

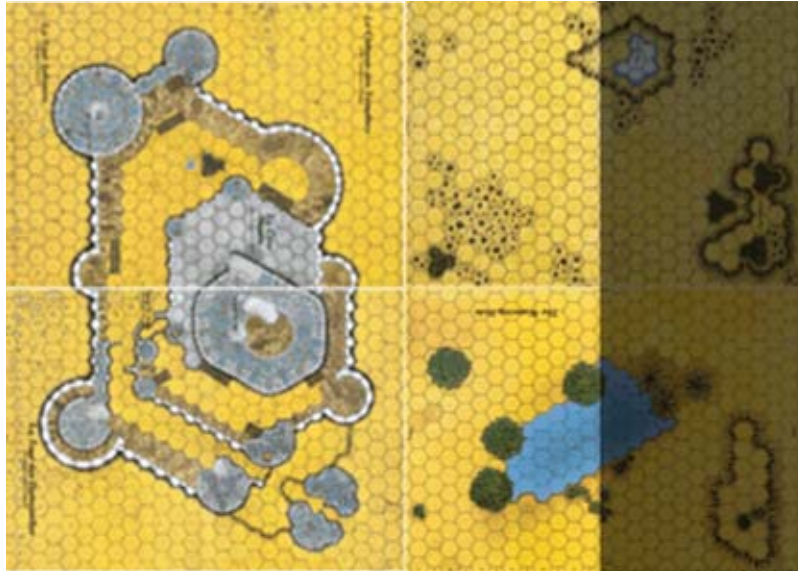
## Robin Hood Campaign - Scenario 9

### The Final Assault

#### Background

The day after Laberne's sally, Prince John moves to attack. All his hopes rest on a siege tower that he had had built during the previous week. Behind the ramparts, the defenders look on with dread as its huge bulk advances inexorably. This time they must vanquish the foe or die; their reserves of food are insufficient to continue the siege any longer.

#### Map Assembly 1 Strating Positions



Only the left sides of both « Crossroads » & « Watering Hole » maps are used.

Prince John's troops are placed on 'The Crossroads' and 'The Watering Hole' maps. The siege tower is placed in the upper right hand corner of 'The Crossroads', facing in the direction of the large rounded rampart.

The surviving Outlaws and Richard's supporters are distributed around the fortress. No section of rampart can contain more than 5 characters. The barrels of oil must be placed on 4 different ramparts.

Prince John's troops make the first move.

#### The Sides

Prince John's Troops		The Loyalists	
 <b>Knights</b>	Gilbert	 <b>Squires</b>	Peter Alain William Jon Roger
 <b>Spears</b>	Wat Ben Mark	 <b>Billmen</b>	Guy Rees Robin Jean Tybalt
 <b>Halberdiers</b>	Ben Geoffrey Naymes	 <b>Shortbows</b>	Fletcher Chretien Bowyer Mathias
 <b>Siege engines</b>	1 tower 2 ladders 4 screens		Roger Raoul Dreux Balian Mathew Gerard Amalric Michaël
		 <b>Templars</b>	Roger Raoul Dreux Balian Mathew Gerard Amalric Michaël
		 <b>Crossbows</b>	Gille Henry Aubrey Arnold
		 <b>Knights</b>	Walter Conrad Gaston Richard Roland
		 <b>Miscellaneous</b>	4 barrels

+ The surviving Outlaws that succeeded in crossing the enemy lines.

+ The survivors of the previous scenario.

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### *Special Rules*

- > The advanced rules on siege towers apply in this scenario.
- > The level of rationing of Richard's supporters depends on the number of mules that successfully crossed enemy lines: 5 or 6 mules - no rationing; 3 or 4 mules - half rations; 0, 1 or 2 mules: quarter rations. The effects of rationing are those described in Rule 2.65 of "Croisades". The Outlaws taking part in the defence are not subject to the effects of rationing.
- > The survivors of the previous scenario that were wounded have not had enough time to recover from their wounds. They will consequently fight at their 'wounded' strength.

Note: you may want to replace the small siege tower by the large belfry.

### *Victory Conditions*

- > For each knight killed, Prince John gains 2 Victory Points (VPs).
- > Sir Gaston is the leader of the loyalists, so his death is worth 5 VPs.
- > Laberne's death is worth 3 VPs.

Prince John's troops win once they reach 25 VPs.

- > The loyalists will gain 1 VP for each soldier killed.
- > They gain 2 VPs for each knight or mounted sergeant killed.
- > Sir Gilbert leads the assault, so his death is worth 4 VPs.

The loyalists win once they reach 30 VPs.