

Robin Hood Campaign - Scenario 7

The Executioner Of Nottingham

Background

Laberne has been captured. After a speedy trial he has been condemned to death. In order to impress the mob, Sir Gilbert decided that the execution shall be in public and will take place in the central square of Nottingham on the following Tuesday, at the hour after Vespers. Laberne's friends are determined to risk all to rescue him from this evil fate.

Map Assembly & Starting Positions



- > Place a 2-hex bridge on top of the water trough: this is the gibbet.
- > Place a ladder against the gibbet on the northern side.
- > Place a 3-hex bridge along the face of the house to the right facing the gibbet: this is the podium.
- > Place a ladder against the podium on the southern side.
- > Prepare a cart pulled by an ox.

The 3 Norman knights are on foot on the podium. Their horses are in the stables. Sergeant A'Wood takes the role of the executioner; he is on the gibbet. Place 4 halberdiers at each corner of the gibbet and one in front of the ladder leading to the podium. Place 1 sergeant and 1 spearman at each of the 3 town gates. The gates of the town

remain open all game long.

Place the 4 crossbowmen on the citadel ramparts. The 4 mounted sergeants and 2 other halberdiers [one leads the ox] form the guard for the condemned man, surrounding the cart.

Laberne is in the cart. The cart and its guard leave the stables, the ox being on one of both hexes ahead of the entrance of the stables.










The peasants forming the audience for the execution are massed in the square with the gibbet. The cordon of guards prevents them from being adjacent to the gibbet itself.

The outlaws have succeeded in secretly entering the town. They are hidden in the houses around the square. Their horses, as well as that belonging to Laberne, are hidden from sight in the alleys of the north of the town, guarded by Barney. The outlaws being hidden, they are placed last on the map.

The Normans move first.

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The Sides

The Nottingham Garrison		The Outlaws		The People			
 <p>27 14 12</p> <p>Knights</p>	Gilbert Lacy Wulfric	 <p>22 11 12</p> <p>Mounted Sergeants</p>	Thomas Piers Gunter James	 <p>6 3 8</p> <p>Rebels</p>	Labeerne Jon Barney Santiago Simon Davrich Rix	 <p>5 5 8</p> <p>Peasants</p>	Wulf Salter Radult Gam Giles Smith Baker Gobin Farmer Carpenter Cedric
 <p>10 6 6</p> <p>Halberdiers</p>	Watkin Wynken Tom Otto Frederick Ben Geoffrey	 <p>5 6 6</p> <p>Crossbows</p>	Jacopa Francisco Nicholas Denys	 <p>5 4 8</p> <p>Long bows</p>	Idris Myrlin Gwyn Mathew Owen Dylan Aylwin		
 <p>7 6 8</p> <p>Spears</p>	Perkin Ben Wat	 <p>11 8 6</p> <p>Sergeants</p>	A'Wood Martin Llewellyn Arnim				

Special Rules

- > The advanced rules on flat roofs and carts apply in this scenario. [Assume that the cart can be either driven or led, although it starts off being led.]
- > Cedric is an outlaw who is disguised as a peasant. His role is to rally the public to Labeerne's cause, to aid his supporters in the rescue. During the first turn, at the beginning of the movement phase, roll 1D10 for each peasant adjacent to Cedric. He will ally himself if the result is 6-10. Repeat the test each time for each peasant next to an allied character. If the character tested is beside 2 allied peasants, add +1 to the die roll; if 3 allied peasants add +2, and so on. These tests stop once the outlaws start the fighting. A character that attempts an alliance cannot move during that turn. All unallied peasants are treated as enemies.
- > Until it arrives, the cart must move forward each turn towards the gibbet. The guards must make Labeerne get down from the cart, hoist him onto the gibbet, and execute him. To carry out the execution a soldier must remain on a gibbet hex next to Labeerne for one whole turn without moving or fighting.
- > As long as the Outlaws have not start the fighting, peasants must step aside to let the cart and its guards move forward. This move is not counted against their regular movement point allowance. Allied peasants must step aside as well to prevent the Normans to discover their real status too early.
- > The rear of the cart must be located in one of the 5 red hexes shown on the right, for Labeerne to move down directly into the hex facing the ladder.
- > As soon as Labeerne is on the ground, he must always be adjacent to 2 guards to be pushed towards the gibbet. If only one guard is adjacent to him, he will resist and stop moving. As soon as no guard is adjacent anymore, he can run away.
- > Labeerne is attached and can only move half of his allowance. His defense value is only 1 and he cannot attack.
- > Labeerne can cut his ropes loose if he remains one full turn without moving or fighting.
- > Sir Gilbert is committed to this public execution whatever happens : Labeerne can only be killed on the gibbet as long as he is guarded. If he manages to run away, any Norman can kill him anywhere.

Victory Conditions

The Normans win if Labeerne is executed.

The outlaws win if they manage to get Labeerne to escape safe and sound.

Any other result is a draw....

