

Robin Hood Campaign – Scenario 4

King Richard's Messenger

Background

It was at dawn that King Richard's messenger disembarked in a little creek not far from a ruined church. The messenger was none other than Sir Roger, the Templar Seneschal of London, who had been captured at the same time as Richard but who, thanks to the fortune amassed by the Templars, had managed to pay his ransom. It had been arranged that Brother Irwin would wait for him on the riverbank and lead him to a place of safety..

Maps Assembly & Starting Positions



First place the 3 maps for 'The Abbey', 'The Forest' and 'The Crossroads' as shown. Then place 'The Watchtower' on top of 'The Crossroads' so as to half cover sides 6 and 8. [The number '2' will be adjacent to the bottom half-hex of 'The Abbey' map.] Place 'The Cape 2' on top of 'The Watchtower' adjoining the whole of side 4 of 'The Abbey'. Place a 3-hex tree terrain marker to hide the join of levels on map-edge 3 [the slope by the beach on 'The Watchtower' map].

The Coastal Guard is set up along the coast, at least 3 hexes from the slope.

1 - If during the previous scenario Prince John's officers of the law discovered Brother Irwin, those that survived are also set up on the land. The reinforcements sent by Prince John will appear on Turn 3 through Side 9 of 'The Forest' map. The survivors of Laberne's group and the King's supporters will enter through Side 7 of 'The Crossroads' map; their entry is possible at any time from Turn 3 onwards if the player rolls 1, 2 or 3 on 1D10.

2 - If during the previous scenario Laberne's outlaws discovered Brother Irwin, those that survived are set up on 'The Forest' map. The King's supporters arrive on Turn 3 through Side 7 of 'The Crossroads' map. The survivors of Sir Wulfric's group and the reinforcements sent by Prince John will enter through Side 9 of 'The Forest' map; their entry is possible at any time from Turn 3 onwards if the player rolls 1, 2 or 3 on 1D10.

3 - [If Brother Irwin died before being identified in Scenario 3, it is suggested that both groups of reinforcements will arrive on Turn 3 and that both groups of survivors will arrive from Turn 3 onwards once each rolls 1, 2 or 3 on 1D10. Each will enter through their appropriate map-edge as identified above.]

Sir Roger appears with his escort on a beach hex determined by a die-roll on 1D10:

- > 1-3: Enter on the beach of 'The Abbey' map.
- > 4-6: Enter on the beach of 'The Cape' map.
- > 7-10: Enter on the beach of 'The Watchtower' map..












Sir Roger apparait avec son escorte sur une plage définie par un jet de 1D10 :

- > de 1 à 3 : Entrée par la plage de L' Abbaye;
- > de 4 à 6 : Entrée par la plage du Promontoire;
- > de 7 à 10 : Entrée par la plage de La Tour de Guet.

Sir Roger plays first.

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The Sides

Reinforcements Sent By Prince John		The Coastal Guards				
 <p>27 (14) ▲ Sir Lacy 12 Knights</p>	Lacy Clarence	 <p>22 (10) ▲ Sir Fitzwarren 12 Squires</p>	 <p>11 (9) ▲ Sgt Llewellyn 6 Sergeants</p>	 <p>11 (7) ▲ Godric 6 Billmen</p>	Sgt Llewellyn Sgt Martin	Shawn Godric Cliff
 <p>11 (7) ▲ Fursa 6 Halberdiers</p>	Fursa Bors Evans		 <p>5 (5) ▲ Renier 6 Shortbows</p>		Renier Nicholas Ansel	
The Messenger's Escort		The King's Supporters				
 <p>36 (22) ▲ Sir Raoul 12 Templars</p>	Roger Balian Dreux Gérard	 <p>6 (5) ▲ Jordan 6 Crossbows</p>	 <p>30 (14) ▲ Sir Richard 12 Knights</p>	 <p>24 (12) ▲ Sgt Guy 12 Sergeants</p>	Richard Gaston Roland Conrad	Baldwin Guy
			 <p>1 Misc</p>		2 horses	

Special Rules

- > The church is ruined. Place 6 rubble markers at random on the walls.
- > A character in armour cannot enter any sea hex [i.e. the usual rule that they can enter shallow water does not apply; the (optional?) additional implication of this is that all mounted characters also cannot enter any sea hexes].

Victory Conditions

- > The orders of Prince John are very strict: they must rid him of this troublemaker! The traitor Prince's troops will therefore win if Sir Roger dies.
- > The outlaws and the King's supporters win if they manage to get Sir Roger to flee through Side 9 of 'The Forest' map.

[Suggestion: If this scenario is played on its own, choose a result from Scenario 3 to apply to this scenario and then roll 1D10 for each character. On 1-3 the character is dead, on 4-6 he is wounded, and on 7-10 he survived unharmed. A similar approach could be adopted for Scenario 9.].