

Robin Hood Campaign - Scenario 8

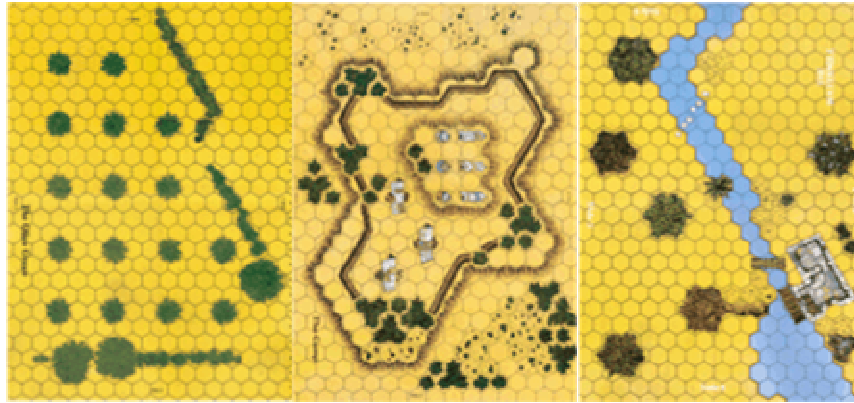
The Last Chance Convoy

Background

Prince John has decided to wipe out Richard's supporters. Having learned that Richard's most important loyal barons have joined together at Brentwood Castle, he has mobilised his troops to besiege the place.




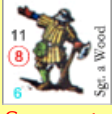





The blockade of Brentwood has lasted for two months already, and the defenders can do no more. Coming to help them, Laberne is in charge of bringing a convoy of supplies across enemy lines at night.

Map Assembly & Starting Positions



Prince John's troops are placed in the camp. 10 soldiers keep watch in the trenches; the others are asleep (Turn the counters over to "Stunned" and place them in the tents or beside the fires.). The outlaws enter through Side 6 of 'The Olive Grove' map, taking the first turn.

The Sides

Prince John's Troops		The Outlaws		
 <p>27 14 Sir Lacy 12</p> <p>Knights</p>	<p>Clarence Lacy Wulfric Clugney</p>	 <p>22 11 Sir Alain 12</p> <p>Squires</p>	<p>Thomas Piers Gunter James Jacques</p>	
 <p>7 6 Ben 8</p> <p>Spears</p>	<p>Perkin Bertin Hal Crispin Odo</p>	 <p>11 8 Sgr. a Wood 6</p> <p>Sergeants</p>	<p>A'Wood Arnim</p>	
 <p>10 6 Waldin 6</p> <p>Halberdiers</p>	<p>Watkin Wynken Tom Otto Frederick Hubert</p>	 <p>6 4 Bertrand 8</p> <p>Crossbows</p>	<p>Gaston Forester Bertrand Roland</p>	
			 <p>6 3 Laberne 8</p> <p>Rebels</p>	<p>Laberne Jon Barney Santiago Simon Davrich Rix</p>
			 <p>5 4 Aylwin 8</p> <p>Long Bows</p>	<p>Idris Myrlin Gwyn Mathew Owen Dylan Aylwin</p>
			 <p>1 6 Mule 6</p> <p>Miscellaneous</p>	<p>6 mules</p>

Special Rules

> The mules have a movement allowance of 10 hexes per turn.

> The action takes place at night. Apply the advanced rules on visibility.

The night is totally still. As a consequence, the least noise made by Laberne's troops will be enough to give the alarm. Each time that a character moves, roll 1D10: a result of '0' indicates that he has snapped a twig and a watchman has heard. Roll the die twice for mounted characters (for both rider and his horse). Add +1 to the die-roll for mules, as they are not familiar with commando tactics.

> Sleeping characters cannot wake up until 1 turn after the alarm has been sounded. A watchman alerts the camp once an outlaw or a mule is visible or makes a noise.

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Victory Conditions

The Outlaws must exit as many mules as possible through Side 7 of 'The Watermill' map.

- > If 5 or 6 mules exit, the Outlaws win.
- > If 3 or 4 mules exit, it is a draw.
- > If only 1 or 2 mules exit, it is a victory for Prince John.

[Note that the result of this scenario affects the next scenario. In addition to the impact of the supplies on the garrison, survivors of this scenario will take part in the next scenario (although in the case of the Outlaws only if they succeed in exiting through Side 7 of 'The Watermill').].