

Robin Hood Campaign - Scenario 6

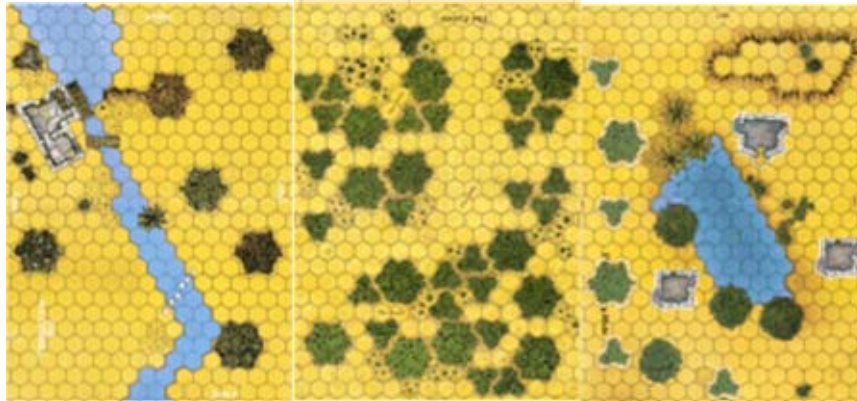
The End Of The Outlaws

Background

Sir Gilbert had at last learned the location of Laberne's hideout in Sherwood Forest. He determined to lose no time and to take command of a small army, determined to finish with the outlaws, whose popularity had continued to grow.

The road leading to Laberne's camp passed a water mill. What he did not know was that this mill had been chosen by one of Laberne's lieutenants, Jon, to murmur sweet nothings with the daughter of a respectable citizen of Nottingham.

Map Assembly & Starting Positions



Add the following to 'The Watering Hole' map:










- > 3x 3-hex trees and 2x 7-hex trees alternating along Side 3 and starting > 3 hexes from the upper map-edge. Each tree is spaced 2 hexes from the next.
- > 1x 5-hex house between the pool and the hill.
- > 1x 4-hex house between the pool and Side 1 in rows P and Q.
- > 1x 4-hex house between the pool and the words 'The Watering Hole'.
- > 1x 3-hex tree on top of the words 'Side 2'.

> Jon and Audrey are placed in the mill. Hayden, who is keeping watch, is placed in the doorway. Sir Gilbert's troops will enter through Side 7 of 'The Watermill' map.

> The Outlaw archers are placed as lookouts in the trees on 'The Forest' map. The other outlaws are set up on 'The Watering Hole' map. The rebels are on foot, their horses being gathered together at the edge of the pool, at the Side 1 end of the pool.

> Sir Gilbert takes first turn..

The Sides

The Outlaws		Sir Gilbert's Troops	
 Rebels	Laberne Jon Barney Santiago Simon Davrich Rix	 Long Bows	Idris Myrlin Gwyn Mathew
 Peasants	David Harry Jasper Roger	 Spears	Hayden Arnold Byrn Stori
 Miscellaneous	Audrey		
		 Knights	Lacy Clarence Clugney
		 Halberdiers	Watkin Wynken Tom Otto Frederick Ben Geoffrey Naymes
		 Squires	Alain John James
		 Crossbows	Denys Giles

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Special Rules

- > The outlaws on 'The Watering Hole' map cannot move until the alarm has been sounded. They are considered to be alerted when any friendly character from one of the two other maps, who has had a line of sight to the enemy troops, enters a hex adjacent to Laberne [or when Laberne can see the enemy himself].
- > The advanced rules on trees and hamstring-cutting can be used in this scenario. [The palm trees cannot be climbed in this scenario.]
- > [Audrey has a movement allowance of 8].

Victory Conditions

- > For each outlaw killed or captured, Sir Gilbert gains 1 Victory Point (VP).
 - > The death or capture of Laberne is worth 5 VPs.
- Sir Gilbert needs 15 VPs to win.
- > The death or capture of one of Sir Gilbert's mounted escort is worth 3 VPs.
 - > The death or capture of Sir Gilbert is worth 5 VPs.
 - > The escape of each outlaw through Side 1 of 'The Watering Hole' map is worth 1 VP. Laberne needs 25 VPs to win.
- > The capture of one of Laberne's men is counted for Victory points when the captured character crosses the river.
 - > The capture of one of the mounted escort is counted for Victory Points when the captured person is taken off 'The Watering Hole' map through Side 1..