

Robin Hood Campaign

Foreword

History

This campaign with 9 scenarios was written by Hervé Tardy and published in Claymore #5 in 1994. It was translated by Bob Gingell in February 2001. The campaign uses the boxed games "Cry Havoc", "Siege", "Croisades" (or "Outremer"), and "Dragon Noir Volume 1", plus the two "Siege Extension Sets" (The Templars Castle and Fortified Medieval Town) and some additional maps ('The Island' from "Vikings", and 'The Forest' supplementary map).

The scenarios are separate but linked into an overall story. Only two of the scenarios (Scenario 4 and Scenario 9) are affected by the result of a previous scenario.

Contents

- Scenario 1: Greetings Sheriff!
- Scenario 2: The Provost's Surprise
- Scenario 3: We must find Brother Irwin!
- Scenario 4: King Richard's Messenger
- Scenario 5: Fight or Die
- Scenario 6: The End of the Outlaws
- Scenario 7: The Executioner of Nottingham
- Scenario 8: The Last Chance Convoy
- Scenario 9: The Final Assault

Appendix

Supplementary Rules used in the campaign

Part A: Rules from the 'Montjoie Extension' written by Hervé Tardy: Visibility at night, Trees, Low walls, Flat roofs, Carts, Cutting hamstrings

Part B: Other supplementary rules: Barricading doors, Siege towers, Rationing, Capturing characters.

Notes

1. Special Rule 2 from Scenario 1 (Laberne's skill at archery) should be used in all the scenarios. It should be assumed that all bowmen have unlimited ammunition.
2. Players wishing to use "Dark Blades" instead of "Dragon Noir Volume 1" should note that 'Santiago' is Peterson, 'Paul' is Leigh and 'Gustav' is MacKandy. Paul, Dill, Evans, Gustav, and Matt are armoured. The following additional terrain markers (or photocopies of terrain elements from the maps) will also be required; some of these markers are available in the "Dark Blades Expansion Set": 4 houses (1x 7-hex, 1x 5-hex, 2x 4-hex), 6 trees (2x 7-hex, 4x 3-hex), 2 bridges (1x 2-hex small, 1x 3-hex medium).
3. Players may use "Outremer" instead of "Croisades", but should note that these scenarios would normally be played with the rules on defensive fire used in "Croisades" and all the later French games in the "Cry Havoc" series: the second opportunity for missile-fire interrupts the opposing player's movement phase instead of taking place within the shooter's own turn. The rules for rationing from "Croisades" have been included in the supplementary rules.
4. Scenario 4 is affected by the result of Scenario 3, and Scenario 9 is affected by the result of Scenario 8. Both of these scenarios can be played individually, but players will need to determine (by proportion or by die-roll) which of the characters from the previous scenario were killed and which were wounded.