

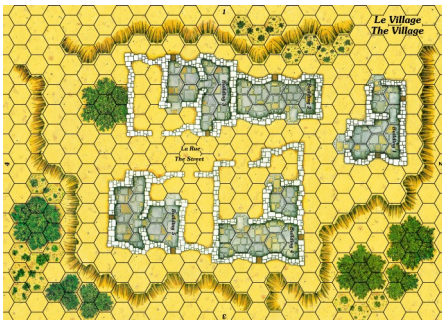
# For The Love of Edith

## The Story:

Edith is the youngest daughter of a wealthy lord in the region. Her father has promised her in marriage to a powerful and fearsome knight who has been courting her for a long time. On the eve of the wedding, Edith, whose beauty is matched only by her strong character, decides to run away and join a young archer she met a few months earlier at a party at the castle.

Angered, the fiancé sends armed men in pursuit of her, ordering them to bring her back in time for the wedding. Edith, accompanied by Leopold, her faithful servant, is overtaken by the knight's men at dusk, not far from a small village. The group decides to spend the night there before continuing their journey to the castle at dawn. The young archer, who had also set out in search of his beloved as soon as he learned of her escape, eventually discovers where she is. Accompanied by a fellow warrior, his uncle, and his three sons, he sets off late at night towards the village...

## Assembling The Maps & Starting Positions:



The knight player secretly places his men-at-arms and the villagers into the different buildings, with the exception of one soldier who mounts guard in the village street. There can be no more than two characters in each room, and the soldiers cannot sleep in the same rooms as the peasants. The characters in the rooms cannot occupy the door or window hexes. They are all asleep and their counters are turned over to the stunned side. The sentry must be placed on one of the road hexes, or door hexes (for buildings 1 and 2) or the entry to the yard.













The knight player then writes down (still in secret) the room where Edith and Leopold can be found while keeping their counters off the board. For buildings which have two rooms, treat the one with the number of the building as Room A and the other as Room B. Edith and Leopold will be additional to the characters who may be already in the room.

On his part the bowman player notes, also in secret, which of the two archers is Edith's lover, and which of the villagers is the cousin of Uncle Gobin. The two cousins have not seen each other for along time, and Gobin no longer remembers which house he lives in, but he is certain that he will help them.

## Sequence of Action:

The bowman player starts the game by entering his characters through any map edge. He need not enter them all through the same map edge. The knight player cannot anyone except the sentry until the alarm is given. The sentry cannot move more than 3 hexes from his starting hex, in other words his movement is limited to a range of 3 hexes around the spot he was placed in before the game started.

## The Counters:

The Knight's Men		The Bowman & His Friends		The Villagers	
 Ben Spearmen	Ben Odo Wat	 Chretien Bowmen	Chretien Mathias	 Baker Peasants	Baker Cedric Giles
 Rees Billmen	Rees Tybalt	 Gobin Uncle	Gobin	 Radult Peasants	Radult Salter
 Gaston Crosbowman	Gaston	 Carpenter Sons (peasants)	Carpenter Farmer Gam	 Smith Peasants	Smith Wulf
 Edith	Edith			 Philip Peddler	Philip
 Leopold	Leopold				

## Special Rules:

### Sleeping Characters

Anyone entering a room (through a window or door) wakes up any sleeping characters in that room if they roll an 8, 9, or 10 on the die. A die roll is made for each character entering and for each room. The roll is made at the precise moment the character steps onto the first square of the room. Once a character is awakened, their token is flipped over (they regain their normal strength). It is possible to determine the identity of a sleeping character without waking them: simply move a character to one of the squares adjacent to the sleeping character. It is also possible to wake up or attack a sleeping character. In the latter case, their defense strength is reduced to 1 during the first attack, after which they fight normally if they haven't been killed while asleep... It is also possible to...

You can pass through a room where a character is sleeping, but you cannot stop there. Edith, who cannot sleep, will appear as soon as a character enters the room where she is located. For each new room visited, the knight player must therefore indicate whether Edith and her servant are present. If they are, the player places their two tokens in that room.

**Note:** The guard cannot enter a room until the alarm has been given.

## **Alert**

An alert is automatically triggered as soon as one of the knight's soldiers wakes up or if the guard spots something moving (to determine the line of sight, obstacles are taken into account in the same way as for a line of fire). However, since it is night, the guard will not see a character who only moves through areas covered by embankments, bushes, or trees. Once the alert is given, the knight player can move their soldiers as they wish during their turn. The pieces that are not moved remain in the "stunned" state but are considered to be awake. This way, the knight player can keep part of their deployment hidden as long as some of their characters haven't moved.

The archer player can avoid raising the alarm if they manage to kill all the guards they have awakened during the same game phase in which they entered the room. Similarly, a guard will not raise the alarm if they are killed by the first arrow fired before they have seen any movement. If both archers are in firing position, they can fire their first arrows simultaneously.

## **The Peasants & The Cousin**

The peasant pawns remain immobile throughout the game (they are terrified), except for the one chosen as Uncle Gobin's cousin. Once awakened, this pawn will join the archer's allies after describing in detail the location of all the characters on the board (the archer player immediately gains the ability to verify the identity of all the sleeping characters—who remain asleep—and the Edith and Leopold pawns are placed in the room chosen at the start). The peasant pawns, with the exception of the cousin, do not block the movement of other characters.

## **Edith and Leopold**

The Knight player can move Edith during their turn as long as there is a soldier adjacent to her. The Archer player can move Edith and have her fight (don't forget her strong character!) if their character is within three spaces of her location. The brave Leopold follows his lady's orders and moves wherever she goes.

## **Victory Conditions:**

The knight player wins the game if they manage to keep Edith under their control. The archer player wins if Edith successfully escapes with her lover (by leaving the map). If Edith dies, both players lose.