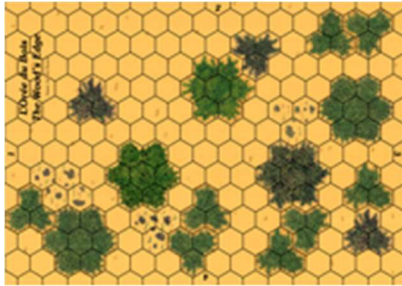


Scenario 1: Werewolf!

Background

A werewolf has been spreading terror in the woods of Sherwood for some time now. The inhabitants of one of the villages decide to hunt the beast. They set off into the forest at night, armed with pitchforks and scythes. They don't know that one of them is the werewolf...

Map layout and starting positions



Use the Wood's Edge map.

Villagers are set up within 2 hexes of Side 3. There can't be more than two characters adjacent to each other. (ie. one character can only be adjacent to one other character).

Roll 1D10 (re-roll if 0 or 9). Compare the result with the list of peasants below. The peasant selected by the die turns into a werewolf. Remove his counter and place the Wolf 2 counter in his place.

The game is played in 7 turns.

Initiative:

- > The werewolf plays first during the first turn.
- > Roll for initiative at the beginning of each following turn.
- > Add +1 to the werewolf's initiative for every peasant that has been killed.

The characters

The villagers						The wolves	
 6 4 8 Garrulf Xip	 7 4 8 Libbo Xip	 8 5 8 Hardouain Xip	 6 4 8 Fulmer Xip	 6 4 8 Sibold Xip	 7 5 8 Simon Xip	 11 7 14 Wolf 2	 10 7 14 Wolf 1
 6 3 8 Hige Xip	 5 4 8 Ludbert Xip						

Special rules

Night: It's nighttime, so all humans have their movement points reduced by 1.

Werewolf: It moves first, it has 6 movement points (3 if wounded). It cannot climb into the trees. It can move into any hex allowable to foot characters.

The werewolf has no attack and movement phases. It can attack while moving.

The werewolf has an attack strength of 14 and defense of 8. When it attacks an enemy that wasn't adjacent to it at the beginning of its movement, roll 1D10:

- > 1-5: A normal attack,
- > 6-0: The werewolf takes its victim by surprise and gets a +1 column shift bonus.

If wounded, flip the werewolf on its killed side and use this side with the following values: (Att: 6)(Def: 5) / (MP: 3).

Werewolf's escape route – The werewolf can only leave the map through the 2 north-east corner hexes

Wolf's call: At the beginning of turn 2, Wolf 1 appears from one side of the map following a 1D10 roll:

- > 1-3: South,

- > 4-6: North,
- > 6-8: West,
- > 9-0: East.

Wolf 1 always enters from the hex with numbers and moves normally. Its goal is always to attack the nearest peasant (if several peasants are at the same distance, attack the enemy with the lower defense/attack values). If killed, it is removed but will reappear 2 turns later.

Victory conditions

Two peasants killed and the werewolf leaves the map – Werewolf's striking victory;

One peasant killed and at least one wounded peasant; the Werewolf leaves the map – Werewolf's small victory;

One peasant killed and at least one wounded peasant; the werewolf is wounded but it left the map – Werewolf's marginal victory;

At least one peasant is wounded or killed, the werewolf is wounded – draw;

The werewolf is killed, none of the peasants are killed – Peasants striking victory;

The werewolf is killed, no more than one peasant is killed – Peasants small victory;

The werewolf is killed, more than one peasant is killed – Peasants marginal victory.

Inspiration: Frederic Denzalt, Jean Luc Vernal - Tetfol

Scenario 2: Burn the witch!

Background

Furious at the rejection of his advances, Brian accuses Rebecca of witchcraft. Found guilty, she is to be burnt at the stake. However, Ivanhoe and his companions are committed to helping her.



Map layout and starting positions

Map: The Inn

Rebecca is placed on the hex three hexes away from the well, in the middle of the map and is considered tied to the stake.

Waleran, Brian and his men are set up 3-4 hexes from her.

Brian starts dismounted. His horse is placed within 2 hexes from him (and within 3 hexes from Rebecca).

Ivanhoe (mounted) and his companions enter the game from either the

North or South side and play first.

The game is played in 8 turns.

The sides

Ivanhoe and his companions							
29 ▲ 17 Wilfred 12 Nck	6 3 Saxbert 8 Xia	8 5 Reynold 8 Xia	9 7 Little John 8 Xil	11 8 Much 8 Xip	2 2 Rebecca 4 Xic	28 ▲ 16 Brian 12 Nck	
The bishop and his retinue							
5 3 Waleran 4 Nic	9 7 Walker 8 Nil	10 7 Finn 8 Nil	8 6 Arnold 8 Nil	7 5 Ceri 8 Nij	7 6 Baldric 6 Nix		
Help							
20 ▲ 13 Grégoire 12 Ncm	10 7 Gebbo 8 Nil	9 6 Wolmer 8 Nil					

Special rules

Starting with turn two, roll 1D10, then add +1 for each additional turn (ie. +1 for turn 3, +2 for turn 4, etc.). A result of 10 means that Rebecca is wounded if she is still tied to the stake.

Any character who starts its movement phase next to Rebecca and doesn't move (although he can defend himself normally) can attempt to free her. Roll 1D10. On a result of 1-5, Rebecca is freed and can move normally, but she can't attack.

Rebecca can't move or be attacked while she is at the stake.

Waleran can't be attacked until he attacks any character.

Ivanhoe can take Rebecca on his horse at a cost of 2MP. Put her on his counter. When she is with him, he can't attack anyone, his defense is reduced to 8 and his movement allowance to 8. Rebecca's own defense is 3 until she's on the horse.

Waleran had called for help. If he leaves the map, roll 1D10. The result shows the number of turns until help arrives. They enter the map from any side chosen by the player.

Victory conditions

- > Rebecca is fine and leaves the map through the north or south side – Ivanhoe's striking victory;
- > Rebecca is wounded and leaves the map through the north or south side – Ivanhoe's limited victory;
- > Rebecca stays on the map until the end of the game, but she is fine – draw;
- > Rebecca is wounded and stays on the map – Waleran's limited victory;
- > Rebecca is dead – Waleran's striking victory.

Inspiration

Inspiration: Walter Scott - Ivanhoe.

Scenario 3: Prince John's Tournament

Background

The tournament is presided over by Prince John. After defeating many knights, including Brian de Bois Guilbert, in jousting, Ivanhoe participates in the melee. He is the leader of one party, opposed by his former adversaries as they seek the opportunity for revenge.

Map layout and starting positions

This is a 2-part scenario.



Part 1: Jousting

Ivanhoe and Brian are set up on the map, mounted. Place Ivanhoe next to the slope on Side 4 while Brian is placed next to the slope on Side 2. Both knights should be facing each other in the depression created by the slope hexes, with 8 hexes in between.

Roll 1D10 to decide who moves first. The knight who falls from his horse first loses the joust.

Special rules:

The slopes simulate barriers around the tournament area. They can't be entered or crossed.

There is no scrub inside the tournament area.

No knight can be killed. If a character is killed, treat him as wounded. If a wounded character is wounded again, he loses this phase of the scenario.

Victory points: +10 Victory Points for the winner.

Part 2: Melee

The sides

Ivanhoe's party				
16 11 6 Wilfred Xck	14 9 6 Roger Nck	11 7 6 Bero Nim	9 6 8 Wolmer Nil	10 6 8 Martin Nil
Brian's party				
15 10 6 Brian Nck	17 12 6 Guy Nck	12 7 6 Wilbrand Nim	10 7 8 Finn Nil	10 7 8 Geobbo Nil

Ivanhoe and his party enter from the two north-western corner hexes of the map. Brian and his party enter from the two south-eastern corner hexes of the map. The knights are all dismounted.

If Brian or Ivanhoe was wounded during jousting, he enters this phase as wounded.

Initiative: Roll 1D10 at the beginning of each turn. Add the number of killed enemy characters as a modifier. The side who gets the higher result decides who is going to be the first player during this turn.

Stunned characters always recover at the end of each turn.

Special rules:

The slopes simulate barriers around the melee area. They can't be entered or crossed.

There is no scrub inside the melee area.

The game is played in 8 turns.

Victory conditions:

Count the total value of the killed characters (Attack + Defense value). Add the victory points from part 1. The side with the more points is the winner.

Inspiration:

Walter Scott – Ivanhoe