

## The pilgrims

### The story

For several weeks, pilgrims on the road to Santiago de Compostela have been attacked and ransomed by bandits. After several fruitless patrols, the good Baron Gilbert, lord of the region, has decided to react. He and some of his soldiers will mingle with real pilgrims and thus take the bandits in the act.



### Map assembly and starting positions



The "pilgrim" player first places the numbered pilgrim pawns (provided by your Chimera) grouped in the center of the card. The identity of each pawn will be entered on the following list. The "bandits" enter from any side and in any order. They can move as far as they can. movement taking into account the limitations of the terrain.

The ambush begins

### Pawns

The pilgrims		The bandits	
	Knight on foot: Sir Gilbert, Sir Jaques, Sir Thomas, Sir William Archer: Mathias Sergeants: Martin, Arnim Guisarmes: Guy, Robin, Jean Pilgrims: Edith, Audrey, Leopold, Phillip And two mules		Knight on Foot: Sir James Sergeant: Wood Halberds: Otto, Geoffrey, Hubert, Tom Archer: Christian Crossbowman: Francisco Lancers: Ben, Odo, Bertin, Crispin Peasants: Radult, Giles, Cedric, Gam, Gobin

### Special rules

- 1) A "pilgrim" pawn must be replaced by its true identity as soon as it is hit by a projectile, as soon as it is attacked in close combat and as soon as the player wishes
- 2) Use the "Ransom" rule.  
Changes: - a  
pilgrim surrenders 1 against 3 - surrender  
is always accepted - one brigand is enough  
for one pilgrim
- 3) The archer disguised as a pilgrim is discovered after his first shot.
- 4) A disguised soldier cannot exceed 4 movement points.  
There is nothing to prevent pilgrims from participating in combat.

## Chimera Scenario No. 5 March 1986

### Victory Conditions

At the end of the fifteenth round, the players make the following count:

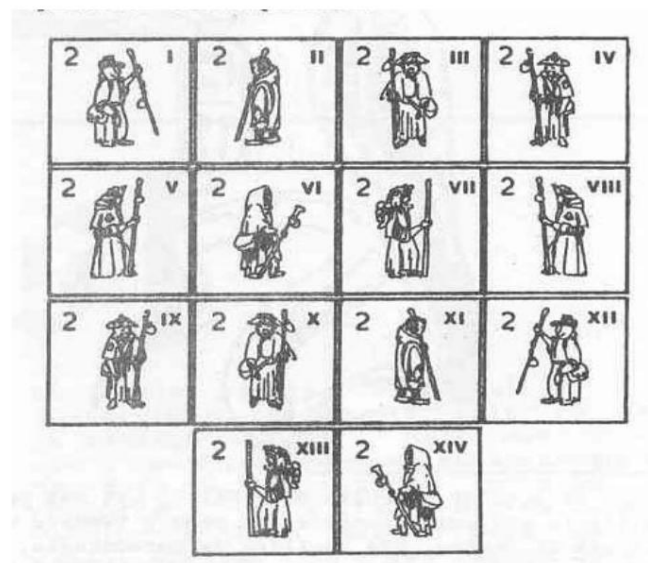
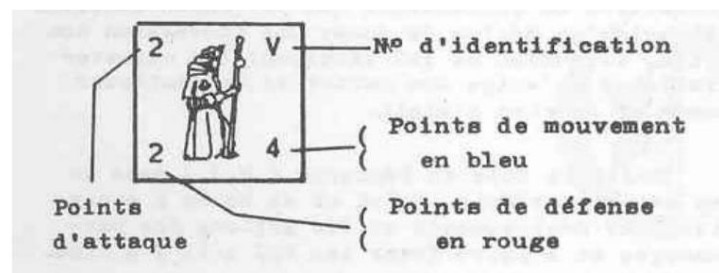
#### Pilgrims:—

By mule leaving side 6 or 8:	30 points
By pilgrim leaving free of the card:	15 points
By slain brigand:	10 points
By wounded brigand:	5 points

#### Brigands:—

By ransomed pilgrim:	20 points
Per mule captured:	20 points
By knight killed:	15 points
By wounded knight:	7 points
Per soldier killed:	10 points
By wounded soldier:	5 points

Secretly note down the number of the corresponding "pilgrim" pawn to which each character corresponds.  
real pilgrims are also camouflaged.



NB : Chimeras was the games club's 'fanzine'

" Strategists Curses and » of Nantes