

## Robin Hood Campaign - Scenario 5

### Fight Or Die

#### Background

The information brought by Sir Roger rekindled hope in all those that no longer supported the tyrannical government of Prince John. A plot was centred around Sir Gaston, Earl of Gloucester, aimed at checking the traitor prince. A secret meeting of the main leaders of the plot was arranged for today not far from Norwich, on the coast of East Anglia. However, a traitor has unfortunately revealed all to Prince John, who has sent a large mounted force to that location to arrest his brother's supporters. Laberne, who was put in charge of security for the meeting, had just enough time to warn them of the imminent arrival of the Prince's men. The defence was organised feverishly. Cornered with their backs to the sea, the plotters knew that there was no alternative other than to vanquish the foe or to die on the scaffold.

#### Maps Assembly & Starting Positions









> 'The Crossroads' map must cover side 1 of 'The Arena' map up to The Cells [= 6 full hexes]; a width of 10 hexes of this central part of the game board must remain visible. Place one 7-hex tree to cover the skull and lifting barrier. [This will also block all except a 1-hex-wide corridor between the arena and the hillock.] Place one 3-hex tree to cover the junction of slope on side 4 of 'The Arena' - this tree must be adjacent to the 3-hex tree on 'The Crossroads' map.

> The peasants are set up near the houses. The oppression of Prince John weighs as heavily on them as on the barons, and they have spontaneously decided to join the side of the

supporters of good King Richard. Laberne's rebels are placed on side 2 of 'The Arena' between the slope and the hillock. The bowmen are set up on top of the slope of the arena or on the hillock. The Templars and knights are set up between the slope of the arena and the beach.

> Prince John's cavalry take first turn and enter through Side 7 of 'The Crossroads'.

#### The Sides

The troops sent by Prince John				The King's supporters	
 <p>27 14 12 Knights</p>	Lacy Clarence Wulfric Clugney	 <p>28 15 12 Knights</p>	Raymond Walter	 <p>22 11 12 Squires</p>	Alain Roger William Peter Jacques Thomas Piers John James Gunter
 <p>22 10 12 Squires</p>	Fitzwaren Mortimer Hughs	 <p>24 12 12 Sergeants</p>	Baldwin Guy	 <p>36 22 12 Templars</p>	Roger Balian Dreux Gérard
<b>Les Outlaws</b>					
 <p>8 4 15 Rebelles</p>	Laberne Jon Barney Santiago Simon Davrich Rix	 <p>5 4 8 Arcs longs</p>	Aylwin Myrlin Gwyn Mathew	 <p>5 5 8 Paysans</p>	Baker Gobin Cedric Carpenter
				 <p>30 14 12 Knights</p>	Richard Gaston Roland Conrad

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### ***Special Rules***

The peasants must use the supplementary rules for cutting hamstrings.

### ***Victory Conditions***

For each knight or Templar killed or taken prisoner, the player representing Prince John's troops gains 2 Victory Points (VPs). The capture or death of Sir Gaston is worth 4 VPs, and that of Laberne 2 VPs. They need 14 VPs to win [out of a maximum of 20].

Each rider killed is worth 1 VP to King Richard's supporters. They need 14 VPs to win [out of a maximum of 21].