

Sherwood



**HISTORY, RULES
& SCENARIOS**

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Sherwood

After relaunching the venerable medieval skirmish game CRY HAVOC with all 5 games in the NORMAN SAGA series over the past 10 years, we felt it was time to give this collection a new twist, expand the gaming community and reach out to the younger generation who might be unfamiliar with wargames.

We chose the theme of Robin Hood in the natural continuity of the Norman saga, the action taking place just a few years after *Montgisard*, the last installment in the series.

The legend of Robin Hood is one of the best known in Western history. The different stories consist of a series of skirmishes and ambushes perfect to be simulated with individual characters. The theme should appeal to a wide audience, even if younger generations are unfamiliar with the myth. One of the goals of this simple game is to help young gamers get to grips with the concepts of wargaming and enjoy a board game that will take them away from their screens for an hour or two...

Sherwood is played according to 3 levels of difficulty.

- > The first level is very simple and intended to introduce young players (from 10 years old) to the basics of skirmishing.
- > The second level adds more depth and constitutes the basic set of rules presented in this booklet. Five pages of rules are enough to get you started quickly and have fun, while staying away from more realistic and sometimes difficult to master concepts like the infamous infiltration rule that has sparked countless discussions within the gaming community. This level can be played from 12 years old.
- > The third level is the set of rules developed for the different games of the NORMAN SAGA, also published by Historic'One and available for free download on the cryhavocfan.org site. These very detailed rules add more realism while being easy to understand and will allow you to manage large armies or the siege of a castle. All *Sherwood* components are fully compatible with other NORMAN SAGA games (and even games from the original CRY HAVOC series released in the 80s and 90s) to diversify their use as much as possible.

Enjoy!

A big thank you to:

- > Martin Krauel, who redesigned all the rules to arrive at the simplified versions presented in this booklet.
- > Christian Delabos, who designed all the scenarios and had them tested by his students, which is much appreciated.
- > Peter Dennis, one of the world's most respected historical illustrators, for agreeing to design the beautiful cover illustration while officially retired, thanks to his love for the Robin Hood legend. Peter was also the illustrator for most of the original CRY HAVOC series games like *SIEGE*, *OUTREMER*, *VIKING RAIDERS* or *SAMURAI*.
- > Philippe Gaillard who, as publisher, took all the financial risks to bring this game to life. And he is the one who had the brilliant idea of contacting Peter Dennis for the box cover.
- > Dan Buman for his careful proofreading of all the components of the game in English to guarantee optimal quality.
- > Hervé Delattre, Martin Krauel, Dani and Thierry for the play tests.

As usual, there are plenty of other people to thank, including our loved ones who always wonder why we spend so much time creating designs that end up with a few cardboard counters being pushed across paper maps!

Buxeria,
October 29, 2022

1 - Historical Background

Robin Hood: The facts behind the legend

Robin Hood is a pure fictional character. The first ballad mentioning him dates from the 1370s, but most of them were composed in the late 15th/early 16th century. His traditional traits as a defender of the lower classes, his outstanding skills as an archer and his constant fight with the Sheriff of Nottingham were already present. But the original ballads set the story during the reigns of either Edward I, II or III (late 13th or early 14th Centuries).

The modern elements of the legend of Robin Hood:

Sir Walter Scott, in 1819 with his famous novel *Ivanhoe*, is to be credited for setting the story during the period that Prince John was the regent of England and King Richard the Lionheart was still held captive on his way back from the 3rd Crusade. He added the title Locksley to Robin's name, making him a nobleman. The *Ivanhoe's* author is also responsible for assuming that the Saxon-Norman conflict was still an issue at the end of the 12th century, 130 years after the Norman Conquest. It is now agreed that the former hostility between the Saxons and Normans had faded away during the reign of Henry I at the beginning of the 12th Century. With the exception for the aristocracy, intermarriage and cultural assimilation had led to a very homogenized society. Modern traits given to Robin Hood are similar to those Scott gave to *Ivanhoe*: Returning Crusader, at odds with his father, of Saxon origin, supporter of the rightful king (even though he is of Norman-French ancestry), skilled with weapons and in love with a fair maiden. Finally, it was Scott who invented Robin's famed ability to split his enemy's arrow.

The Merry Men:

Robin's companions are known as the Merry Men, a generic term for any follower of an outlaw, knight, or similar leader. They work as a group to rob from the rich and give to the poor. They also oppose the tyrannical rule of Prince John while King Richard is held prisoner in Austria. This puts them into permanent conflict with the prince's local supporters: Guy of Gisbourne and the Sheriff of Nottingham.

The Sheriff of Nottingham:

The Sheriff in Old English designated a royal official (a reeve) responsible for keeping the peace throughout a shire (hence shire reeve) on behalf of the king. The sheriff of Nottingham is never known by his name in the legend. The historical sheriff when Richard was crusading Outremer was William de Wendenal, who held the office from 1190 until March 1194, when Richard replaced him with William de Ferrers, 4th Earl of Derby.

King Richard and Prince John:

Modern perceptions of the two Plantagenet rulers of that time were also heavily influenced by Scott's work: There is much debate regarding the 'good' King Richard and his 'mischievous' brother Prince John. Richard was no doubt a great soldier, but he was also probably one of the worst kings England ever had. He never cared about the administration of his kingdom and only viewed England as a source of revenue to fund his wars against Philip II, King of France on the continent. He only spent 6 months of his 10-year reign (1189-1199) in England, and probably never spoke English. A late 19th century scholar depicted him as "a bad son, a bad husband, a selfish ruler, and a vicious man". He shared this trait of cruelty with his brother John who, despite being remembered as one of the worst rulers of England, cared much more about the administration of his kingdom. Historian Jim Bradbury describes John as displaying a "hard-pettiness, wickedness, and cruelty".

1. The characters

1.1. The Normans

1.1.1. Sir Guy of Gisbourne (Nck)

Guy is a brutal, ambitious Norman knight who helps Prince John solidify his power in exchange for being granted land and influence. He wears an early model of great helm with a face mask.



1.1.2. Sir Brian de Bois-Guilbert (Nck)

Brian is a Norman knight who initially joined the Order of the Templars. He met *Ivanhoe* during the 3rd Crusade and came back with him to England. He became obsessed with Rebecca and fought for her.



1.1.3. Sir William, the Sheriff of Nottingham (Nck)

William de Wendenal became Sheriff of Nottingham in 1190. He is responsible for enforcing the law in the shire. His biggest task is to deal with a group of outlaws who hide in Sherwood Forest.



1.1.4. Sir Roger (Nck)

Roger is a mysterious knight who is coming back from Outremer, like many other knights during this period. His resemblance with King Richard is striking. He wears a flat helmet, typical of the late 12th Century.



1.1.5. Maid Marian (Ncc)

Maid Marian is a later addition to the legend of Robin Hood. She's been depicted in multiple ways, but she is always portrayed as a capable and energetic noblewoman with a strong & rebellious character who falls in love with Robin Hood.



1.1.6. Mounted Sergeants (Ncm)

These mounted soldiers accompany the Sheriff or any other Norman knight when they need assistance. They wear a simple coat of mail on a gambeson but no gantlet or chausses of mail like better protected knights.



1.1.7. Sergeants (Nim)

These infantrymen are well armed and protected by a chainmail, a helmet, and a shield. They are armed with a spear or 'fauchard', a spear with a large scythe-like blade.



1.1.8. Spearmen (Nil)

These infantrymen are equipped with a lance, a helmet, and a shield but they are more lightly protected with simply a gambeson, a padded woolen tunic.



1.1.9. Javelin throwers (Nij)

Javelins were not widely used in Western Europe during the Middle Ages. These javelins are relatively big and mostly used for close combat against mounted opponents.





1.1.10. Crossbowmen (Nix)

The crossbow has been used as the standard missile weapon for over 20 years. Its range, strength and fast learning curve made it a great weapon for mercenaries which were widely used by the ruling leaders of the time.



1.1.11. The Bishop (Nic)

Waleran is a wealthy character who is more interested in amassing gold than praying for the souls of his people.

1.2. The Saxons



1.2.1. Sir Wilfred of Ivanhoe (Xck)

Wilfred of Ivanhoe is a knight who followed King Richard to Outremer even though he is the son of a resentful Saxon noble. He fought successfully there and meets Isaac and his daughter Rebecca when returning to England.



1.2.2. Robin Hood (Xca)

There's been multiple representations of Robin Hood in recent movies, but we preferred the classic character in green tights as played by Errol Flynn over eighty years ago, as his physically dynamic character is well suited for a skirmish game.



1.2.3. Little John (Xil)

Despite his nickname, Little John is a huge 7-foot tall (2.1m) warrior who is the second in command of the Merry Men. He typically fights with a quarterstaff.



1.2.4. Friar Tuck (Xic)

Tuck is a friar, hence a member of a mendicant religious order. He is depicted as a fat monk with a great love for food and ale. He is always jovial and loves to crack jokes.



1.2.5. Will Scarlett (Xca)

Will is a prominent member of the Merry Men despite his young age. His surname illustrates his attraction to fine clothes and red silk. He can be hot-headed and tempestuous at times.



1.2.6. Alan-a-Dale (Xic)

Alan was a wandering minstrel who joined the Merry Men. He likes to play his lute anywhere, which makes him a good companion to Robin's friends.

1.2.7. Archers (Xia)



At the end of the 12th Century, archery is still not highly developed in England and the dreaded longbow is still mostly a hunting weapon in Wales. It will be another 60 years until a law will require all men between the ages of 15 and 60 to be trained in archery. The Merry Men in Sherwood Forest use their bows to counter the strength of armored knights.

1.2.8. Peasants (Xip)



The peasants must pay constant taxes as well as the massive ransom to free King Richard. No wonder some of them decide to become outlaws and join the Merry Men in the forest to escape their fate.

1.2.9. Much (Xic)

Much is the blacksmith. He is the strongest man in the village and few people would dare argue with him. He spends his days in his forge and doesn't like to be disturbed.



1.2.10. Mildred (Xic)

She is the tavern maid in the inn. She is so used to fighting drunk customers that people avoid messing with her.



1.2.11. Isaac (Xic)

Isaac is a Jewish moneylender. Like other Jews in England, he is under the jurisdiction of the king, who provides them protection in return for their economic function. Isaac wears the typical Jewish cap, a cone-shaped pointed hat colored white or yellow.



1.2.12. Rebecca (Xic)

Rebecca is the daughter of Isaac. Along with possessing physical beauty and a gracious deportment, she is a skilled and compassionate healer.



1.3. The Animals

1.3.1 Wolves

Wolves roam Sherwood Forest and can attack any lone traveler, so prudence is always necessary.



1.3.2 Deer

Deer in the Forest belong to the King and can't be hunted. Any peasant that would be seen killing a deer would be hanged. Many Merry Men are peasants who sought shelter in the forest after killing a deer to feed their family.



1.3.3 Pig

Many peasants and villagers raise this animal for its meat.



1.3.4 Ox

Oxen are typical draft animals for carts but can also be raised for their meat.



1.3.5 Draft Horses

These horses were used to draw wheeled vehicles like carts or carriages on short journeys only, due to the very poor condition of medieval roads.



1.3.6 Carts

Carts are used to carry goods or people.



1.3.7 Carriages

Carriages are covered wagons used to carry noble people. They are typically decorated with bright colors. The tarp is held in place by wooden arresters.



1.4. The Buildings

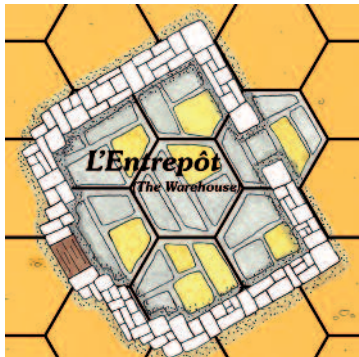
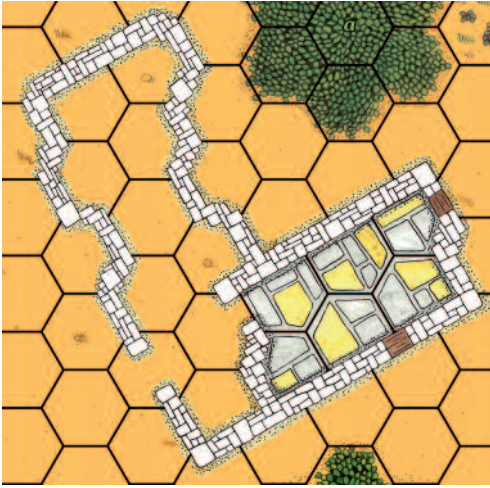
The maps of *Sherwood* display buildings viewed vertically.

The walls are represented by white stones while the floor is illustrated by slabs of colored stones. The slabs also indicate the presence of a roof.

The windows are illustrated by their horizontal wooden frame. The doors are simple passages through the walls.

1.4.1 - The forester's cottage

This house has two windows and a courtyard in the front which is delineated by a low wall.

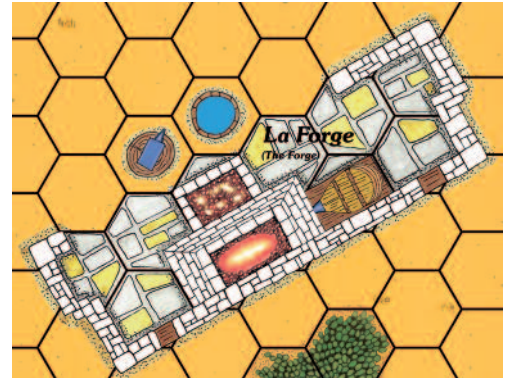


1.4.2 - The warehouse

This tiny house has only one window in the back.

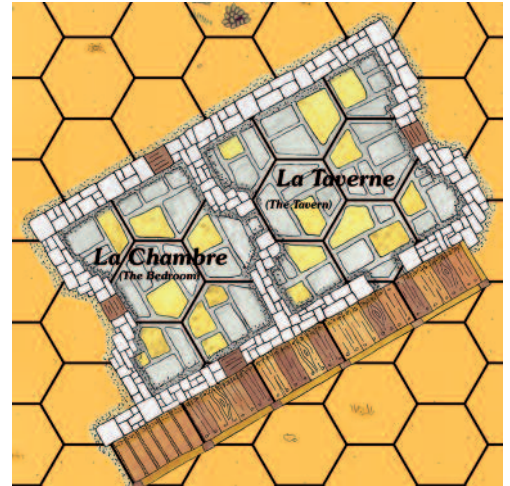
1.4.3 - The forge

This long building with two windows at the back is open at the front. The forge and its bellows occupy most of the surface and are impassable.



1.4.4 - The inn

It is a 2-storey building with only the top floor shown on the map. You reach it by a wooden staircase which opens onto a covered balcony which gives access to the tavern room, then into a bedroom lit by three windows.



2 - Initiation rules

These highly simplified rules are designed for young gamers (between age 8 and 12)

Set up the game

In *Sherwood*, you pit your fighters against the fighters of your opponent. Some of those are strong knights, on big horses, in heavy armour, some are simple soldiers or daring outlaws. Some fight for the evil Sheriff of Nottingham, some fight with Robin Hood and his Merry Men.

The fighters are called characters. They are printed on cardboard counters. The characters all have individual names. On the counters are three numbers. The **black number** is the attack value, the **red number** the defence value and the **blue number** the movement value. Better fighters have higher attack and defence values, as have characters mounted on a horse. Those riders are also faster. Some characters, like knights, wear armour. They have a red circle around their defence value. They are better protected, but also slower. Some characters use missile weapons, bows, javelins, and crossbows. You see these in the picture. They can shoot arrows and bolts to anywhere on the map but are often weak in combat.

Every character has two counters, or four counters, in the case of riders. The counter with the lower number is used when the character is wounded. With riders, you use the bigger counters when they ride their horses, or the smaller counters, when dismounted. If you turn around the unwounded counter of a rider, you find a riderless horse.

The maps show small six-sided fields called hexes (hex is ancient Greek for six). The counters of the characters fit on these hexes, or on two hexes, in the case of riders. One hex is big enough for one fighter to swing a sword or shoot a bow. Only one character can occupy one hex.

To play, you can select a scenario from the booklet. It states which sides are involved, who begins, which characters and maps are used, where on the maps the characters start and what your goals are. To learn about the game, you can also simply assign some characters of your choice to the players, place them on a map and have them fight.

If you are familiar with the game and these simple rules, you can try to use the standard rules.

Play the game

One of you begins to play. When it is your turn, all your characters can act. In a first step, any character with a missile weapon (bow, javelins, or crossbow) can shoot. Then all characters may move. Finally, they can attack enemies next to them with hand weapons (swords, spears, daggers and so on). Not every character has to act at every step, but every activity can only be done in its step. After both players went through this, a game turn is over. If you play a scenario, it ends after a certain number of game turns, so keep track of them. When the game ends, the scenario has rules to determine who has won.

Step 1: Missile fire

All your archers, javelin throwers and crossbowmen can fire. For each shooter pick a target character. You cannot fire at targets behind other characters (friendly or enemy), or behind walls or trees. You can fire through windows or doors, or into trees. To hit, you roll one ten-sided die. A '0' on the die means '10' on the various tables.

If the target is armoured (has a **circle** around their red defence score), a roll of a number from 1 to 3 is a hit (see below what this means). If the target is not armoured, it is killed on a 1 or hit on a 2 to 4.

Step 2: Movement

All your characters can move. They can move through hexes occupied by friendly characters, but not enemy ones. To move into or through one empty hex (yellow ground or building floor) costs **one movement point**: they can move as many hexes as the blue number on their counters shows. Movement through difficult terrain (trees, scrubs, windows, slopes) costs **two movement points** per hex.

Riders on horses cannot move into buildings or into tree hexes. Instead of moving, a rider can dismount. Place the dismounted counter next to the rider and flip the rider around to the unmounted horse. For **two movement points**, the rider can mount again. Remove the dismounted rider counter and flip the unmounted horse back to the side of the rider. Riders can mount any unmounted horse. Be careful to turn the unmounted horse to the correct rider and exchange the empty horses beforehand. If a wounded rider dismounts, be sure to use the dismounted and wounded counter. Riderless horses don't move and don't attack but can be attacked.

Step 3: Attack

All characters that have not shot a missile this turn can attack one enemy character next to them. Archers, javelin throwers and crossbowmen can attack if they didn't shoot this turn. To hit, you roll one ten-sided die. Compare your **black attack** score to the enemies **red defence** score. Several attackers add their attack scores together.

- > If the attack score is lower than the defence score, the target is hit on a 1 or 2.
- > If the attack score is at least 10 higher than the defence score, the target is killed on a roll of 1, it is hit on a roll of 2 to 5.
- > Otherwise, the target is hit on a 1 to 4.

Effect of hits:

- > Any character who is hit gets wounded. Exchange the unwounded counter with the wounded counter (same name, with lower scores) immediately. A wounded character is killed if hit again.
- > Killed characters are removed from the board. A horse or other animal that is hit is also removed from the map.

3 - Standard rules

1 - The characters

1.1 - Time scale and distance

Sherwood is a game that simulates man-to-man combat on tactical maps. In other words, each game turn represents a very short period of real time: a few seconds at most. Enough time to shoot an arrow, to strike a blow with a sword, or to run a few metres. The width of a hexagon is equivalent to two metres (6 feet), a space sufficient for one soldier to wield his weapon comfortably but not enough for a rider on a horse. It is for this reason that each mounted character occupies two hexes, and that it is forbidden to have two living characters in the same hex.

1.2 - Counters and characters

Each foot character is represented by two double-sided counters. The first shows on one side the character in good health and on the reverse the character stunned. The second counter shows on one side the same character when he is wounded, and on the opposite side... dead.

Characters possessing a mount have four counters: two represent them on foot and two others mounted. On the back of the healthy mounted rider's counter is a picture of the horse without a rider, and on the back of the wounded mounted rider is the dead horse. Horse riders have a small triangle to indicate where the head of the horse is, hence the direction of the movement.

On each counter are the name and picture of the character, as well as three numbers:

> **a black number:** It represents the attack strength of the character. Its value is determined by the length and heaviness of the weapon, the skill of the person using it, and his physical condition.

> **a red number:** It represents the defence strength of the character. Its value is determined by the skill of the character in parrying and dodging blows, as well as the physical condition. Characters in armour have their red number surrounded by a circle.

> **a blue number:** It represents the movement allowance of the character, in other words the number of movement points that the character can spend each game turn. Its value is determined by the mode of transport (on foot or on horseback), the weight of armour worn, and the physical condition of the character.



A code of three letters describes the characteristics of the character. The first letter provides the character origin, Norman (N) or SaXon (X). The second letter designates the movement type, cavalry (c) or infantry (i). The last of the letters designates the function, knight (k), medium infantry (m), light infantry (l), archers (a), crossbowmen (x), javelin throwers (j), peasants (p) and civilians (c).

	Face		Reverse	
<p>Healthy mounted character: William has just been named Sheriff of Nottingham. He is highly confident he can clear Sherwood Forest of its outlaws.</p>		<p>Counter A</p>		<p>Horse without its rider: William dismounted to fight on foot unless something happened to him in the forest.</p>
<p>Wounded mounted character: William overestimated his strength and found a stronger opponent than anticipated.</p>		<p>Counter B</p>		<p>Killed horse: William must borrow another horse to continue the fight.</p>
<p>Healthy foot character: William found it more convenient to dismount to continue the fight.</p>		<p>Counter C</p>		<p>Stunned character: William didn't see Little John whose large pole felled him.</p>
<p>Wounded foot character: William's end is in sight, and he should be very careful.</p>		<p>Counter D</p>		<p>Killed character: William won't be missed by Prince John.</p>

2 - Sequence of play

In Sherwood, each scenario is made up of a succession of game turns. In a game turn, the starting player gets to make his characters shoot, move, and fight, all in separate phases.

After the starting player has finished all his phases, the second player does the same. This is repeated during each following game turn. Each scenario will state which side gets to start.

The players phases are:

1. MISSILE FIRE PHASE: Shooters of the active player can shoot.
2. MOVEMENT PHASE: Characters of the active player can move.
3. COMBAT PHASE: Characters of the active player in contact with enemy characters can attack them.
4. RECOVERY PHASE: All stunned characters of the active player recover.

3 - Missile fire phase

To resolve missile fire, the active player selects a character with a bow, a crossbow or a javelin and picks an enemy, the target, to which the shooter has a line of fire. It takes a roll to hit the selected target and another roll to determine the effect of that hit, if any. Any hex adjacent to the shooter cannot be targeted. A character adjacent to any enemy character cannot shoot unless that enemy character is stunned. Only archers can shoot while "Up the Tree". They can shoot with enemies being adjacent if these are on the ground. In this case, they can even shoot at adjacent enemies on the ground or those in their own hex.

Example: Reynold the archer cannot shoot on Gebbo who is adjacent to him, but Gilbert who is 'Up the Tree' can shoot at Bero.



3.1 - Line of fire

A character can shoot at an enemy character if there is an unobstructed line of fire between the shooter and the target. The line of fire is an imaginary straight line that can be traced from the centre of the shooter's hex to the centre of the target hex.

Count the number of hexes from the shooter to the target and compare this to the range of the weapon used. If this number exceeds the Long Range of the weapon used, the shot is impossible. If the range is within the Short Range of the weapon, the shooter enjoys several advantages (see below).

If the line of fire crosses a hex containing either a character or a type of terrain other than flat terrain, the shot will be subject to the restrictions explained below.

3.1.1 - Buildings: walls, windows, and doorways

Walls block line of sight, except when firing through a doorway or a window.

A character inside a building can only fire at outside hexes from a window or doorway hex. The line of sight is then determined from the middle of the exterior edge, not from the centre of the hex.

A character outside the building can only shoot at a character indoors if the target is immediately behind the window or doorway, and if he is at least 2 hexes away from the building.

Characters indoors can shoot at each other normally. A character on the balcony of the inn is not inside a building. Any shooter shooting at any target in the inn from the outside must be at least two hexes away from the building to account for the level difference.

Examples: Rudolf the arbalester can shoot at either Will Scarlet or Robin, but Baldric can't as he is too close to the balcony which blocks his line of fire. Geri the javelin man cannot shoot at Alan the minstrel, as the latter is not adjacent to the window. Saxbert can shoot at any character in the orange hexes as his line of fire starts from the middle of the exterior edge of the window hex.



3.1.2 - Other terrain

It is not possible to shoot through tree hexes. It is possible, however, to fire into a tree hex so long as the line of fire does not cross any other tree hex. Other types of terrain do not break the line of fire.

3.1.3 - Other characters

If the line of fire passes through a hex occupied by a character, friend or foe, or a live animal, shooting is impossible, unless that character is stunned.

Archers can shoot over other characters on condition that the target hex is at long range. Archers "Up the Tree", any shooter on the balcony of the Inn or at a window in the Inn can shoot over other characters, but they can also be fired upon by shooters from the ground in the same way.

3.1.4 - Cover

Certain types of terrain provide cover to the targeted character, making the roll to hit more difficult. A character in a scrub or tree hex benefits from cover, as does a character on the slope hex, if the line of fire passes over the lip of the slope. A character in a building hex benefits from cover if shot at from the outside. A character behind a low wall benefits from cover.

Examples: If being shot at by Falko, the archer in the top left corner, Odric & Folmar benefit from cover due to the scrub hexes, while Robert benefits from the line of fire passing over the lip of the slope. Grégoire under the tree can't be hit by Falko as Folmar blocks the line of fire. Boldewin can shoot at Roger who doesn't have any cover as the line of fire doesn't cross the slope ridge. Odric still benefits from the cover of the scrub hex he is in. Fulmar and Grégoire can't be shot at as the line of fire is blocked by Roger.



3.2 - Mounted archers

Mounted archers cannot shoot while riding their horse. They need to dismount first.

3.3 - Roll to hit

To hit the target, a roll of 1 - 6 is needed at short range, a roll of 1- 4 at long range. This roll is modified by a + 2 for a target in cover, a + 1 for the shooter being wounded and a + 1 for the shooter being "Up the Tree".

3.4 - Rolling for damage

If the first roll is successful, a second roll is made to determine the result of the shot. Check the table corresponding to the type of target (infantry or rider). This roll has two modifiers: a -2 for a crossbow and a +2 for the target being armoured.

4 - Movement phase

Each turn a player can move all of his characters, using all or a part of the movement allowance for each. Unused movement cannot be transferred from one character to another, nor can it be kept in reserve for future turns.

Each character has several Movement Points (MPs) printed on the counter which represents him (as a blue number). Each hex entered requires the spending of several MPs corresponding to the difficulty of the terrain encountered (see the Terrain Types Table). Some types of terrain have a different MP cost for mounted characters or for characters on foot. If a character has not enough MP to enter a certain hex, he cannot do so.

4.1 - Restrictions on movement

Characters cannot pass through hexes containing living enemy characters unless they are stunned. On the other hand, it is possible to cross hexes containing friendly characters. The character may not end his movement in a hex containing any character.

Walls are impassable. Houses can only be entered through doors and windows. Only characters on foot can pass through a window or over a low wall, for a cost of **3 MP** in addition to the cost of entering the hex. The inn is a special case since it is at a higher elevation. A staircase gives access to the balcony. From there, the building interior can be entered through the door or a window.

Characters on horseback cannot pass through a tree hex, a hex containing stairs or a building interior hex. But they can access courtyards or occupy door hexes. Horses without a rider and led by the bridle can cross tree hexes.

Crossbowmen that have shot during this turn's missile phase cannot move.

4.2 - Infiltration

If the character moves from a hex adjacent to an enemy to another hex adjacent to the same or another enemy, entering that hex has a cost of **2 MP** in addition to the cost of entering the hex due to terrain.

4.3 - Riders and horses

For riders, the cost in movement points is calculated by moving the front section of the counter (the side with the direction arrow). The back section follows behind.

When not spending any movement points for moving, riders can mount or dismount their horses, to or from one of the hexes adjacent to both hexes of the horse's counter.

A character "Up the Tree" can mount the horse from any adjacent hex (jumping onto the mount) but is subject to a jump roll (see below).

Horses without a rider stay immobile until they are mounted or led by the bridle (see below).

4.4 - Climbing into trees and up to the inn

An unarmoured character may climb into a large tree (covering 7 hexes on a map). The character needs to be in the central hex of the tree (representing the trunk) to climb up or down for a cost of **6 MP**. Place a marker "Up the Tree" under the character to show his position at the top of the tree. The character can move to other hexes of the same tree for **4 MPs**.

When two large trees are adjacent, this movement is allowed from one large tree to another, which constitutes a jump roll (see below). A character "Up the Tree" may enter and stand in hexes with enemy characters if those are on the ground.

Through climbing, an unarmoured character can move from a ground hex through a window to an adjacent interior hex of the inn, or to an adjacent hex of the balcony, or vice versa, for **6 MP**.

4.5 - Jumping and jump rolls

A character "Up the Tree" can move to the same or any adjacent hex on the ground by jumping which costs 4 MPs. A character on the balcony or from within the inn through a window can move to adjacent ground hexes in the same way. A jumping character ends up on the ground on the reception hex.

The character risks being injured by the jump.

To determine if he lands well, roll a D10:

- > from 1 to 7, the jump is successful.
- > 8 or 9, the character falls and is stunned.
- > 10, the character falls and is wounded.

Armoured characters add **+2** to the roll.

A dismounted character can jump on his horse but adds **+1** to the roll.

A character who jumped can't move anymore during this phase, even if he has movement points left.

Example: Robin is chasing Maid Mariann who was in the inn. Robin climbs through the window of the tavern, spending 8 points, but Maid Mariann was fast enough to jump down the balcony, spending 4 MPs, succeeding her jump roll (see below) and escaping his affections. Next time maybe?



5 - Combat phase

Any character that did not fire in the Missile Fire Phase can make one attack on a character in an adjacent hex. An attack is not possible, if the attacker is restricted from entering the hex the defender is in by regular movement, e.g., riders cannot attack through a window or into a tree hex or a character "Up the Tree" cannot attack an enemy on the ground and vice versa.

To resolve a combat, calculate the difference between the attack strength (**black figure**) and the defence strength (**red figure**). You get a differential that corresponds to a column of possible outcomes listed in the appropriate Combat Table on the Play sheet. The attacker then rolls the die to determine the exact result of the combat in question.

A '0' on the die means '10' on the various tables. There are two Combat Tables - one is used to resolve combats against mounted characters, the other against characters on foot.

5.1 - Effects of terrain on combat

The column of the Combat Table can be shifted by the terrain. The Terrain Types table (see the Play sheet) defines terrain to be neutral, disadvantageous (-) or advantageous to the defender (+). If only the defender is on disadvantageous terrain, the column of the Combat Table is shifted one column to the right. If the defender is on advantageous terrains or the attacker is on disadvantageous terrain, the column of the Combat Table is shifted one column to the left. If the two sides are on equivalent terrain, the column does not change, and the odds remain the same. A mounted character is considered to occupy the least advantageous terrain of the two hexes occupied.

5.2 - Attacks by more than one character

When two characters (or more) are able to attack the same enemy character, they can attack individually, or alternatively they can add their attack points to create a single total factor which is used to calculate the odds against the defender's strength in a single attack roll.

Additionally, if they attack together, the column of the Combat Table is shifted by one column to the right (in addition to any column shift due to terrain). This rule does not apply when attacking a mounted character unless he is attacked by several riders.

If the attackers decide to attack jointly and they are on different types of terrain, the least advantageous terrain will be counted to compare with that occupied by the defender.

Example: Brian and Guy attack Hardouin. Both knights are on slope hexes, which is disadvantageous and shifts the column of the Combat Table one column to the left. But as they attack together, they get the advantage of shifting the column of the Combat



Table one column to the right, eliminating the previous penalty. They combine their attack strengths, resulting in $30+28=58$, against the defence value of 5 for Hardouin. The result of the attack is then read in the "> 41" column of the combat table.

5.3 - Attack while jumping

Any character in a position to jump ("Up the Tree", from the balcony of the inn or one of its exterior windows) can jump on an opposing character located in an adjacent hex below (or the same hex if the attacker is perched on a tree). The jumping character must first make a jump test (see § 4.5). If successful, the result of his jump on the opponent is shifted one column to the right of the combat table.

6 - Effects of missile fire and combat

Characters hit by missile fire, or in combat, can be forced to retreat, become stunned or wounded, or even outright killed. With mounted characters, they can additionally be dismounted or have their horses killed. All effects are applied to the affected character immediately, before the next attack is resolved.

6.1 - Retreating

The retreating character moves a designated number of hexes away from the attacker. A character can retreat across hexes occupied by friendly characters. A retreat is not possible into hexes which the character may not enter normally, e.g. a rider may not retreat into a tree hex. The retreating character cannot enter any hex adjacent to any enemy character. If the retreat is not possible, the retreating character is wounded instead. Note that MP cost is not relevant. Climbing and jumping are not possible during a retreat.

If several attackers are affected by a retreat, all of them are affected.

6.2 - Stunning, wounding and killing

A character that is stunned or wounded is turned from the healthy side to the stunned side or exchanged for the wounded counter. A stunned or wounded character dies immediately if wounded or stunned again. A stunned character that is forced to retreat is also killed. A stunned character may not move or attack and is very weak on the defence, while a wounded character is weaker and slower. A stunned character "Up the Tree" will fall, resulting in death.

6.3 - Advance after combat

If as the result of an attack during the combat phase, the defender has been forced to retreat, been stunned, or been killed, the attacking character (or one of them, in the case of a joint attack by several characters) can advance by a number of MPs equal to half of its movement allowance. Any extra MP cost from the Infiltration rule is waived. The first hex crossed must always be one of the hexes evacuated by the enemy (or the hex of the stunned or killed character). If the attacker or attackers are forced to retreat or killed, the defender can advance in the same way.

Example: Wilfred and Guy were faced with a group of 3 Normans. One of them got stunned, which gave the opportunity to Wilfred to advance. After spending half of his MP (or 3), he positions himself behind Bartholomé so that in the next round, a combined attack with Guy should result in victory as his escape route is now cut.



Advance after combat is not obligatory but it must be carried out immediately, without waiting for the resolution of the other combats in that phase. The MPs used during the advance after combat do not prevent the concerned character from moving normally during the next game turn.

6.4 - Dismounting riders

When a rider is dismounted following combat or missile fire, the owning player places the appropriate counter –rider stunned, wounded or dead– on one of the hexes adjacent to his horse. If all the adjacent hexes are occupied, a friendly character may be shifted one hex to make room for the dismounted rider. If he is surrounded by enemies, a dismounted rider is automatically killed. The horse itself remains in the same place and must be represented by its own counter, unless it is killed.

6.5 - Recovery Phase

All stunned characters of the active player are turned to the healthy side in the last phase of this active player's turn.

6.6 - Capturing a character

When a character is surrounded by enemies and the combat differential exceeds 40, the character surrenders. A character who surrenders is disarmed and can no longer fight. His defense value is reduced to 2. He is guarded and prevented from fleeing as long as an opposing character is standing by his side without being engaged in another fight.

7 - Horses, other animals, and carts

The rules on horses apply to domestic animals, including riderless horses, draft animals, and farm animals. They are generally treated as characters but never considered enemy characters for any purpose.

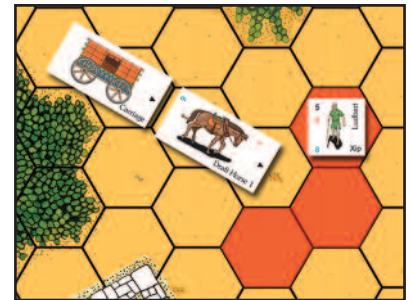
7.1 - Movement of domestic animals

Horses and other domestic animals stay immobile until a character leads them by the bridle.

To lead any animal, a character must enter one of the 3 hexes adjacent to the animal's front hex. A character can lead only one animal. This is not possible while there is an enemy character adjacent to the animal's front hex. For the remainder of this movement phase, the leading character will be followed by the animal, which is treated as an extension of the character leading it. An animal may not move more than once during the same player's turn. An enemy character cannot mount the horse if the character controls it. Riderless horses can enter tree hexes. No animal may move "Up the Tree".

Example: Ludbert must be in one of the 3 orange hexes to lead the horse.

The character will lose its control over the animal when shooting during the missile phase or initiating an attack during the combat phase. The same happens when he is stunned or forced to retreat.



7.2 - Movement of carts

A cart is immobile, but can be attached to a draft animal, like draft horses or oxen. The cart will move whenever the animal is moved, following behind the animal counter. The cart can move no more than **6 MP** with a draft horse, or **4 MP** in the case of an ox. The cart can enter no terrain other than flat terrain.

Characters on foot can enter a cart hex for **3 MPs**. They will remain on the cart counter as passengers when it is moved.

A draft animal can be led by a character like any domestic animal as in 7.1, with the animal following the movement of the character and the cart following the animal. This is not possible, if the cart is controlled by a coachman. A coachman is a character in the hex of the cart adjacent to the draft animal. Instead of moving, the coachman can move the draft animal with the cart following behind. Unless giving up control of the cart, the coachman may not attack or shoot.

To harness or unharness a draft animal to or from a cart, a character must spend one complete turn without any other action or movement adjacent to the animal and the cart.

7.3 - Animals and carts during combat

Animals and carts block the line of fire like characters.

If attacked or shot upon, animals are treated like characters on foot.

Animals cannot be stunned or wounded; they are killed instead.

Characters in a cart hex benefit from cover. They are not restricted in attacking or shooting. A character in a cart can be attacked in combat. If attacked from outside the cart, the character defends with an advantage (+).

7.4 - Wild animals

Wild animals, like wolves or deer, move like characters and attack like them, if they have attack scores. According to the specific scenario they appear in, they are controlled by one of the players.

8 - Ambushes

Great advantage can be gained in combat if one party succeeds in surprising the other: Merry Men hide in the woods, ready to assault unsuspecting travellers or the Sheriff's henchmen lure Robin into a trap.

If one side is in such a position, the scenario will allow the player to set up an ambush.

8.1 - Set up an ambush

Characters can be hidden within buildings or up large trees (hideouts). The player must record which character is hiding in which hideout, but not the specific hex. All buildings are named, while all large trees have letter codes on the map for this purpose. No more than two characters can be hidden in a tree. A building can hide one character per two hexes. The hidden characters must be able to enter the hideouts, e.g. no riders in houses.

The scenario can set limitations on the characters or locations used for the ambush.

8.2 - Springing the ambush

The ambusher can interrupt the active player's phase at any time, in between moving characters or even during the movement of one character. This is not allowed while the active player is moving a character through hexes with friendly characters.

The ambusher can reveal any number of hidden characters from any number of hiding places. The counters of the hidden characters are placed at any hex in the hiding area (a building or "Up the Tree"). After all are revealed, each can make one attack, either by shooting a missile, engaging in combat or by making a jump attack. Multiple ambushes within one movement phase are possible.

8.3 - Attacks from ambush

Each of the characters uncovered in ambush can either shoot one missile or make one attack.

The missile attack follows the normal rules. The shooter gets an additional -1 modifier on the roll to affect the character in the impact hex, due to his longer aim.

Combat is only possible between adjacent hexes, as per the combat rules. The ambusher may shift the column of the Combat Table once to the right, due to surprise, in addition to all other modifiers.

Alternatively, characters "Up the Tree" may make a special jump attack when emerging from hiding. They are placed in their hex on the ground and may make an attack on one adjacent enemy.

The jumping character will first have to undertake a jump roll (see § 4.5). If the roll is successful, the ambusher may shift the column of the combat table twice to the right, due to surprise and the force of the jump, on top of all other modifiers.

If an enemy character was affected by the result of an ambush in the middle of its move, movement of this character is ended. If unaffected by the ambush, movement may be continued.

After all attacks from ambush are resolved, the active player continues his movement phase.

8.4 - Ending the ambush

The ambusher may reveal any number of hidden characters at the beginning of his own turn and place them anywhere within the hiding area.

If a character of the other player enters a hex of a hideout building (not just a hex in front of a door or a window) or climbs a tree with hidden characters without the ambusher springing the ambush, all hidden characters there are immediately placed on the map and treated normally. Note that this applies to any kind of movement, including retreats or advances after combat. In such a case the ambusher cannot spring the ambush, as an ambush is only possible during the movement phase.

4 - Scenarios

There are 8 scenarios of increasing difficulty for *Sherwood*. Additional scenarios using other maps and counters from other games in the *NORMAN SAGA* series will be available in the near future.

The purchase table at the end of this booklet lets you create your own scenarios using balanced forces. An Excel utility on www.cryhavocfan.org is available to help you set up your scenarios more easily.

Scenario 1: A cheeky Alan a Dale

Background

In his songs, the minstrel Alan a Dale never failed to mock the Sheriff's men. This time he went too far, and they intend to send him to the dungeon. However, they didn't factor the villagers who have no intention of abandoning the musician.

Map layout and starting positions

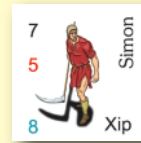
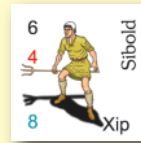
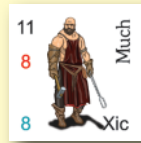
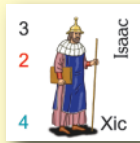
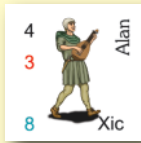
Use **The Inn** map.

Villagers are positioned on the map first. They can't be adjacent to any building. Much is placed on one of the forge hexes; Alan, a peasant and Mildred are placed in the inn. The rest of the villagers are placed freely on the map, except in the inn and the forge. The Sheriff's men begin the game by entering the map from one side only, excluding Side 1. The game is played in 12 turns.



The sides

The villagers



The Sheriff's men



Special rules

1. No one wants to die for Alan! As soon as a character is wounded, his counter is removed from the game.
2. As soon as a Sheriff's men character who is not adjacent to a villager manages to stand next to Alan, the minstrel is considered captured.

Victory conditions

If the Sheriff's men manage to capture Alan before the end of the game, they win. Otherwise, the villagers win.

Scenario 2: The wedding of Alan a Dale

Background

Alan the minstrel is desperate. His beloved fiancée, the one he is to marry, Mildred, is to be forcibly married to the old, pot-bellied sergeant Martin. Bishop Waleran is scheduled to officiate the union in the small chapel deep in the woods. Fortunately, Friar Tuck and some Merry Men come to the rescue of the musician.

Map layout and starting positions

The cottage of the forester simulates the chapel.

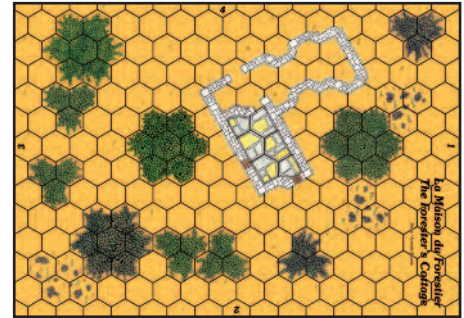
Waleran is placed in the chapel (but not in the front yard).

Martin, Mildred and the rest of the bishop's retinue enter from Side 1.

Alan and his friends then enter the map from Side 2.

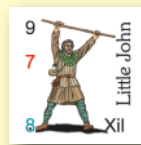
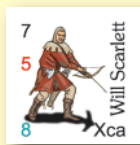
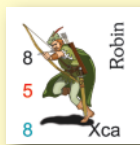
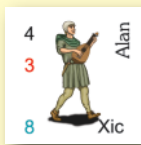
From turn two, the side that controls Mildred goes first.

The game is played in 12 turns.



The sides

Alan & his friends



The bishop and his retinue



Special rules

1. As long as Mildred is adjacent to a character in the bishop's retinue (including Waleran), she is controlled by Martin's side. Otherwise, she regains her freedom, and it is Alan's camp that moves her. She can again be controlled by Waleran's retinue if she is still adjacent to the bishop or one of his men. Mildred is a peaceful young girl; she does not participate in any attacks, regardless of which side controls her.

2. Marriage: To marry Mildred, each suitor must stay with her and a priest for one turn in the chapel without moving or fighting (attack or defense). Only Friar Tuck can marry Alan and Mildred; only Waleran can marry Martin and Mildred.

3. No one can attack or shoot Waleran and Friar Tuck until they participate in an attack. As clergymen, they are protected.

Victory conditions

If Alan manages to marry Mildred, he wins the game. If Martin manages to marry Mildred, he wins. If one of the players injures or kills Mildred, he immediately loses the game.

If neither suitor manages to marry Mildred, it is considered a minor victory for Alan: He will wed Mildred on another occasion!

Inspiration

Howard Pyle, *The Merry Adventures of Robin Hood* (1883).

Robin of Sherwood, TV serial by Richard Carpenter (1984), episode 5.

Scenario 3: Saving Rebecca

Background

The Norman Brian de Bois-Guilbert fell in love with the beautiful Rebecca. As she does not want to give in to his advances, he holds her prisoner, with her father Isaac.

The noble Wilfred of Ivanhoe, also in love with Rebecca, comes to her aid. Robin and his Merry Men accompany him to lend assistance.

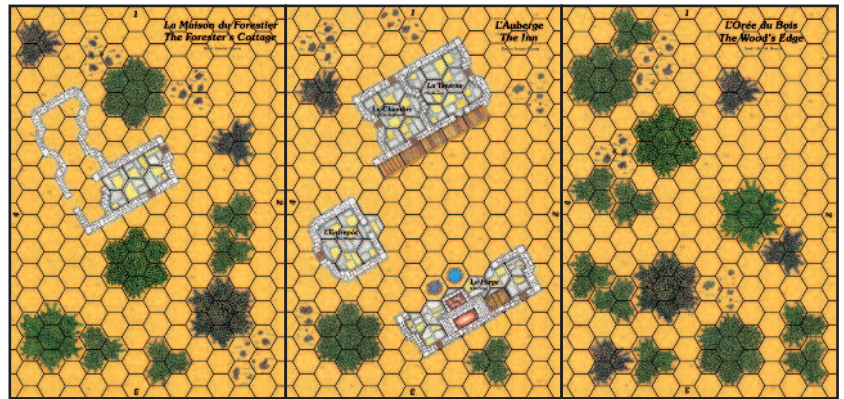
Map layout and starting positions

Rebecca and Isaac are placed in the warehouse. The door is not closed.

Four Normans are placed in the buildings of your choice (with the exception of the warehouse). The rest are placed freely on the **Forester's Cottage** and **Inn** maps.

The Saxons begin the game by entering the **Wood's Edge** map from the side of their choice. They always play first.

The game is played in 12 turns.



The sides

The Normans



Crossbowmen - Nix

Rudolf
Baldric



Sergeants - Nim

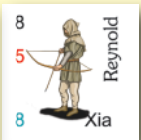
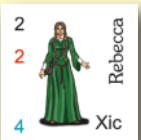
Odric
Folmar
Wilbrand



Spearmen - Nil

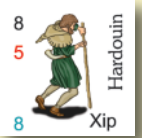
Arnold
Martin
Wolmer
Walker

Ivanhoe and his friends (the Saxons)



Archers - Xia

Reynold
Alwin
Falko
Gilbert



Hardouin
Garulf
Simon

Peasants - Xip

Special rule

Neither Rebecca nor Isaac can attack the Normans.

Victory conditions

Ivanhoe and his friends win if Rebecca and Isaac manage to leave the map by one or more sides of their choice. The Normans have to prevent Rebecca and her father from leaving the map.

- > If only Rebecca manages to leave the map, the Saxons win a minor victory.
- > If Isaac is killed by the Normans, there is a draw.
- > If Rebecca is killed by the Normans, the latter lose the game.

Inspiration

Sir Walter Scott, *Ivanhoe*, 1819.

Scenario 4: The ambush

Background

Robin and his companions heard rumors that Bishop Waleran was going to come in person to collect the tithe in the village of Bernysdale. They decide to await him in the forest. However, this is a trap. William, the Sheriff of Nottingham, is in ambush with his men. He will try to capture or kill Robin.

Map layout and starting positions

The villagers are placed first on the **Inn** and **Forester's Cottage** maps.

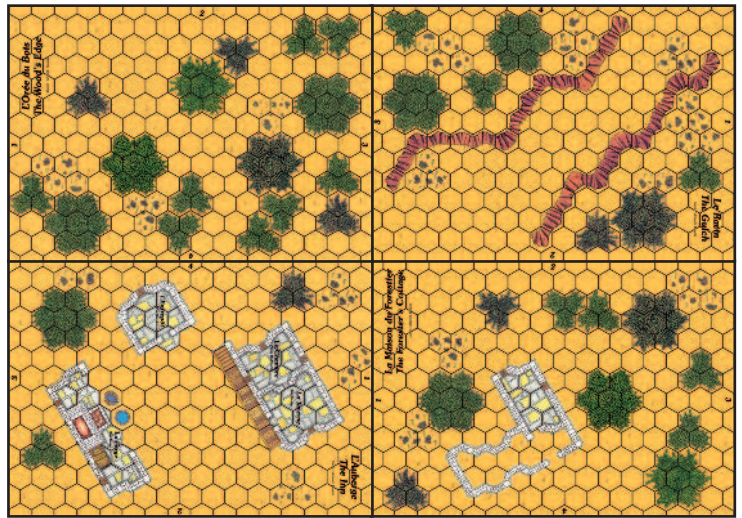
Robin and his men are placed in the trees of the maps of their choice. They are in ambush (see Rule 8).

Waleran and his escort enter the **Gulch** map from Side 4 and begin their movement through the gulch itself. Waleran and the treasure are placed in the carriage. The carriage must move towards the village during the first turn using maximum movement points.

William and his men enter one of the maps from the side of their choice and at the turn of their choice.

The turn is as follows: Waleran, Robin, William, the villagers.

The game is played in 12 turns.



The sides

Waleran and his retinue



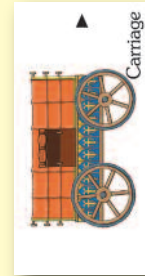
Spearmen - Nil

Martin
Finn
Walker
Wolmer



Javelin
throwers- Nij

Ger
Bern
Albert



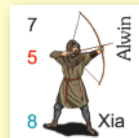
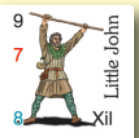
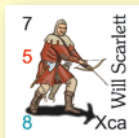
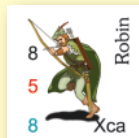
William and his men



Sergeants - Nim

Bero
Odric
Folmar
Wilbrand

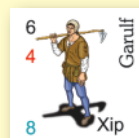
Robin and his Merry Men



Alwin
Reynold
Falko
Boldwin
Saxbert

Archers - Xia

The villagers



Peasants - Xip

Hardouin
Garulf
Sibold
Simon
Fulmar
Ubbo
Huge
Lidbert

Special rule:

Seize the treasure: Whomever owns the carriage owns the treasure. If there is no character inside the carriage, the side controlling the draft horse owns the treasure.

Option (to adjust difficulty):

- > To benefit William: add the knight Roger,
- > To benefit Waleran: add the crossbowman Emeric,
- > To benefit the villagers: add a wolf. This wolf is controlled by Hardouin. If Hardouin dies, the wolf runs away.
- > To benefit Robin: Robin is on horseback.

Victory conditions

This scenario can be played with two or four players.

In the two-player game, one side controls the Normans (Waleran, William, and their men) and another the Saxons (Robin, the Merry Men, and the Peasants).

In the four-player game there are four camps: Waleran, William, Robin and the villagers.

In any case, a Saxon can never attack a Saxon and a Norman can never attack a Norman.

For the two-player game:

- > If Robin is killed or captured, Waleran is alive and free, and the treasure is still in Norman hands: Total Norman victory;
- > If Robin is killed or captured, Minor victory for the Normans;
- > If Waleran is killed or captured, Robin is alive and free, and the treasure is in Saxon hands: Total Saxon victory;
- > If the treasure is in Saxon hands, Minor Saxon victory;
- > If Waleran AND Robin are killed or captured: draw.

For the four-player game:

- > Victory of the peasants if they manage to kill or capture Waleran;
- > Victory for Robin and his Merry Men if they manage to seize the treasure and keep it until the end of the game;
- > Victory for William and his men if they manage to kill or capture Robin;
- > Victory for Waleran and his escort if they manage to protect Waleran and the treasure.

There may be multiple winners or none.

Scenario 5 : Meeting in the woods

Background

Robin and Maid Marian meet at a cottage deep in the woods. Alas, the Normans have been informed of this encounter and want to take advantage of Robin being alone and vulnerable to capture him. What they don't know is that, in the woods, the Merry Men watch over Robin.

Map layout and starting positions

Robin and Maid Marian are placed in the cottage.

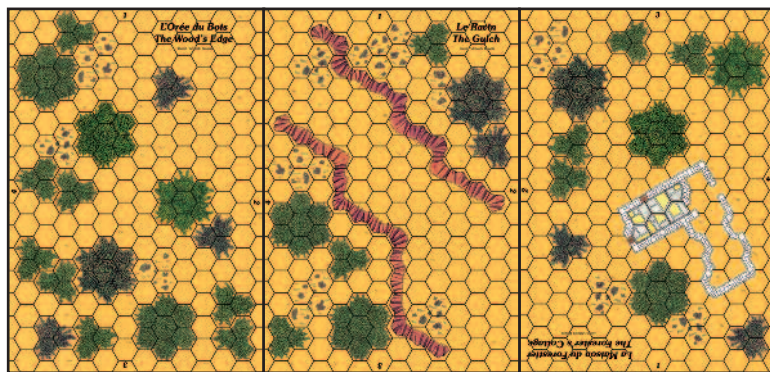
Will Scarlett is placed on the entrance hex of the courtyard of the cottage.

The 3 horses are placed outside the courtyard. They must be adjacent to at least one wall of the house or yard.

The Merry Men are hidden in the trees of one or more of the 3 maps. They are in ambush (see Rule 8).





The Normans start the game by entering from Side 4 of the **Wood's Edge** map.

The game is played in 15 turns.

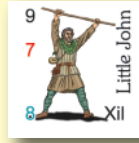
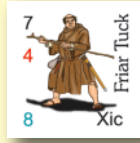
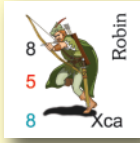


The sides

The Normans

 <p>Guy</p> <p>Knights - Nck</p>	Guy Brian Roger William	 <p>Grégoire</p> <p>Mounted sergeants - Ncm</p>	Bartholomé Grégoire	 <p>Gebbo</p> <p>Spearmen - Nil</p>	Martin Walker Gebbo Finn	 <p>Emeric</p> <p>Crossbowmen - Nix</p>	Emeric Baldric
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Robin and his Merry Men



Alwin
Reynold
Falko
Boldewin
Saxbert

Archers - Xia



3 horses

Special rule

In this scenario, Robin can't climb "Up the Tree".

Victory conditions

The Normans win the game if they manage to kill or capture Robin.

If Maid Marian is captured by the Normans, there is a draw.

Robin wins in all the other cases.

Scenario 6: The wolf leader

Background

For some time now a sorcerer has been roaming Sherwood Forest. He is a wolf leader who has enslaved two beasts in his service. He has befriended a group of bandits, led by Much a former blacksmith. Tired of their abuses, some brave villagers called on Little John to help them track down these crooks to the heart of the forest.

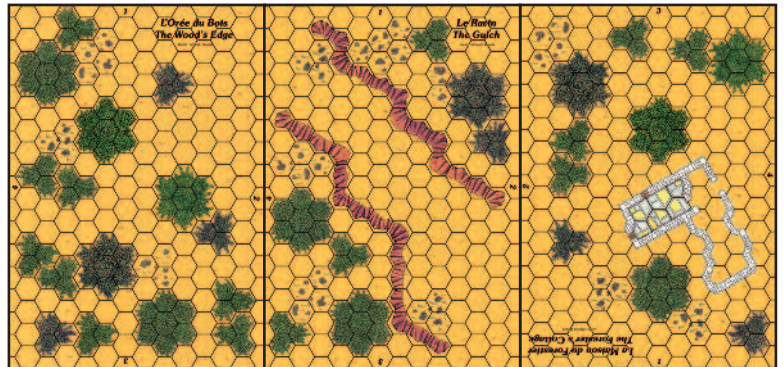
Map layout and starting positions

The wolf leader, his beasts and the bandits are placed first on the **Wood's Edge** map.

The villagers are then placed on the **Forester's Cottage** map.

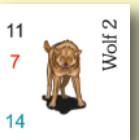
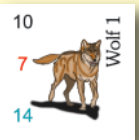
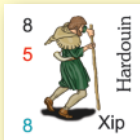
Initiative is rolled at the start of each turn.

The game is played in 12 turns.



The sides

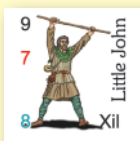
The wolves



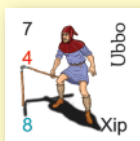
Martin
Walker
Finn

Spearmen - Nil

The villagers



Reynold
Saxbert



Simon
Hige
Ludbert
Fulmar
Sibold
Ubbo
Garulf

Archers - Xia

Peasants - Xip

Special rules

Hardouin the wolf leader has ten movement points (and 5 if he is injured).

To benefit the villagers, you can add Hige (Xip) to them.

To benefit the sorcerer and his wolves, Hardouin can be given the ability to blind a villager who is four spaces or less away. This action replaces a possible combat attack on the part of the sorcerer. A result lower than 5 is needed to succeed. If the blinding is successful, the target cannot act (move, attack, shoot) for two turns.

Victory conditions

The bandits win if they manage to kill or wound all the villagers.

The villagers win if they manage to kill Much, both wolves or the wolf leader.

Inspiration

Bernard Daniel. Charmeurs et meneurs de loups, d'hier à aujourd'hui. In : *Le Monde alpin et rhodanien. Revue régionale d'ethnologie*, n°1-3/2002. Le fait du loup. De la peur à la passion : le renversement d'une image. pp. 163-1.

Scenario 7: The tavern

Background

King Richard returns from his crusade under a false identity, but he has been discovered by the Sheriff who fetches his henchmen to intercept him while he is eating in a tavern. In the back of the room, Robin and his Merry Men are eating quietly until the Sheriff's men come through the door of the tavern.

Map layout and starting positions

Richard and his retinue are placed in the tavern, while Robin and his Merry Men are in the adjoining room.

The Sheriff and his henchmen are on the balcony of the inn or within a radius of 3 hexes around the inn.

Villagers are placed at will on the map, except in the inn.

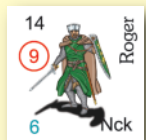
The Sheriff's henchmen start the game.

The game is played in 12 turns.



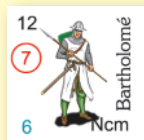
The sides

The King and his retinue



Roger
(King
Richard)

Knight – Nck

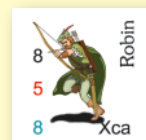


Bartholomé
Grégoire

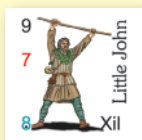
Mounted
sergeants –
Ncm



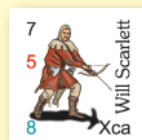
Robin and his Merry Men



Robin



Little John



Will Scarlett



Gilbert

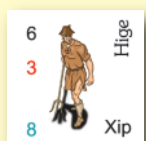


Alwin

Alwin
Saxbert

Archers - Xia

The villagers



Hige

Hardouin
Garulf
Hige
Sibold

Peasants - Xip



Much

The Sheriff's henchmen



Spearmen –
Nil

Finn
Martin
Walker
Gebbo
Wolmer
Arnold

Sergeants -
Nim

Folmar
Wilbrand

Victory conditions

The Sheriff's henchmen win if they manage to capture or kill Richard before the end of the game. Otherwise, Richard's supporters win.

Scenario 8: The bait

Background

Rebecca has arranged a meeting between Maid Marian and Robin at an inn on the edge of the forest. They head with a small escort to the meeting place where Wilfred of Ivanhoe must also go. They are chased by Guy de Guisbourne who wants to capture Rebecca. But the Sheriff's spies also caught wind of the encounter. This one wants to use them as bait to capture Robin.

Map layout and starting positions

Maid Marian's convoy is placed in the middle of the **Gulch** map.

The 4 archers of Robin's party hide in the trees. They are in ambush (see Rule 8).

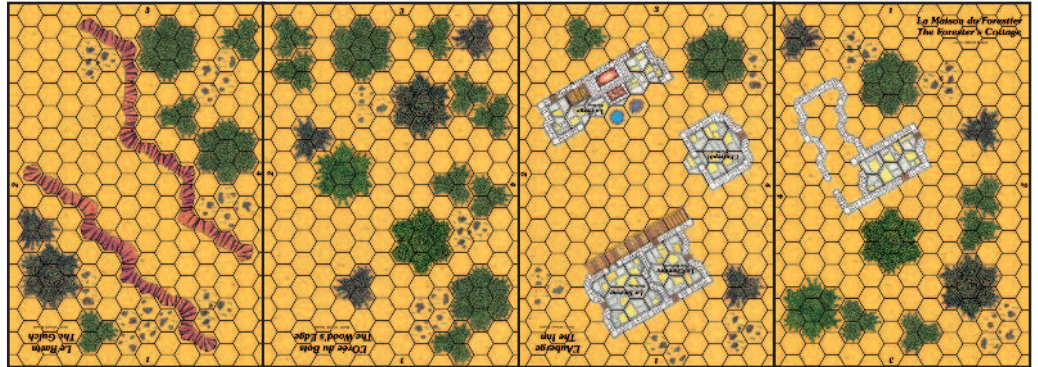
Robin, his other companions, and the villagers are placed on the **Inn** and **Forester's Cottage** maps.

Guy de Gisbourne and his escort enter on the first turn via Side 1 of the **Wood's Edge** map.

The sheriff and his men enter on the first turn through Side 3 of the **Forester's Cottage** map.

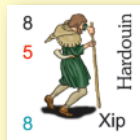
The Normans play first.

The game is played in 12 turns.



The sides

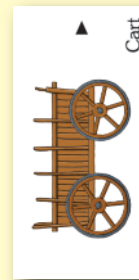
Maid Marian's convoy



Hardouin
Garulf
Hige
Sibold



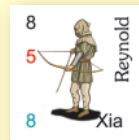
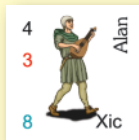
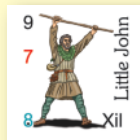
Alwin
Saxbert



Peasants – Xip

Archers - Xia

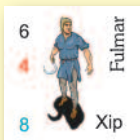
Robin and his Merry Men



Reynold
Falko
Boldewin
Gilbert

Archers - Xia

The villagers



Fulmar
Simon
Ludbert
Ubbo

Peasants – Xip



The Sheriff's henchmen



William
Roger



Spearmen -
Nil

Arnold
Finn
Wolmer
Walker
Gebbo



Sergeants -
Nim

Folmar
Wilbrand



Javelin
throwers- Nij

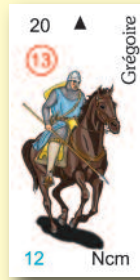
Albert
Bern

Guy de Guisbourne's escort



Guy

Knights -
Nck



Mounted
sergeants -
Ncm

Grégoire
Bartholomé

Special rules

In this scenario, Robin can't climb "Up the Tree".

Victory conditions

The 2 targets of the Normans are Rebecca and Robin. The sheriff gave strict instructions that Robin should not be killed but captured for trial.

- > If they are both captured, the game ends and the Normans win a resounding victory.
- > If only Robin is captured, the Normans win a marginal victory.
- > If only Rebecca is captured, Robin and his men win a marginal victory.
- > If neither of the 2 are captured at the end of the 12 turns, Robin and his men win a resounding victory.

5 - Purchase table

This table will allow you to create your own balanced scenarios. An Excel utility is available on www.cryhavocfan.org to help you quickly calculate the total cost of your armies.

Basic cost of a character	
Heavy cavalry (with coat of mail)	ATT + DEF
Light cavalry	ATT + DEF
Infantry with coat of mail	ATT + DEF
Infantry without coat of mail	ATT + ½ DEF ⁽¹⁾
Javelin thrower	2 ATT
Archer	2 ATT + DEF
Crossbow with coat of mail	3 ATT + 2 DEF
Clergymen, Peasants, Civilians	ATT

⁽¹⁾ Round down if necessary

Animals	
Cavalry Horse	12
Draft horse	8
Ox	6
Pig, Deer	2
Wolf	ATT + DEF
Equipment	
Cart	12
Carriage	15

N .B.: ATT and DEF are abbreviations for Attack strength points and Defence strength points.



The Norman Saga

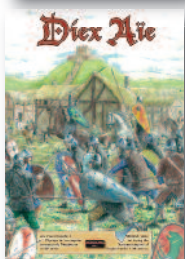
Sherwood is an initiation game to explore the mechanics of skirmish wargaming. If you like the concept and you want to vary the eras and themes in Western Europe and the medieval Levant of the 11th and 12th centuries, then the NORMAN SAGA series is made for you. The Normans, descendants of the Vikings, exerted a decisive influence on the history of Europe.

Each game explores a period of this unique adventure, whether in France, England, Southern Italy, Sicily or the Middle East. In total, nearly 1,000 different characters and 50 maps to simulate the Middle Ages that will only be limited by your own imagination.

Already published:



Guiscard 2: This game is set during the epic conquest of Southern Italy and Sicily by the Normans, led by Robert Guiscard ("the cunning" or "the weasel"), in the 11th century. The game features the various factions of the time including the Byzantines and their Varangian Guard, the Arabs of Sicily, the Lombards, the Holy Roman Empire and of course the Normans, who came as mere mercenaries into the middle of this mass of conflicting interests, and then decided to seize power through force of arms.



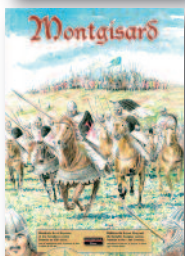
Diex Aie 2 ("God Our Help!", the war cry of the Dukes of Normandy): This game explores the Saxon resistance to the imposition of the « Norman Yoke » in the decades following the Battle of Hastings. The game lets you play Normans, Saxons, Scots and Danes. **Diex Aie 2** includes a campaign game to generate tactical scenarios that can be played on the various maps of the series.



The Anarchy is the name given to the civil war over the succession to the throne of Henry I Beauclerc, King of England and Duke of Normandy, from 1135 to 1154. Numerous castle sieges took place during this period, so this will be the perfect opportunity to update all the siege rules of the various games of the series. A campaign game is also added to the tactical game.



Ager Sanguinis ('The Field of Blood', based on the name of the last battle of Roger of Salerno, Regent of Antioch in 1119): This complete game is set during the conflict between the Normans of the Principality of Antioch, one of the Crusader States, their Armenian allies and the first contingents of knights Hospitaller against the Turks in the 12th Century.



Montgisard is an extension for **Ager Sanguinis** to simulate the relentless fights in the Holy Land between Saladin and Baldwin IV, the Leper King, from the battle of Montgisard to the battle of Hattin. The game introduces new knight Templar counters as well as famous characters like Reynald de Chatillon, Balian of Ibelin. Sieges can be fought on a double map of the mighty 'Crac des Chevaliers' castle.



And dozens of **additional maps** to vary the terrain ad infinitum and allow you to design any scenario you can imagine.

Cover Artwork:
Peter DENNIS