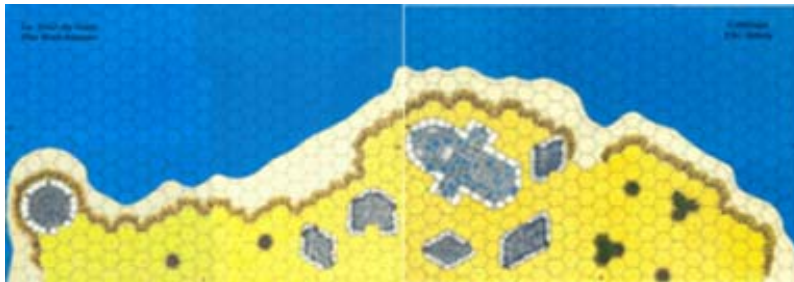
Robin Hood Campaign – Scenario 3

We Must Find Brother Irwin!

Background

Rumours spreading through Nottingham tell of a messenger from King Richard who will soon arrive in England to organise resistance to Prince John and prepare for the King's return. Nobody knows where the messenger will land, except for a Cistercian monk who has just returned to the Abbey of Wearmouth near the mouth of the River Humber. Hearing this news, Laberne and his men decide to leave straight away for Wearmouth to protect the monk, Brother Irwin, from the inevitable pressure to tell where the messenger will land that would be placed on him by Prince John's law officers.









Maps Assembly & Starting Positions



'The Watchtower' map.

The residents of the Abbey are set up anywhere on the 2 central halves of the maps. Prince John's officers enter on Turn 1 through the right-hand half of Side 3 of 'The Abbey' map. Each game-turn the Abbey Residents roll 1D10. Laberne and his men enter the game on a result of 1, 2 or 3. They enter through the left-hand half of Side 3 of

The Sides

Prince John's Law Officers		Laberne's Outlaws	
 <p>Knights</p>	Wulfic	 <p>Squires</p>	 <p>Rebels</p>
 <p>Sergeants</p>	Sgt Pugh Sgt Morgen	 <p>Halberdiers</p>	<p>Watkin Wynken Tom Otto Frederick Ben Geoffrey Naymes</p>
The Residents Of The Abbey			
 <p>Monks</p>	Zacharie Ernest Claude Geoffrey Engeram	 <p>Peasants</p>	 <p>Shortbows</p>
		<p>Gawain Morris Dylan Jasper Ivor</p>	<p>Chretien Fletcher</p>

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Special Rules

- 1 - To capture a monk, use the rules from “Cry Havoc”. [See the supplementary rules for clarification of how the capture rules should be applied in this and other scenarios.]
- 2 - A monk is treated as being under the protection of Laberne’s men when he succeeds in taking refuge in the watchtower and 2 outlaws defend the entrance.
- 3 - Brother Irwin can be identified – to do this roll 1D10 each game-turn for every monk captured or under the protection of Laberne’s men. The first to roll a ‘0’ is Brother Irwin (captured monks are tested first).
- 4 - Characters can barricade themselves inside the abbey [see the supplementary rules].

Victory Conditions

The objective for both sides is to succeed in identifying and saving (or capturing as the case may be) Brother Irwin. If Brother Irwin is still not identified when every monk has been captured, protected or killed, roll 1D10 for each monk and the monk with the highest die roll is Brother Irwin.

Laberne wins if he succeeds in exiting Brother Irwin through the left map-edge of ‘The watchtower’ map. Prince John’s officers win if they succeed in exiting Brother Irwin through the right map-edge of ‘The Abbey’ map. If Brother Irwin is dead, no one wins.

Note: The result of this scenario has a direct effect on the next scenario.