

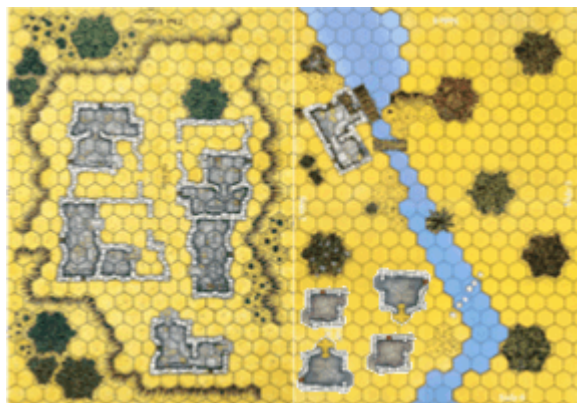
## Robin Hood Campaign - Scenario 2

### The Provost's Surprise

#### Background

After Sir Gilbert's arrival, a flood of taxes and customs duties descended on the common people of Nottingham. His tax collectors were everywhere, putting pressure on the population and squeezing them to their last chicken. The most rapacious of these tax collectors was called Leopold. Laberne learned that this detestable man was at present in the village of Bournewick. He left immediately with his little band, deciding to teach him a lesson. But what the outlaw did not know was that Sir Gilbert was using Leopold as bait to capture him...

#### Maps Assembly & Starting Positions



Place 4 houses (terrain pieces from "Dragon Noir") on "The Watermill" map between the river and the lower part of Side 7, leaving at least one hex between each house.

Leopold and his guards are placed in the courtyard of Building 4:

- > Leopold in front of the doorway, 2 guards behind him on each side, and the other 2 either side of the entry from the courtyard into the street.

- > The cart is in the street covering those hexes marked 'The Street', with the ox harnessed to it facing south. The peasants are divided up between the different houses of the village.

Laberne and his men enter through Side 4 of 'The Village' map and take first turn.

Sir Gilbert's men appear on Turn 3 in the following manner:

- > For each of the 10 foot-soldiers roll 1D6 and the number indicates the house from which the character emerges (a roll of 6 represents the watermill). Note: none are in the 'extra' houses.

- > The cavalry appear on Side 4 of 'The Village' map if the die roll is even and on Side 6 if the die roll is odd.

#### The Sides

Sir Gilbert's Troop		Laberne's Outlaws	
<p>Knights</p>	Gilbert Clugney	<p>Billmen</p>	Tybalt Robin Rees Jean Guy
<p>Squires</p>	Thomas Peter Alain Piers	<p>Pikemen</p>	Odo Bertin Perkin Hal Crispin
Leopold's Escort			
<p>Halberders</p>	Wynken Geoffrey Hubert Ben	<p>Misc.</p>	Léopold 1 chariot 1 boeuf
<p>Rebels</p>		<p>Peasants</p>	Laberne Jon Barney Santiago Simon Davrich Rix
			Wulf Slater Radult Gam Giles Smith Baker Gobin Cedric Carpenter Farmer

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### *Special Rules*

- 1- The supplementary rules for low walls and for riding on carts will apply.
- 2- If Leopold is captured it is not possible to attack an Outlaw adjacent to him (since he is Sir Gilbert's devoted servant his life is precious and the men-at-arms will avoid attacking his guards for fear that they might kill him).
- 3- From the beginning of this conflict the villagers will fight on the side of Laberne's men.

### *Victory Conditions*

Laberne's outlaws must escape over the river and leave the game board through Side 5 of 'The Watermill' map.

- > Each outlaw that succeeds in escaping in this way gains 2 victory points.
- > The capture of Leopold is worth 3 victory points.
- > The capture of the cart and its exit through Side 5 is worth 5 victory points.

The Outlaws need 15 points to win.