



ottingham

middle age skirmish



Small-scale tactical wargame rules

By Ádám Tilinger. Version 1.0e



Brogan anxiously peered out from behind the tree - for the tenth time during the last five minutes. He finally saw what he was waiting for: They come - murmured the bandit, and prepared himself. Mild excitement flowed through his body, even though this was not the first time he put his life to stakes.

He participated in twenty or thirty raids, ever since he left Shrewsbury. After Wallis - their former leader - was caught he personally schemed about ten of those, and he was the one who led his men during those ambushes. He had no desire for being the boss though. Right now, he is here to collect all the equipment needed to free Wallis, and to get rid of this burden...

The marching party on the road came closer and closer every second. Brogan looked out again, making sure that it was indeed the tax collector and his bodyguards approaching. As he was reassured, he made the signal. The whistle did not imitate any bird whistle, it could not have mislead anyone, but that was not the purpose. Suddenly eight or ten gray outlaw raised from the bushes a few steps north of the road, with bows drawn. They released their arrows. None but two of the missiles hit their target, with only one causing actually any damage.

Good guys, just a little inexperienced - he thought, as they were hasting to load their bows and shoot again. Since the king is in captivity, the country is groaning under the weight of the taxes due to the tremendous ransom. More and more people are forced outlaw: bakers, blacksmiths, farmers... None of them are real fighter materiel.

Another whistle sounded, and a mighty tree fell on the road.

In just a few moments, the group stuck on the road seemed to gather their lines. A knight led the soldiers: the crossbowmen set the attackers under fire, while two teams of men-at-arms approached them from both sides slowly from cover to cover.

They were just a few steps away as the third - final - whistle was blown. The ambushers turned into a sudden retreat. They've been exploring the wilderness for a week now, knew most of its dangers, thus could move on swiftly. Much faster than their shield- and armour-clad pursuers.

A minute passed and the bluster of the chase wasn't no longer heard. The small group of guards on the road listened uptight. There was no more whistle. Just a lone arrow piercing through the air, straight into the nape of a remaining guardsman. Brogan reloaded, while three of his buddies also appeared, and shot. By the time the guards would have regrouped, only two of them remained. The four rogues charged down the road, and quickly gained the upper hand on them.

Brogan stepped to the shaky tax collector, and opened his mouth to speak.

Then suddenly, he felt a short blow to his neck. His vision went black, all his power flew out of his body and collapsed helplessly. He still heard the crude voice of the sheriff though:

- Brogan Twofingers, we've been expecting you. Welcome to Nottingham!





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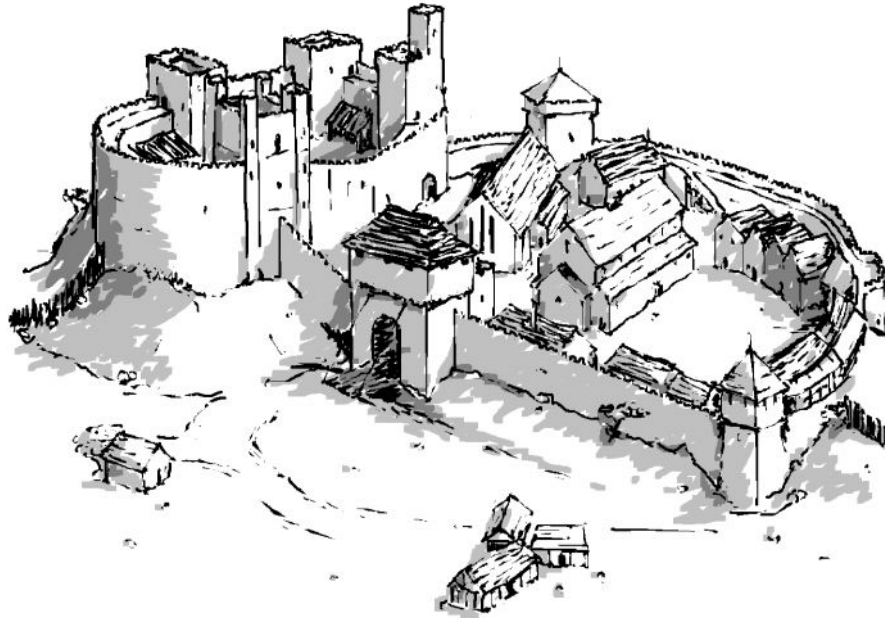


ABLETOP SKIRMISHES

In a game of Nottingham your tabletop changes into the forests, villages or castles of middle age Britannia. Small warbands of ten to twenty miniatures fight out skirmishes against each other there. Each model represents a single warrior with unique characteristics and skills.

The goal of the game is to defeat your opponent which will require cunning tactics and eventually a good deal of luck too.

It is advised to play a few independent skirmishes at first, to become acquainted with the rules of play and with the warband of your choice. The book also contains rules for playing campaigns, where your warband may develop continuously. With every skirmish survived, your warriors become more experienced, their attributes may increase and may even learn deadly new skills. Rookies might turn into mighty heroes, heroes might raise their skills to nearly superhuman. The warband may also become more wealthy which will allow recruiting new members or buying more advanced equipment. Your goal is – after countless adventures – to become a legend.





WHAT DO YOU NEED TO PLAY?

In addition to this rulebook you will need the following to play the game:

An opponent

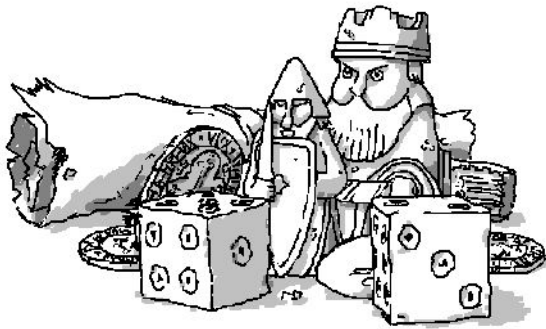
These rules were written for two players, thus you will need an opponent to play.

Warbands

Both players will need miniature figures to represent their warriors on the battlefield. A warband will usually contain ten to twenty miniatures.

The rules were designed for 25-28 mm miniatures. This is the advised scale, but Nottingham can naturally be played at other scales as well by proportionally increasing or decreasing the distances defined in the book.

All the miniatures are based on separate bases, the shape and size of which is not bound, but preferably unified through both warbands. Advised is a quadratic base with 15-20 mm sides (for 25 and 28 mm miniatures respectively), or a circular one with the same size.



A battlefield

The players will need something to play the encounter on. Every hard, horizontal surface will do – most tables will suit the purpose. You can go as you please with the dimensions of the playing area, but to avoid a crowded battlefield a minimal table size of 3'x3' is recommended.

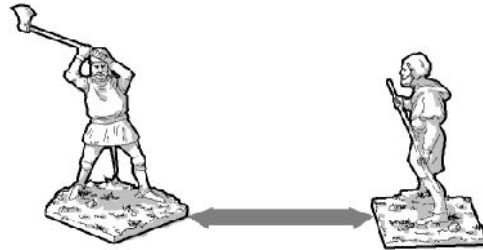
For a diverse, gripping game it is encouraged to fill the battlefield with scenery as many as possible: these skirmishes are usually not fought on bare meadows, but in villages, forests and castles.

Tape measure

To define the movement and other ranges of your warriors you will need something to take measurements between points. A flexible tape measure is recommended for this. The rules in the book handle distances in inches (") and foot (').

During the game players are allowed to take measurements between any two points, anytime.

The rules might call the player to measure the distance from a miniature. Do this by measuring the distance from the closest point of the base of that figurine. The distance between two miniatures is thus the distance between the closest points of their bases.



Dice

The outcome of the engagement will partially depend on luck. Luck in this game is determined by rolling of dice. These rules use six sided dice for all the rolls without exception.

These dice will function as markers throughout the game, so both players will need ten to twenty of them (depending on the size of the warband).

There are three commonly used terms in the rulebook regarding dice:

Free dice: These are the dice which are free to use for activations by the player during the game turn. You may take some from this pool for activation, after which they become activating dice.

Activating dice: These are the dice used for resolving the current action. After the actions of a warrior are resolved they become bound dice on the model.

Bound dice: These are dice previously used to resolve some action of a model. They are attached to this model (you should place them as close to the model as possible). The more actions they perform, the more bound dice they will receive, and their actions more likely fail due to weariness. Some of these dice will return to the free dice pool at the end of each turn.



Brogan has made two activations this round, each with one dice, and he has now two bound dice attached (one of which is a special bound dice for aiming, thus with six face up).



CHARACTERISTICS OF A WARRIOR

Warriors engaged in these skirmishes will have varying skills and characteristics. A hardened knight will usually perform better in a melee as a peasant, who spends his life with tilth and has inferior weapon training. To represent this variety, miniatures have different skills and characteristics as well.

Class

The members of the warband start off with different social background. Some of them were born as knights practicing for war every day of their lives; some of them are outlaws since youth earning their daily lives with robbery and plunder.

The class defines the social standing of a character, not his moral status. You may play crimelord knights or just outlaws if you like.

Warriors with different class start with different base characteristics and skills. A highwayman will probably not have a chance to gain heavy armour training, but may be a skilled staff fighter or marksman. These initial properties will not hinder them though to learn any skills during their career.

The class of a warrior doesn't affect gameplay directly, it is a mere set of initial characteristics, though there might be scenarios where certain events are restricted to classes.

Warbands can be organized from members of different classes. More information on this will be discussed in the Warbands chapter.



Characteristics

Every warrior will be defined by three elementary characteristic: Initiative, Melee proficiency, Ranged proficiency.

All three characteristics will be represented with a number ranging from one to six. The greater the number the better the warrior performs in the corresponding proficiency. A value of two represents an average, untrained man, while warriors with six as a characteristic are almost superhuman.

These characteristics may change during a campaign, the initial values are defined in the Warbands chapter.

Initiative: This value represents the reaction speed of the warrior. The greater this number, the larger the chance that he will perform his actions before his enemies could react.

Melee: This value represents the close combat ability of the warrior. The higher this number, the more likely he will hit his enemies or dodge their blows.

Ranged: This value defines how good a marksman is the warrior. The greater this number the more probable he will hit his enemies with missiles or throwing weapons.

Characteristic tests

The rules will eventually call on the player to do a characteristic tests (referenced as Initiative test, Melee test, Ranged test). He then has to roll his activating die/dice (and additionally as many free dice as he wants to – these will become activating dice during the action though). He picks the largest result, and adds the corresponding characteristic value. If this is larger than the target value defined by the characteristic test (or as the value similarly worked out by the opponent at *opposed* characteristic tests), then the test is passed.

Along with the modifiers defined where the characteristic test is called the following ones always apply:

- 1 for every bound dice attached to the warrior
- 1 the warrior is *on ground*

The rolled value can exceed six if the player roll more sixes than one: every sixes after the first one will add one to the rolled value (two sixes mean seven, three of them is eight and so on).

A highest rolled value of one always fails, regardless of any modifiers.



Skills

The warriors may own different advantageous abilities, such as masterful wielding of two weapons, remarkable training with heavy armour, or being a relentless charger. Every hero may own more than one of these skills, these will make the warband diverse and effective.

You will find more detailed information on skills in the *Skills and hindrances* chapter. You will find skills that add extra modifiers for certain action tests and skills that enable their owner to perform a special action (like thrusting or cleaving). You might wonder why these action are not available for all warriors – everybody should be able to thrust for example. The reason behind this rule is that these warriors simply lack the experience for this idea crossing their minds in the heat of the battle.



LAYING THE GAME

During a game of Nottingham the warbands of two or more opposing players meet up in an engagement.

After the battlefield is set up, and the members of both warbands take their initial positions (the rules of these can be found in the Scenarios chapter), the battle begins: they play subsequent turns according to the rules described in this chapter.

The goal of the game is to complete the scenario objective (defined uniquely by the scenarios), but as a general objective routing the enemy warband means winning the game too: if every model of the player is out of action or in panic, his warband routs; the opposing player wins the match.

A player can voluntarily choose not to suffer more casualties at the end of any turn and rout his warband. His opponent wins the game immediately.

With more players than two, a player wins the game if all the warbands of his enemies are routing.

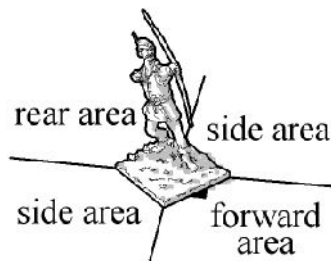
At the end of the game the players work out the loot for their warbands as well as the experiences and casualties gained by the warriors (if playing a campaign).

Direction and visibility

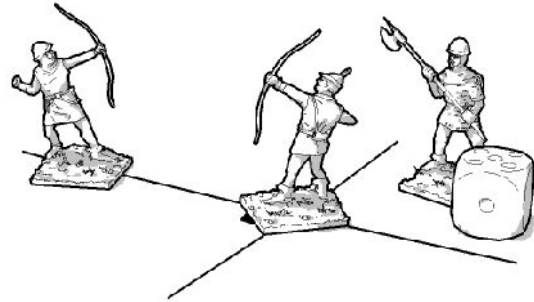
As some of the actions define different modifiers according to the direction of the acting or the target miniature, it is required to define which way the models face.

The playing area is divided into four quarters around the miniature called forward, side and rear areas. The boundary of these 90° area quarters are the lines in 45° angle to the facing direction of the model.

In case of square bases this can be simplified to lines coming out of the tip of the square:



A target model is in one of these areas of the model if the majority of its base lies within this area (in the rare cases where this cannot be defined clearly, roll a dice to decide).



Boemund, the halberdier – who already made an activation during this turn (there is a dice bound to him) – stands in the rear area of Brogan. If he would attack Brogan he would receive a +2 modifier for his attack action test. Fulbert, the archer stands in the forward area of Brogan, the majority of his base is in the forward area. Brogan thus could shoot at him, as there is no obstacle between the two of them either, which could block the line of sight.

A warrior can see another if it is in his forward area, and an unblocked line can be cast from his eyes to any part of the target miniature.

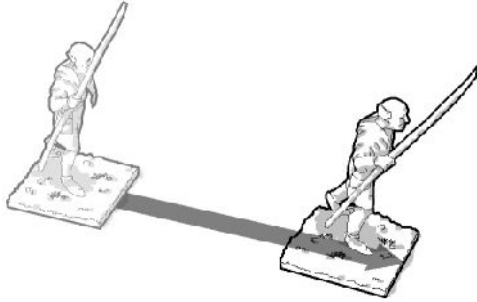
A seen warrior counts as obscured if at least 10% of its body is obscured by a scenery object or another warrior. In some cases it is hard to decide whether a model is obscured or not. If no agreement can be met, decide with a dice.



Anselm the halberdier is not visible as only the top of his weapon can be seen peeking out of the bushes. Baldwin the axe-swinger knight and Constant the sword-wielding are both visible but obscured as the well and the rock covers some of their bodyparts. Darcy the peasant is visible and not obscured – the shrub barely covers anything from his leg.

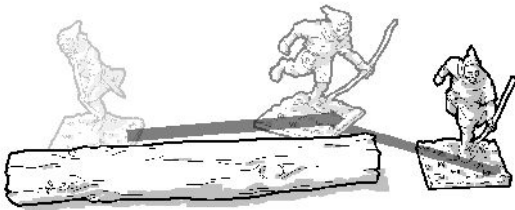
Movement

As the tabletop is not divided into squares, movement in Nottingham is determined using a measuring tape. After the activation and during certain actions warriors may move a given distance. The basic movement is to move the warrior forward up to a number of inches determined by the actual situation, in a straight line.



When moving, move your warriors in a straight line. The distance made by the model is measured by measuring how far a given point of the base (preferably a point of the forward or rear edge of the base) travelled.

Any time during this move – and at the end as well – he may turn around the centre of his base.



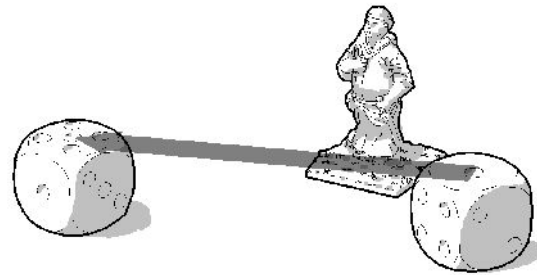
Raoul walks around the log by making a turn at the start of his activation, during his movement and at the end.

The tabletop battlefield is rarely plain flat: slopes, stairs and other slant features may be found all over the area. We treat slopes up to 45° and stairs as any other open ground, they do not hinder movement – but distances must still be measured by how far the base has travelled.

Steeper slopes are considered as objects that must be climbed, thus no activating movement may move through them.

Random direction

The rules may call the players to determine a random direction during an encounter. There are plenty of ways to do this. There can be found special playing dice with arrows instead of dots, rolling it is probably the easiest way to produce a direction. If the players do not own such a dice they may spin a pen or roll two dice and pick the vector pointing from the lower to the higher value (reroll if equal).



Brother Bertram (maybe due to the consumed communion wine) is subject to a random movement rule. The player rolls two dice to determine the random movement direction. He rolls a one and a five. The direction Bertram will be moving is parallel to the line connecting to two dice and in the direction of the dice with five up.

The turn

The opposing warriors in a real battle are in constant movement: they act at the same time. This simultaneity and continuity would be hard to handle in a tabletop game, thus Nottingham breaks the continuous time into small intervals: turns. A game turn is not divided into separate round for players though. Both may succeed to activate their warriors after a single action was performed.

At the start of each turn, both players count how many dice they may have (free, bound and activating together): every hero – not yet out of action – adds two, every henchman – not out of action – adds one to this value. At the start of the game this is the number of free dice they have. If a warrior gets out of action during play, the dice generated by him will be lost at the start of a new turn. Discard free dice if possible, wait for the next round to discard the rest if not.

As the encounter nears its deadly end only Rowland (a hero) and Blavier are still standing, all of their comrades are out of action. They have three dice left (two for Rowland and one for Blavier) all of which are bound on Blavier. Suddenly Rowland goes out of action from a mighty blow. At the end of the turn one bound die goes back to the free dice pool, two remains attached to Blavier. At the start of the next turn the party should only possess one die overall (for Blavier as Rowland is slain), the player discards his only free die, but the two bound dice remain on Blavier. As this turn ends one of these will return in the free pool, and is immediately discarded at the start of the new one.

After any excess free dice are discarded, the players may try to activate their warriors with their remaining free dice.

Activating: Both players nominate one (not out of action) model of their warband to activate. The player who activated most recently chooses first – the one with the most free dice at the start of the game, roll off if

equal. They take any number of dice from their free dice pool and do an *opposed initiative test* with their selected warriors. The one passing this test (if none repeat the test) will be activated. The dice used for the initiative test become his activating dice. The activated warrior may move up to 4" (-1" for every bound dice). After this *activation move* is completed he may take an *action* with his activating dice (for the complete list of actions see the Actions chapter).

After the action is worked out, the activating dice become bound dice on the warrior. Place them beside the miniature (preferably with not one or six face up, as they represent the aiming and panic state of the warrior).

The turn is over if none of the players have free dice in their pool. A player may decide not to activate any more in this turn at any point, after that he will be considered as having no free dice in this respect. After all the needed panic tests are worked out and all panicking warriors are moved, both players may take back one of the bound dice from every one of their warriors to their free dice, and a new turn starts.



Game workflow

This section presents a brief summary of the game workflow for a quick reference on the game sequence.

Setup

- Choose a scenario
- Agree on optional rules
- [Determine time of day]
- [Determine weather conditions]
- Generate battlefield
- Agree on scenery characteristics
 - Scaling difficulty
 - Water depth and current
- Deploy warbands (according to scenario rules)
- Setup free dice pool

Game

- Turn (repeat until victory condition met)
 - [Roll for wind]
 - Activation (repeat until players able/want to activate)
 - Determine active model
 - Active model makes activation move
 - [Eventual out of sequence actions]
 - [Active model makes an action]
 - [Eventual out of sequence actions]
 - [Work out movement due to river current]
 - Work out panic
 - Move warriors in panic
 - Return bound dice to free dice pool
 - Check victory conditions

Exploration (in a Campaign)

- Income
- Recovery
- Recruitment
- Trade
- Character advancement



ACTIONS

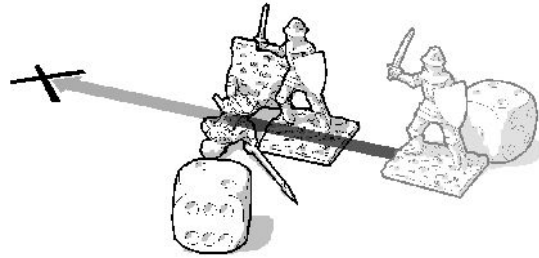
This chapter lists all the basic actions a warrior may choose during his activation, as well as the actions which may be used out of activation. Any other special actions which require a skill or any special circumstances (terrain features, weather condition, ...) are described in their respecting chapters.

Run/crawl/climb: The player rolls his activating dice and picks the largest result. He may move up to half of this many inches (rounded up if not whole) -1" for every bound dice on him. He may even move vertically if there is a suitable surface to climb.



Brogan gets activated and he decides to get to a higher position where he has a nice overview of the battlefield. He moves in contact with the house with his activation move, and then he makes a climb action. He rolls a five which is enough to scale the whole building. He makes a free turn at the top while still moving, to face the action down below.

Jumping: A warrior not *on ground* may take this action. The player must designate a point where the warrior is about to jump. After that, the player rolls his activating dice, picks the largest and subtracts the number of his bound dice. If the distance between the model and the designated target point is equal or less than this result (in inches), he jumps to that point. He may cross chasms and obstacles this way. If the result is less, he must move that many inches in the direction of the designated point. If he lands on a pit or obstacle (if there is no place on top of the obstacle place the model in front of it) he must immediately make a *fall* action.



Simon wants to pass the fallen body of his comrade to get closer to the action. He decides to jump over him, and designates a point on the other side. He rolls his activating dice for a result of two. He moves one inch (as he already had a bound dice on him) in the designated direction, which is unfortunately not enough to get over the body so the movement halt before it and makes a fall action. As he is in heavy armour this could have heavy consequences...

Go prone: The warrior goes *on ground* (see Conditions).

Get up: A warrior *on ground* may take this action. He must pass an *initiative test* against four. If he passes, the model is no longer *on ground*: place the model on its base in a desired direction.

Roll modifiers:

+ damage modifier of his armour

Guilbert the knight was struck to ground by his enemies during a fight. He already has a bound dice attached, but activates and tries to get up. His initiative is 4, rolls a 4 for his test, but must subtract one for the bound dice, one for being on ground and two because of the -2 damage modifier of his heavy armour. He scores a 4 which is just not enough to get up, he stays on ground.

Help up: A warrior not *on ground* in base contact with another one *on ground* may take this action. He must pass an *initiative test* against four. If he passes, the warrior in base contact is no longer *on ground*: place the model on its base in a desired direction.

Roll modifiers:

+ armour damage modifier of the model *on ground*

Aim: The model may nominate a visible target miniature, whom he will aim at. The activating dice should be placed with the sixes face up to represent his state. If the model goes on ground or panics the aiming dice becomes a regular bound dice; but may remain an aiming dice if the target goes out of the line of sight.

Shoot: The player nominates a miniature visible to the activated warrior, this will be the target. He makes a *ranged test* with six as target value to hit. If the test is passed, he may take a *wound* action on the target.

To hit test modifiers:

- +1 target in 2"
- 1 for every 10" distance from the target (the height difference may be added to (or subtracted from if the target is standing lower) the distance)
- 1 acting model or the target moved this turn
- 1 acting model is mounted
- 1 target obscured (behind cover; on ground further away as 4")
- 2 snapshot (shooter did not aim, or aimed at another target)



Aiming dice (sixes face up) do not count as bound dice while shooting, they do not confer a -1 penalty as regular ones.

If the modified result value of the test is six, then the shot hit the cover nearest to the shooter. If this is another warrior, the *wound* action should be resolved against this model.

Attack: The player nominates one miniature visible to and within 1" of the activated warrior, this will be the target. The owner of the targeted warrior may decide whether the target tries to block or not.

If the target does not block, the attacker makes a *melee test* with six as target value to hit. If the test is passed, he may take a *wound* action on the target.

If the target decides to try blocking the attack, an *opposed melee test* is taken instead of the *melee test*. The opposing player may take any number of dice from his free pool to this test, but they become bound to the blocker at the end of the action.

To hit test modifiers:

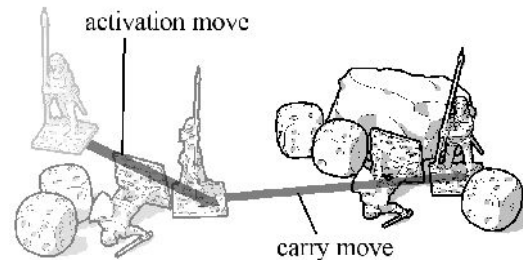
- +2 attacking from the rear area of the target
- +1 target *on ground* or attack from the side area
- 1 target obscured (behind cover)
- 1 target moved in this turn
- 1 attacking with an improvised weapon
- 1 attacking with weapon in the left hand

Blocking test modifier:

- +1 attacker *on ground*

Attacking with two weapons: A dual wielding warrior may perform two subsequent attack actions, one with each of his equipped weapons (may even target different enemies with his two attacks). He may not use the activating dice of the first action in the second – thus this action needs at least two activating dice. The dice used for the first attack is considered as bound for the second action.

Carry: A warrior may drag or carry a heavy object (even a model *out of action*) in base contact. He may take a *run* action and the object will move with him (following in a direct line).



Baldwin got hit of an arrow and gone to ground. He is still in the open, with two bound dice heavily fatigued. His fellow warband member Raoul is there to help. He moves in contact with his activation move and makes a carry action: he rolls a five for running thus enabling him to move 3". It is enough to drag his comrade into cover.

Swap weapons: The warrior may change his weapons to any other in his possession (even to bare hands).

Pick up object: If the model has an empty hand, he may take an object within 1" of him. This may include any item of a warrior *out of action* in 1", except any armour.

Drop object: The activated model may drop any object he has in his hands to the ground. This action is free, he may take another action with his activating dice.

Rally: An activated warrior in panic may take this action. He must take a *characteristic test* without any characteristic, with a target value of five. If the test is passed, the warrior comes over his panic and rallies – he no more counts as being panicked. If it is unsuccessful, he makes a *run* action in the opposite direction of the nearest enemy model.

Test modifiers:

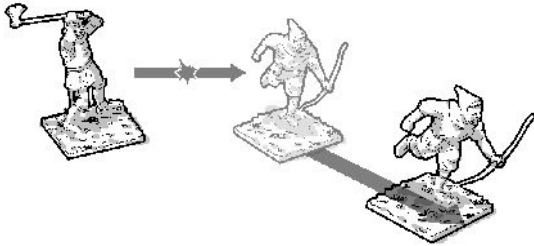
- +1 if the warrior is a *hero* or there is a friendly *hero* in 4" to him
- +1 if the warrior taking the test is the *leader*
- +1 if the warrior was activated by another warrior with the *command* action

Special, out of sequence actions

The following actions are special in a way that they are not actions chosen by the player controlling the active

model, but triggered by some events (in most cases a chosen action).

Attack of opportunity: If a warrior leaves the 1” area of another, that one may take an *attack* action on him. The attacker may take any number of dice from his own free pool, which will become bound on him after the action is resolved.



Although Anselm the archer was activated most recently, Baldwin may make an attack action in the moment Anselm moves further away than 1” from him. The attack happens just as he leaves the controlled area, thus the knight would also gain bonus from attacking the side of the archer.

Wound: This action is usually triggered if a model is hit by another warrior, but certain other events may also oblige the warrior to take a *wound* action. He must roll a dice - preferably one of the activating dice – and consult the following table (if the action is triggered by an *attack* action, roll all the activating dice and pick the highest):

- 1-2 the target is tossed back 2” (except if he is on the ground), if there is any obstacle in the way he gets dropped on the ground – he must make a *fall* action if he is moved off a ledge.
- 3-4 target gets dropped on the ground
- 5- target becomes out of action

Modifiers:

- /+ damage modifier of the attackers weapon and the targets armour
- +1 if the attacking model was at least 3” away from the target before the action (charge), +2 instead if mounted
- +1 *attacking* from higher ground (not for *shooting*)
- +1 target on ground
- 1 attacking with ranged weapon in close combat, or barehanded



Falling: A model is sometimes called on to make a *fall* action either by deliberately stepping off, or by being tossed off of some elevated position. He must then roll a dice. If the result is:

- 4-6 he successfully maintains his balance, nothing happens
- 2-3 he goes to ground
- 1 he goes out of action

Result modifiers:

- +1 if at least one hand is empty
- the damage modifier of his armour
- 1 for every full 1” deep he is falling after the first

Bertin the billman is trying to hop over to the next rooftop. His jump is too short though, and ends between the two buildings. The jump action triggers a fall action. He rolls a 4. His left hand is empty, he adds one to this value, but must subtract one because he has light armour on and an additional two because he has fallen 3.2”. The result is 2, he goes to ground.



CONDITIONS

On ground

If a model goes *to ground* from any reason, place him lying face up on the battlefield. His whole body becomes his base in terms of the rules.

A model *on ground* may not make his 4" *activation move*.



Out of action

If a model goes *out of action*, place him lying face down on the battlefield. He won't take any active part of this battle from now on. You may take back all the bound dice at the end of the turn, but don't forget to discard all dice generated by him at the start of the next one.



Putting an enemy out of action: the rules may sometimes refer to a warrior putting another out of action. A warrior puts his enemy *out of action*, if the target model suffers an *out of action* condition change during the *activation* of the warrior, no matter what kind of action caused this change. An *attack of opportunity* special action counts as being activated in this respect.

Panic

A model must make a *panic test* at the end of the turn if:

- the warband has lost at least a half of its starting dice (every dice out of game because of an *out of action* warrior and every panic dice (on panicking warriors) counts as lost in this respect),
- or the *leader* of the warband is out of action,
- or if the model is not a *hero*, there are at least two enemy models in his 4" area without any friendly one (do not count warriors on ground, out of action or in panic),
- or a friendly *hero* got *out of action* during the actual turn in the warriors 4" area.

Panic test: The model rolls all of his bound dice. If any of these result in a one or a two, the model fails his test. A warrior already in panic always fails his test.

If a warrior fails his panic test, he panics. Mark the panicking miniature by leaving a bounded dice with the one face up: this is a panic dice. A panic dice cannot be taken back to the free dice pool at the start of the turn.

An activated panicking warrior cannot make his 4" move and may only take a *rally* action. Panicking models on ground can only take a *get up* action.

When all the panic tests are taken, move every panicking warrior 4" directly in the opposing direction of the closest enemy model. If he moves off the table, he counts as out of action for the rest of the game. May add one to its *injury roll* though in the exploration phase.

A warrior in panic may block!



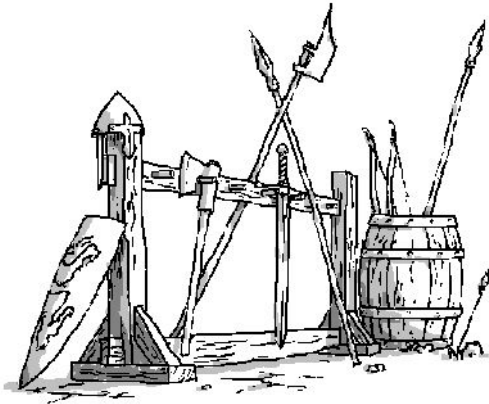
EQUIPMENT

Each warrior may be outfitted before a battle. You will need weapons and armour to fight effectively, and may spend some pennies for special items to get some extra advantage.



You may buy and sell equipment before scenarios and own as many as you want (prices are listed for every item in the following paragraphs), but your warriors may only carry one armour, a shield/buckler, two melee and one ranged weapon into battle. Any number of other equipments may be carried. All remaining items must be stored in the stash (if you can afford one) or be sold. Obviously this rule has only effects in a campaign.

During the battle a warrior may hold two items, one in each hand; except two-handed objects – like a broadsword – in addition to which they may not hold any other item.



Weapons

Sling (2 pennies): Ranged weapon, -1 damage modifier.

Bow (4 pennies): Two-handed, ranged weapon.

Longbow (9 pennies): Two-handed, ranged weapon. -1 penalty in a *to hit test* while *shooting*, +1 damage modifier.

Crossbow (13 pennies): Two-handed, ranged weapon. +1 damage modifier. Requires the weapon to be loaded. To load a crossbow, an action must be spent. After a *shoot* action, the crossbow must be loaded again to fire. A warrior may start a battle with a loaded crossbow.

Dagger (1 penny): A defender receives a +1 bonus for a *blocking test* while trying to block an *attack* action performed with a dagger.

Sword (4 pennies): +1 damage modifier, +1 bonus for a *blocking test* while blocking an *attack* action with a sword.

Broadsword (9 pennies): Two-handed, needs at least two activating dice to attack, +3 damage modifier.

Mace, hammer (3 pennies): +1 damage modifier. If *wounding* with these weapons treat all *tossed back* results as *go to ground*.

Axe (4 pennies): +2 damage modifier.

Staff (1 penny): Two-handed, +1 bonus for a *blocking test* while blocking an *attack* action.

Spear (3 pennies): May choose a target for *attack* action within 2" instead of 1".

Halberd (4 pennies): Two-handed, +1 damage modifier, may choose a target for *attack* action within 2" instead of 1".

Lance (12 pennies): May only be used while mounted. +3 damage modifier if charging (the attacker started the activation at least 3" away from the target), -1 penalty at *to hit tests* if not charging. May choose a target for an *attack* action within 2" instead of 1".

Defensive equipment

Buckler (2 pennies): +1 for a *blocking test* while blocking an *attack* action.

Shield (4 pennies): +1 *thrust test* modifier during a *thrust* action, may count as cover against *attack* and *shoot* actions coming from the forward area.

Light armour (14 pennies): -1 damage modifier at a *wound* action.

Heavy armour (30 pennies): -2 damage modifier at a *wound* action, -1" for every movement.

Helm (3 pennies): If an *out of action* is rolled for this figure upon a *wound* action, roll a d6. If the result is 6, consider the wound to be *go to ground*.

Other equipment

Banner (12 pennies): The warband does not have to roll for panic if the leader is out of action if a model equipped with a flag is still alive (not out of action).

Hooks (5 pennies): Owner may treat any terrain with *scaling difficulty* as if with a *scaling difficulty* of two less.

Horn (19 pennies): A model with a horn in hand may blow it as an action. After this action every friendly warrior gains a +1 on their activation initiative test for the rest of the turn.

Lockpick (8 pennies): A *hero* with a lockpick in contact with a locked door or chest may make a *lockpick* action: roll the activating dice (pick the highest if more than one), on a four or more the door is no more locked. On a one though the lockpick brakes: remove it from the inventory.

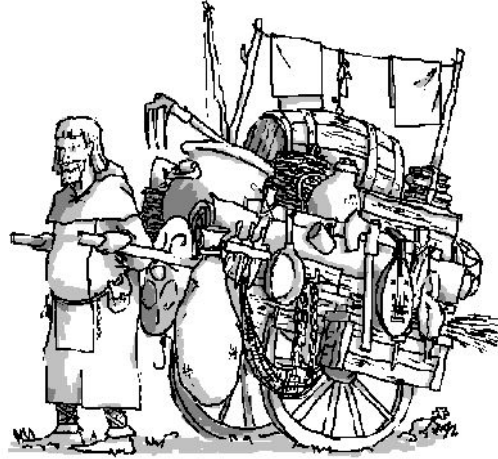
Lucky charm (10 pennies): The warrior equipped with a lucky charm may reroll one characteristic test per game. The second result applies even if it is worse than the first.

Stash (5 pennies / game): May store extra equipment and pennies during a game, warriors must not carry those to battle. Must be paid before each encounter.

Torch (2 pennies): A light source (see *Night* rules in the *Advanced rules* chapter). A *hero* may throw torches an action: roll *activating dice* and add the *ranged characteristic* of the warrior. You may place the torch anywhere within that many inches in the forward arc of the warrior. Remove it from the inventory.

Warm clothes (6 pennies): A warrior in warm clothes is not affected by cold: may take back bound dice as normal.

Warhorse (40 pennies): The model may start the battle mounted on a horse.





KILLS AND HINDRANCES

Besides the three characteristics, all warriors may have some extra skills which make him individual.

This chapter lists all the skills a warrior may possess. Each skill has a skill point value associated with it. This is the cost of the skill, which will be used while creating your warband (some heroes may spend skill points on additional skills), and during character advancement.

If not otherwise instructed, all skills might only be taken once for a warrior.

Skills

Leader (0 skill points) : Every warband must contain one and only one leader. If the leader is retires at the end of a game or dies, another *hero* must be nominated. The leader automatically receives the *command* skill for free.

Hero (5 skill points) : Heroes generate two dice at the start of the turn. There always have to be at least one hero in the warband (the *leader*). If every hero retired or died after a scenario, and no other hero can be recruited, promote a henchman to *hero*.

If a henchman group learns this skill, then only one member of the group will receive it. This new hero will detach himself from the henchman group.

Accustomed to disability (3 skill points): A warrior with a *smashed leg* hindrance may learn this skill: he may then *run/crawl/climb* and *jump* though with a -1" distance penalty for those actions.

Agile (4 skill points): The warrior may take two actions during one activation. The activating dice used for the first one will be considered as bound dice for the second though.

Ambitexterity (2 skill points): No -1 penalty when *attacking* with a weapon in the left hand.

Ambusher (3 skill points): Only warriors with the *ambusher* skill may be activated during the first game turn if there are such warriors present at the start of the game.

Athletic (3 skill points): +1" distance for every movement made on foot.

Balance (2 skill points): Confers a +1 bonus for every fall action rolls for the model. May be chosen twice, the effects accumulate.

Bane of heroes (3 skill points): +1 bonus for a *to hit* test modifier while *attacking* a hero, but -1 penalty *to hit* against henchmen.

Bloodlust (4 skill points): If a warrior with bloodlust skill manages to put an enemy *out of action* with an *attack* action, he may immediately return one of his bound dice into the free dice pool.

Born leader (4 skill points): The warrior may extend the range of his command action to 24". The warrior had to possess the command skill to use this skill.

Brave (3 skill points): +1 modifier for *rally* action, he may roll one less dice as he has bound ones at a panic test.

Bruiser (6 skill points): +1 damage modifier in melee combat.

Cheating death (3 skill points): If a warrior with this skill receives a *dead* or *retired* effect during an *injury roll*, the player may decide not to retire the model but to lose one point of every characteristic instead.

Command (3 skill points) : The warrior may take a command action when he is activated and did not move:

He may nominate one friendly warband member not further than 6" away from him. This model may make a valid action (with the activating dice of the commanding warrior). The activating dice becomes bounded to the commanded warrior at the end of the action.



Die hard (4 skill points): -1 modifier when receiving a *wound* action.

Disarm (3 skill points) : The warrior may take a disarming action when activated. Disarm is an *attack* action with eight as target value. If the attack is successful, the target drops one of his equipped weapons (selected by the actor) to the ground instead of taking a wound. Place some marker on the ground to represent the dropped weapon.

This weapon can be collected by any model, and will belong to that model after the battle. If it is still on the ground at the end of the battle, it is lost to both players.

Disguise (4 skill points): Any warrior with this skill may start the game disguised. No enemy action can target this model as long as he is disguised. If the model makes any *attack*, *aim* or *shoot* action, he is no longer disguised.

An activated enemy warrior may make an identify action when not further than 4" away from the disguised model: he makes an *initiative test* with target value 6. If he succeeds the warrior is not disguised anymore. The

disguised warrior may opt to counter this: instead of a test against 6 the model identifying must make an *opposed initiative test* with the disguised. The disguised model must use a free dice of the player, which becomes bound to him after the action.

Dodge (2 skill points): +1 modifier when blocking an *attack* action if the warrior does not wear heavy armour.

Dreadful (4 skill points): Every enemy model in 4" area of this warrior must pass a panic test at the end of the turn or be panicked. When no other panic conditions are met, they will only fail the test on a roll of one.

Dual wielding (4 skill points): If *attacking with two weapons* the activating dice of the first attack does not count as bound dice by the second attack.

Encourage (2 skill points): The warrior may make an *encourage* action:

Nominate a target warrior in 6" and roll an *initiative test* against target number seven. In case of a success the target warrior may return one of his bound dice into the players free dice pool.

Escape (3 skill points): -1 modifier for every *attack of opportunity* action taken targeting this warrior.

Finesse (4 skill points): The warrior may make a precise attack action when activated:

He makes an attack action with a -1 to hit test modifier, but gains a +1 bonus for wounding if it succeeds.

Foul stench (2 skill points): every other warrior (foe or friend) in 3" of the warrior receives a -1 modifier for every *characteristic test*.

Hatred (1 skill points): The player may nominate one enemy warrior at the start of the game (after deployment), who is hated by this model. He gains +1 test modifier for all *attack* actions targeting this enemy. If a model with this skill is not activated in a turn where the target enemy is visible to him, he loses this bonus for the rest of the *game*.

Healer (6 skill points): If the character is not *out of action*, he may add +1 to one *injury roll* at the end of a battle in a campaign game. Decide before rolling.

You may only take one bonus for a warrior, even if there are more models with this skill in the warband.

Heavy armour training (4 skill points): No -1" movement penalty if wearing heavy armour.

Hoarder (2 skill points): May carry an extra weapon in addition to the standard two melee and one ranged weapons into battle.

Impetuous (2 skill points): The warrior may gain a +2 bonus for its *opposed initiative test* while activating. The only action the warrior may make if he activates this way is the *attack* action.

Keen eyes (3 skill points): In any weather condition visibility is increased with 5".

Lucky (3 skill points): The player may reroll one dice during the game for this warrior.

Merchant (6 skill points): As long as there is a character with this skill in a warband you may sell items for their full price during the exploration phase.

Merciless (6 skill points): Every warrior *wounded out of action* by a merciless character must subtract one from his *injury roll*.

Mounted fight training (3 skill points): The model does not suffer the -1 modifier for charge *attacking* when mounted. They do not have to roll for success if mounting or unmounting in heavy armour. The warrior has to own the *riding* skill to learn this skill.

Mounted marksman (3 skill points): The model does not suffer the -1 modifier when *shooting* a weapon mounted. The warrior has to own the *riding* skill to learn this skill.

Picklock (2 skill points): A warrior with this skill may take the following effects if making a *lockpick* action (with a lockpick item) roll: on a result of two or more, the lock opens, on a result of one nothing happens.

Provoke (1 skill points): When activated, the warrior may take a provoke action:

He must nominate a visible enemy target model, and roll his activating dice. If the highest result is higher than the *initiative* characteristic of the target model, it must be immediately activated by his controlling player with at least one activating dice (if possible). He may chose to use more at will.



Quick learner (6 skill points): Confers a +1 bonus to every *advancement roll* of the warrior (characteristic increase still cannot go over 6 though).

Quickshot (3 skill points): The warrior may make an *aim* action before each *shooting* action in the same activation, but he must use a separate die for this action.

Rage (4 skill points): If a warrior with this skill wounds an enemy with a close combat *attack* action, he may roll

all his bound dice as well to determine the *wound* action outcome (not just the activating ones).

Ranked (1 skill point): A friendly model in base contact does not obscure any target for this warrior.

Recruiter (4 skill points): As long as this character is not out of action, the player may always recruit heroes during the exploration phase, regardless of the diceroll.

Reflexes (2 skill points): May reroll an activation initiative test if the enemy model to be activated does not have the same skill. The second roll counts.

Resourceful (5 skill points, 6 for a second one): Only for heroes. The warrior may roll an additional d6 in the exploration phase for *income*.

May be selected twice for a hero, in which case the warrior generates +2d6 *income*.

Riding (2 skill points): The warrior automatically passes the initiative test for galloping.

Rugged (4 skill points): May only be selected by a hero. If he rolls a dead or retired effect on his *injury roll*, roll d6: on a five or six modify the effect to injury (and roll for injury as normal).

Savage attack (3 skill points): The warrior may take a savage attack action when activated, if the player still has at least two free dice left:

He makes an attack action, and if it hits, he may add +1 bonus for *wounding*. Regardless of the success of the attack action, the player must bind two additional dice to the warrior at the end of the action.

Scout (1 skill point): The warrior wins every activating test he takes in the first turn of the battle. If the opposing activating model has the same skill, they roll *opposed initiative tests* as usual.

Shield training (2 skill points): The shield may be used as cover against attack and shooting actions from the side are too.

Shieldwall (2 skill points): If this warrior bears a shield, *shooting* at any friendly model in his left side arc not further than 1" away will receive a -1 *to hit* penalty.

Small (0 skill point): Confers -1 *to hit test* modifier against attacks and shots targeting him. The warrior receives a -1 damage modifier though. May only be taken at character generation, cannot be learned.

Swing attack (2 skill points): The warrior may take a cleave attack action when activated. A cleave attack is an *attack* action with a -1 test modifier. If this was not successfully blocked, the actor may make a subsequent attack action against the next valid target to the left (or to the right, the actor may decide) of the first one with the same activating dice after the wounds were resolved. This second *attack* action receives a -2 test modifier. If this wasn't blocked either he may continue to the next valid target, now with -3 test modifier for the *attack* action, and so on.

At least two activating dice must be used for this action.

Tactician (2 skill points): If the *leader* of the band owns this skill, then the player may choose his role (attacker/defender) at the start of the game. If both *leaders* own this skill, then they must make an *opposed initiative test*. The winner of the test may select the role he is playing.



Teacher (4 skill points): All of his owned skills cost one less skill points for his warband members while making *advancement rolls*. Confers only a bonus of one for skills owned by more than one warband member with the *teacher* skill.

Thrust (1 skill point): The warrior may take a thrust action when activated:

The player nominates one (not mounted) miniature visible to and within 1" of the activated warrior, this will be the target. He makes a *melee test* with six as target value.

The enemy may decide to try blocking, in this case an *opposed melee test* is taken instead of the *melee test*. The opposing player may take any number of dice from his free pool to this test, but they become bound to the blocker at the end of the action.

Thrust test modifiers:

- +2 attacking from the rear area of the target
- +1 attacking from the side area of the target
- 1 -1 target obscured (behind cover)

If the test was passed, he may roll again with his activating dice. Pick the highest result and consult the following table:

- 1-3 the target is tossed back 2" (except if he is on the ground), if there is any obstacle in the way he gets dropped *on the ground*
- 4-6 target gets dropped *on the ground*

Roll modifiers:

+1 if the attacking model was at least 3" away from the target before the action (charge), +2 instead if mounted

Tireless (4 skill points): After every turn of the battle the player may take one extra dice bound to this warrior to his free pool on a roll of four or more.

Weapon training [x] (3 skill points, 6 for the second one): +1 test modifier when *attacking* or *blocking* an attack with [x] weapon.

May be selected twice for the same weapon, in which case the bonuses stack, resulting a +2 test modifier.

Workman (4 skill points): Any henchman with this skill not *out of action* may add two pennies to the warbands treasury in the *income* phase.

Hindrances

There are certain "skills" which cause negative effects on warriors. Some of them might be obtained by wounds playing a campaign game. As these hindrances have negative skill point values, you may also choose them while creating your warband, to gain further skill points for more powerful positive skills.



Blinded in one eye (-2 skill points): -1 test modifier in every *ranged characteristic test*. A second one of this hindrance causes the warrior to *retire*.

Claustrophobia (-1 skill point): The warrior receives a -1 penalty on every *characteristic test* if he is in any kind of building.

Coward (-3 skill points): After this warrior is activated he must make an *initiative test* against target number six. If he fails, he freezes: he cannot make his *activation move* and may not make any action during this activation.

Drunkard (-2 skill points): Must roll a d6 at the start of every encounter. The model's *initiative* is decreased to the result if it is lower than his initial *initiative*. The model receives a -3 penalty for every *get up* test as well.

Fragile (-4 skill points): The warrior must subtract one from every of his *injury rolls*.

Haughty (-1 skill point): The warrior may never choose the *go prone* action.

Learning disorder (-5 skill points): Confers a -1 penalty to every *advancement roll* of the warrior.

Ne'er-do-well (-2 skill points): Roll all activating dice after activated. If there is at least one of them a one, the model may not make any *action* this turn (may still make his *activation move*).

Nervous condition (-2 skill points): The warrior's nervous system has been damaged. His receives a -1 penalty for every *initiative characteristic test*.

Obese (-1 skill point): Confers +1 to *hit test* modifier against attacks and shots targeting him. He receives a -1 penalty for every *get up* test as well. Every *wound* action he must make receives a -1 damage modifier though.

Phobia (-3 skill points): Warrior must make a *panic test* at the start of every turn if he has at least one bound dice.

Shortness of breath (-3 skill points): When picking up a bound dice to the free dice at the end of the turn, roll it. on a 1 or 2 the dice remains as bound. May be taken three times. If taken twice a roll of 3 also causes the bound dice to remain bound, if taken the third time a roll of 4 too. After it is taken the fourth time the warrior retires.

Slow (-1 skill point): -1" penalty for every movement.

Smashed leg (-4 skill points): The warrior may not *run/crawl/climb* or *jump*. A second one of this hindrance causes the warrior to *retire*.

Stroppy (-2 skill points): After this warrior is activated he must make an *initiative test* against target number six. If he fails he must move towards the nearest model (friend or foe) and make an *attack action* against it.

Treacherous (-4 skill points): Roll all activating dice after activated. If at least one of them is a one, the model will be controlled by the opponent during this activation. The opponent should be reasonable while acting with the warrior: he should not jump into chasms or wander into clearly lethal situations.

Twitchy (-1 skill point): The warrior receives a +1 bonus for every *initiative test*, but a -1 penalty for every other *characteristic test* as well.

Wounded arm (-5 skill points): The character may only use one arm, thus only one onehanded item. A second one of this hindrance causes the warrior to *retire*.



ARBANDS

Before your heroes can march to battle they must gather a warband. This chapter describes how you can assemble a host of your own.

To recruit a warrior you in your party and to equip him with weapons and armour must pay their price. You may spend 150 pennies for your starting warband, you must buy all the warriors and all the equipment from this pool (the players may of course agree on a different starting amount). The remaining money may be stored in a central stash (the upkeep of this costs 5 pennies per battle), or the warriors may take it with them in the battle (in which case it can be looted from their *out of action* body). This remaining money may be spent after the battle with the loot for new equipment or new recruits.

Factions

The first thing to decide is what faction your warband belongs to. You may play a noble (or even a vile one if you'd like to) knight and his retinue, a village militia, forest-dwelling outlaw band, or even a small inquisitional office seeking heretics.

The *Faction list* paragraph of this chapter lists all the character classes a certain faction may enlist. You are not restricted to those classes though. It is not unheard of that an aristocrat turns to crime and is outlawed, and outlaws may be hired by lawful-looking nobles for certain tasks.

You may recruit a hero or henchman group from another contingent, but must pay 1.5x price (rounded up) to persuade such warriors to enlist. This multiplier is only effecting the base wage of the warrior, extra equipment may be bought for normal price.

To recruit brother Bertram to your outlaw list with a mace, you must pay 21 pennies: 18 (12x1,5) for Bertram himself and 3 for the mace.

Heroes and henchmen

A warband usually consist of a few heroes and their followers. These two groups are handled differently in Nottingham.

Heroes emerge from the warband with their special skills - they are the ones legends are made of. They have unique set of characteristics, skills and equipment. They develop individually during a campaign, and are generally more durable.

Every warband must contain at least one hero: the leader. This warrior represents the player on the battlefield, he is the one directing the band.

Every hero has the *hero* skill.

Henchmen are the nameless soldiers of the warband. They may be trained warriors but usually they are more vulnerable and replacable. They are not individual,

henchmen are handled in groups – these men have all the same characteristics, skills and equipment. A group of henchmen may consist of one to six members, they develop together as group, every equipment item must be bought (or acquired someway) for all of them. To supply a group of three outlaws with bows you must buy three of them.

A warband may only contain a maximum of three groups of henchmen and five heroes. This limit on heroes may be exceeded when a henchman rises to hero status, but no more heroes are allowed to be recruited if there are at least five of them in the warband.

Faction lists

The following lists describe what kind of heroes and henchmen belong to the three basic factions of Nottingham.

Each class is given with its starting characteristics, skills and basic equipment, as well as with their recruitment fee. All their starting items are included in their fees.

Some classes are listed with more weapon options (like marksmen: crossbow or longbow), the warrior may chose one of those items. All henchmen in one group must choose the same option.



Warrior nobility: this faction consists of nobles and their retinue fighting for their lords cause. These knights and nobles are usually mounted warriors who swore allegiance to their sovereign and promised to fight for him in exchange for land.

Sheriff

27 pennies

Initiative 4, Melee 4, Ranged 3

Skills: hero, resourceful, may select additional skills for 7 skill points

Equipment: sword, dagger

Knight 44 pennies
Initiative 4, Melee 4, Ranged 3
Skills: hero, heavy armour training, riding, mounted fight training, shield training, may select additional skills for 4 skill points
Equipment: heavy armour, shield, sword

Squire 20 pennies
Initiative 3, Melee 3, Ranged 2
Skills: hero, riding, may select additional skills for 2 skill points
Equipment: light armour, spear or sword, dagger

Pages 8 pennies
Initiative 3, Melee 2, Ranged 2
Skills: -
Equipment: dagger

Billmen 15 pennies
Initiative 2, Melee 3, Ranged 1
Skills: -
Equipment: light armour, spear or halberd, dagger

Marksmen 14 pennies
Initiative 3, Melee 2, Ranged 3
Skills: -
Equipment: longbow or crossbow



Commonfolk: this faction consists of village or town militiamen defending their homes from raiders, bandits or in some cases from their own lords. When the need arose, they took a suitable agricultural tool or mounted a blade on a pole and fought.

Mercenary 39 pennies
Initiative 4, Melee 4, Ranged 2
Skills: hero, heavy armour training, may select additional skills for 4 skill points
Equipment: heavy armour, spear, shield, dagger

Bard 15 pennies
Initiative 4, Melee 2, Ranged 2
Skills: hero, resourceful, may select additional skills for 4 skill points
Equipment: -

Hunter 22 pennies
Initiative 3, Melee 3, Ranged 4
Skills: hero, scout, may select additional skills for 3 skill points
Equipment: bow or longbow, axe, dagger

Monk 12 pennies
Initiative 2, Melee 2, Ranged 1
Skills: hero, healer, may select additional skills for 3 skill points
Equipment: -

Militiamen 7 pennies
Initiative 2, Melee 3, Ranged 1
Skills: -
Equipment: spear

Peasants 6 pennies
Initiative 2, Melee 2, Ranged 1
Skills: -
Equipment: staff, dagger



Wolf's head: this faction consists of outlaws of different kind. They are declared as outside of the protection of the law: not only was he deprived of all legal rights, but others could kill him on sight as if he were a wolf: „Let his be a wolf's head!“

Bandit 26 pennies
Initiative 4, Melee 3, Ranged 3
Skills: hero, weapon training: longbow, may select additional skills for 4 skill points
Equipment: sword, longbow, dagger

Pirate 16 pennies
Initiative 4, Melee 3, Ranged 1
Skills: hero, athletic, balance, may select additional skills for 4 skill points
Equipment: dagger

Highwayman 20 pennies
Initiative 3, Melee 3, Ranged 3
Skills: hero, riding, mounted marksman, may select additional skills for 3 skill points
Equipment: bow, sword

<i>Poachers</i>	<i>13 pennies</i>
Initiative 3, Melee 2, Ranged 3	
Skills: -	
Equipment: bow or longbow, dagger	
<i>Brigands</i>	<i>17 pennies</i>
Initiative 2, Melee 3, Ranged 1	
Skills: -	
Equipment: light armour, spear, shield	
<i>Ruffians</i>	<i>8 pennies</i>
Initiative 2, Melee 3, Ranged 1	
Skills: -	
Equipment: staff, dagger	
<i>Thiefs</i>	<i>8 pennies</i>
Initiative 3, Melee 2, Ranged 1	
Skills: escape	
Equipment: dagger	

Creating your own warriors

If you cannot find a suitable class for a character you would like to play, you may use the following formula to figure out the cost of a custom warrior:

$$\text{Initiative} + 2 \times \text{Melee} + 2 \times \text{Ranged} + \text{Skill costs} - 4$$

You will find that a character generated this way is slightly more expensive than a regular one: the fixed skills and equipment of those warriors are weighted a bit less.

It is not advised to generate a warrior with characteristics above 4 for a campaign game though, as well as a starting skill point sum of over 13.



ERRAIN

Nottinghamshire is a large county with countless different terrain features. The model battlefield should therefore also be criss-crossed with woods, hills, hedges, buildings filled with furniture.

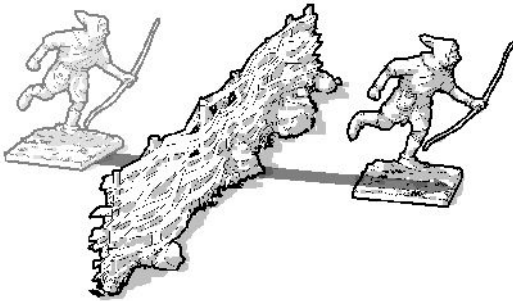
These features not only add to the look of the game, it also forms an important tactical consideration. Most of these may offer all manner of possibilities. Some of them may prove as cover from deadly arrow volleys, confer height and thus damage bonus against the enemy in close combat, or just block the advancement of the opponent.

This chapter describes additional example rules for the most common terrain features you will meet in Nottingham.



Obstacles

Objects larger than a miniatures stepping height but not larger than his waistline (such as fences, other warriors on the ground, tables...) subtract 1" from any movement (*activation move, run action*) when crossing them.



Anselm is advancing through (over) the fence. He has no bound dice on him, nevertheless he may only move 3" because he has to crawl over the obstacle.

If there is not enough movement left to cross an obstacle, the model must halt its movement in front of it.

Broken terrain

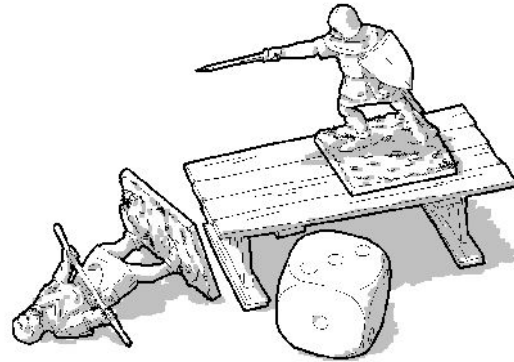
Uneven terrain features as rocky grounds, ruins may pose additional threat for the careless. If any part of a movement of a *run* action happens in such terrain, the actor must roll his activating dice again after the action. If the lowest value is one, the warrior stumbles and goes *to ground*.

Roll modifiers:

+ damage modifier of the acting warriors armour

Pits

If a model steps (or moves involuntarily) into any kind of chasm, he must make a *fall* action (with one of the current activating dice).



Rollo the knight and Darcy were sparring on the top of a table. Rollo hit poor peasant but rolled a one for wound. Despite the damage bonus of the sword, Darcy is just tossed back 2". He falls off the table and must make a fall action. He rolls a three (with Rollos activating dice), thus goes to ground.

Buildings

Warriors may move in buildings just as they do anywhere else. Doors and window shutters may be opened as an action if the activated warrior is closer than 1" of them. The action always succeeds if they are not locked. Locked or blocked doors may be *smashed* as an action. Roll all the activating dice. If the highest value is six, the door is smashed and cannot be locked again.

Roll modifiers:

- +1 the acting warrior was at least 4" away at the start of the activation
- + absolute damage modifier value of either his weapon or armour
- 1 for every bound dice on the actor

To climb in or out of an open window requires an action.

Buildings with thatched roof may be entered through the roof. It takes an action to crawl through the thatch, after which the actor may take casualties according to the pit rules by falling.

Heavy objects

To pick up heavy objects (larger chests, boulders, chairs, wagon wheels...) the actor must have both hands empty.

Lakes and ponds

Lakes and ponds are bodies of standing water. They could make movement a lot more difficult, thus may

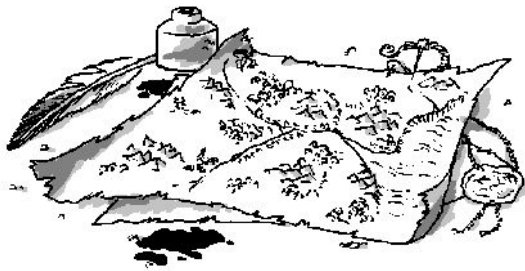
serve as natural hindrances. Deeper waters may also harbor additional dangers...

At the start of the game decide for each water surface if it is a *lake* or a *pond*. *Ponds* are shallow water features in which warriors are still capable of walking when only with some extra effort. *Lakes* are deep water bodies where the only way to advance is to swim.

The players may also divide a single terrain feature into two separate sections: a shallow outer part using the *pond* rules and a deeper inner one as *lake*. Be sure to clarify the borderline in this case though (a scenery with a clear border between a darker and a lighter blue would fit perfectly).

Pond: The range of any movement in a pond (entering, crossing, leaving or moving in) is reduced by 1". If a warrior crosses more ponds with a movement it only receives one penalty. The model receives the penalty for both *activation* and action (run) movements though.

Lake: No *activation move* is allowed in a *lake*. A warrior may move to the border of the water feature with his *activation move*, from there on he may only move with actions. Every *characteristic test* made in a *lake* receives a -1 penalty. If a warrior goes *on ground* due to any source while in a *lake*, he goes *out of action* instead!



Rivers and streams

Rivers and streams crossing the map will also provide natural barriers warriors may have to tackle. An extra caution must be taken when trying to cross swift and deep rivers!

At the start of the game the players should agree on each flowing water feature if it is a *stream* or a *river*. Shallow

streams are less dangerous, and may be crossed without much effort. Deep *rivers* on the other hand may prove much more hazardous. For every *river* agree on a *current strength* (1-4) and a *current direction*. If you may want to randomize it, decide a direction and roll a dice. On a 1-3 the river flows in that direction with the result as *current strength*, on a 5-6 it flows the other way and with a *current strength* of result-4.

You may agree on shallow fordable parts of a *river*. These parts follow the stream *rules*.

Stream: shallow brooks follow the rules of *ponds*.

River: Deeper rivers follow the rules of *lakes*. Additionally at the end of each turn move every model in a river as many inches as the rivers *current strength* is in its *current direction* (parallel to the riverbank), without changing the models facing direction.

A model drifted off the table by a river counts as *out of action* in game terms. He receives a +2 bonus for his *injury roll* in the *recovery* phase, but must deduct his armour damage modifier from the roll!

The river drifts the poor helpless Quentin off the table. He goes out of action. At the end of the game he is obliged to roll an injury roll in the recovery phase. He rolls a 3, adds a +2 bonus and deducts 1, because he is in light armour. The result is 4, as he is a henchman he gets away with light wounds: he manages to crawl out of the river.

Climbing terrain

Optionally you may want to introduce rules to represent difficult to climb surfaces.

After every terrain is set on the battlefield but still before deployment decide a *scaling difficulty* value for every surface to be climbed. This is a value ranging from 0 to 6.

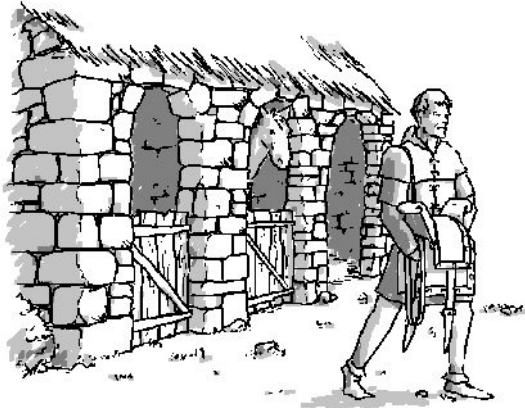
If a warrior tries to climb such a surface his movement is normally reduced by the *scaling difficulty* in inches. He may though risk to advance more swiftly, and try to move the full movement distance. In this case he must roll an activating die after the movement: if he fails to roll higher then the scaling difficulty, the warrior falls (makes a fall action).



ADVANCED RULES

The rules covered in the previous chapters describe the basic mechanisms of play. Most of the time you will use those rules. Particular features – like mounted warriors, weather conditions – require additional rules though. As these are rarely used, the basic rules do not discuss them.

This chapter is about how to expand the basic game to cover some of those situations.



Mounts

Mounted warriors may move 8” instead of 4” after activated, and may claim the +1 modifier for *attacking* from higher ground. They suffer a -1 test modifier for *shoot* actions as well as for *attack* actions that claim the charge bonus for wound (more than 3” away from target at the start of the turn), but gain a +2 modifier for *wounding* if charging.

If a mounted model gallops (makes a run action) he must pass an *initiative test* against six as target value, or fall down from the saddle. If the test is failed, the warrior makes a *fall* action, and is no longer mounted.

Mounting and unmounting: The warrior must spend an action to mount (the model must be in base contact with the unmanned horse) or unmount. A model in heavy armour without *mounted fight training* must roll his activating dice during this action. If the result is one, the action fails. If a *mounting* action fails, the warrior remains unmounted. If an *unmounting* action fails, the warrior goes *to ground*.

Attacking a mounted model: Resolve any attacks against a mounted warrior as usual. If he is hit, resolve the *wound* action against him, but treat every out of action results as dropped on ground. If a dropped on ground result is rolled, he no longer counts as mounted, and must even make a *fall* action with one of the activating dice.

Advanced weapon rules

This section details additional rules for weapons. They add an extra feel of realism to the game but an extra complexity as well. Use these if you are confident with the basic rules.

Fighting room: Some mighty weapons require more space to use effectively. It is difficult to hit the enemy with a two-handed sword if he is standing too close to swing it properly. The fighting room defined in the table below is the minimum required distance in inches between two figures for the wielder to be able to use weapon without suffering a penalty. If the distance is smaller than this, the warrior receives a -1 penalty to its *to hit test* while *attacking*.

Minimum skill: Some weapons require experience to fight efficiently with. The minimum skill defined in the table below is the minimum *characteristic* value (*melee* or *ranged*) a character must have to use the weapon without suffering a penalty. If the characteristic is smaller than this, the warrior receives a -1 penalty to its *to hit test* while *attacking* or *shooting*.

	Fighting room	Minimum skill
Sling	-	ranged 2
Bow	-	ranged 3
Longbow	-	ranged 4
Crossbow	-	ranged 2
Dagger	0	melee 1
Sword	0	melee 3
Broadsword	1	melee 3
Mace, hammer	0	melee 2
Axe	0	melee 2
Staff	1	melee 2
Spear	1	melee 3
Halberd	1	melee 3
Lance	2	melee 4

Sidequests

To make the scenarios in a campaign even more unique, the players may opt to use secondary goals, which will reward some warriors with extra experience. This will speed up character advancement in the campaign, so be sure to apply the rules evenly – every player should play roughly the same number of games with sidequests.

You may come up with your own sidequest ideas, but here is a small list of standard ones to select from. You may select more of them for a game, but it is advised to only use one: randomize at the start of the game by rolling a dice:

- 1 First blood
- 2 Hold this position
- 3 Pacifist
- 4 Flawless
- 5 Dust yourself off
- 6 Try hard

First blood: The warrior (or group in case of a henchman) causing the first *out of action* effect during the encounter gains an additional *advancement dice* at the end of it.

Hold this position: Both players nominate a hero in their own warband at the start of the game. If nominated model does not move away from his deployment position in any way (may turn though or make a *go prone* or *get up* action) during the encounter, he gains an additional *advancement dice*.

Pacifist: Both players nominate a hero in their own warband at the start of the game. If nominated model does makes an *attack* or *shoot* action during the encounter, he gains an additional *advancement dice*,

Flawless: Both players nominate a hero in their own warband at the start of the game. If nominated model passes all his *characteristic tests* during the game, he gains an additional *advancement dice*.

Dust yourself off: The first warrior (or group in case of a henchman) making a successful *get up* action after it was sent *to ground* by an enemy action gains an additional *advancement dice* at the end of the encounter.

Try hard: The first warrior (or the group in which the warrior is in case of a henchman) having at least five *bound dice* at the end of a turn (before taking one back to the free pool) gains an additional *advancement dice* at the end of the encounter. If there are more models with at least five dice the one with the most receives this bonus. If there are more than one with the same highest number of dice, randomize.



Weather

England is not always sunny and warm. Actually, most of the time it is not. Rainy weather, fog or even cold could ruin a perfect plan. Suiting your strategy to the weather may prove an extra challenge. You may thus want to enhance your game by introducing weather

conditions. This section lists rules for some of these conditions. You may select one or more from the them for your specific scenario or may let lady luck decide:

Random weather conditions: Roll a die at the start of the skirmish. If the result is less than three it is *cold* winter or fall out there. Roll another one. If it is less than three, it is *raining*. If it is not raining, roll a last die. If the result is less than three, the battlefield is shrouded by *fog*.

Cold: Fighting in the cold winter requires more energy than in warm weather, the body is working to keep itself warm. Every action causes more fatigue and leads to a general performance loss.

When picking up any bound die at the end of the turn the player must roll it first: if the result is a one or two, the die remains bound to the warrior.

Rain: More than every third day it is raining in England. Though the eastern regions are dryer, it can be expected that some encounters happen during a downpour.

Rain has a couple of effects on gameplay: Visibility is reduced to 20" (models further away than that cannot be *aimed* or *shot* at), and all *shooting* actions receive a -1 *to hit* roll penalty. If you use the *climbing terrain* advanced rules, do not forget to count the wet surfaces into the *scaling difficulty* value (increase by one).

Fog: Fog in England was very common in fall and winter. It is often forming during night-time and the calm and cold weather together with reduced visibility and the damp, close air is evoking a feeling of loneliness and fear.

In a game of Nottingham we rate fog thickness in three different levels:

Mist: Visibility is reduced to 20" (models further away than that cannot be *aimed* or *shot* at).

Fog: Visibility is reduced to 10" (models further away than that cannot be *aimed* or *shot* at).

Thick fog: Visibility is reduced to 5" (models further away than that cannot be *aimed* or *shot* at).

Start the game with fog if you rolled or choose the fog weather condition. After every turn roll a die. If you roll a six increase the fog level, on a one decrease:

Roll\actual fog level	none	mist	fog	thick fog
1	<i>none</i>	<i>none</i>	<i>mist</i>	<i>fog</i>
6	<i>mist</i>	<i>fog</i>	<i>thick fog</i>	<i>thick fog</i>

Wind: Another common weather phenomenon you may want to include is wind. In a game of Nottingham, wind is a hindrance mostly for ranged warriors, but stormy weather may make make all activities difficult.

The players should agree at the start of the game whether the use the wind rules. Alternatively this decision could be left on a dice: roll a dice at the start of the gam, on a five or six apply these rules.

Wind is unpredictable, so roll at the start of every turn to determine its strength:

1-3 Calm
4-5 Wind
6 Gale

Calm: The air is calm, or a small breeze is blowing. Normal game rules apply.

Wind: -1 penalty to any ranged test.

Gale: A sudden heavy wind makes all activities trying. All *ranged characteristic tests* receive a -2 penalty as well as every *melee characteristic test* receives a -1 penalty during this turn. *Run/crawl/climb* movement range is reduced by 1”.

Disregard *melee test*, *ranged test* (if action needs a target, target must be in a building too) and movement range penalties if in a building.

Earthquake: If the players agree to use the earthquake rules, both should roll a dice at the end of each turn (after resolving panic). If both roll ones an earthquake shakes the battlefield: every warrior goes *on ground*. If a player still has any free dice, he may opt to activate any of his warriors and make a *balancing* action, which is actually a *get up* action with a -1 modifier.

The players should roll again at the end of the following turn. If they roll the same, the earthquake shakes the battlefield again. Do not roll again for earthquake afterwards.

Time of day

Night is often associated with danger and evil, because of the connection of night's all-encompassing darkness to the fear of the unknown and darkness's obstruction of sight. Darkness has the following levels in a game of Nottingham:

Pitch dark: Visibility is reduced to 5” (models further away than that cannot be aimed or shot at). Models closer as 5” to a light source can still be targeted according to normal visibility rules.

Darkness: Visibility is reduced to 10”. Models closer as 10” to a light source can still be targeted according to normal visibility rules.

Twilight: Visibility is reduced to 15”. Models closer as 15” to a light source can still be targeted according to normal visibility rules.

Daylight: Normal visibility rules apply.

While most law-abiding citizens sleep during the night, some of the adventures of your warriors will happen during this period. You may agree on a specific time of day for the scenario with your opponent before the start of the game, or let a dice decide (roll before deployment):

Time of day roll:

1-3 Daytime
4 Dusk
5 Night
6 Dawn

Daytime: Use *daylight* rules throughout the encounter.

Dusk: Start the game with *daylight* visibility conditions. After each turn roll a dice. On a five or six increase darkness level (*daylight* to *twilight*, *twilight* to *darkness*, *darkness* to *pitch dark*).

Night: Use *pitch dark* rules throughout the encounter.

Dusk: Start the game with *pitch dark* visibility conditions. After each turn roll a dice. On a five or six decrease darkness level (*pitch dark* to *darkness*, *darkness* to *twilight* and *twilight* to *daylight*).

Patrol mode

Models in *patrol mode* are unalarmed warriors patrolling the surroundings. They may not make any *actions*, and must perform their *activation move* a special way: roll the activation dice (if more than one roll all of them and pick the highest). The warrior moves that many inches in a random direction in a straight line, facing in that direction at the end of the move. Any obstacles halt his movement.

If the model in *patrol mode* is attacked or shot at, he is automatically alerted and counts no longer as in *patrol mode*.

You may want to place markers on models in *patrol mode*, not to forget whether they were alerted or not. As some of them may not have dice bound to them they cannot be marked by a special dice value. A really nice way to represent *patrol mode* is to have a separate miniature for *patrol mode* for every warrior with weapons sheathed (and the alerted one with weapons readied).

There he is! : This is a special, out of sequence action, thus a free dice must be used! This spotting action may be triggered if an enemy model comes into line of sight of a warrior in *patrol mode*. After the action the warrior is no more in *patrol mode*.

Alert: Any warrior not in *patrol mode* may make this action: roll the activating dice (all if there are more and pick the highest) and add five to the result. The warrior may alert a friendly model not further away than this result in inches. The alerted warrior is not in *patrol mode* anymore.

Advanced campaign rules

Captured! : If at the end of the game the winning player has any warrior in 1” of an enemy warrior *out of action*, he may opt to try and capture him. Both warriors roll an *opposed initiative test*. If the model to be captured wins, he escapes with a small amount of the winning warbands

wealth – the winning player should hand over d6 pennies.

If the capturer model wins the test though, than the fallen warrior is captured. The winning player may specify a ransom. If this is paid, the captured model returns to his warband, otherwise it counts as *dead or retired!*

The model to be captured doesn't have to roll an *injury roll*.

Roll for capture after the *income* rolls were made.

Underdog Bonus: Fighting a more powerful opponent is an excellent (if dangerous) way for a warband to boost their reputation. A warband that loses two skirmishes in a row receives a 6d6 *income* bonus following their second loss.

More than two players

Although the game is designed for two players (and most of the scenarios are written for two), it can certainly be played with more participants too, with some slight modification in the activation rules.

The *opposed initiative test* for activation will be rolled by all players, and the highest may activate his warrior. If there is a draw, then the players with the highest value reroll to decide.

The scenarios in this book are designed for two players, so you should probably come up with your own scenarios for more players. Alternatively (when playing with an even number of players) you might even use the given scenarios. Just divide the players into two groups, with each group playing for the same goal.

House rules

Do not hesitate to introduce new rules to the game for even more fun. You may have terrain pieces with which warriors could interact, or some of those which will influence their actions in various ways (like frozen lakes, burning fields). Your own scenario may add some extra random events or other effects. Be sure not to use a lot of always active extra rules, as these could slow down the flow of the game. Extra action rules though may be used as many as you could come up with (though always agree on all of them with your opponent before the start of the game)...

For example if you have some nice barrel miniatures, you could define rules like the following:

A warrior in contact with a barrel may choose to toss it as his action. Roll the activating dice, pick the highest result and add 4. The barrel travels that far in inches in a straight line from the warrior. If it comes to contact with another model the owner of it may decide: sacrifice a free dice on the warrior (will be bound to it) and move 2" (preferably out of the way) or hold his ground: the warrior suffers a *wound* action (treat *out of action* results as *on ground*). The barrel stops at a miniature holding his ground or any terrain piece larger than knee high of a warrior.





CENARIOS

In the medieval England skirmishes were fought in all kind of circumstances other than straightforward encounters where both sides drew up in front of each other.

The following pages describe some of the many types of skirmishes you can play using the Nottingham rules. They give different sorts of games of which the most straightforward is the *Brawl*. Different scenarios require the players to re-examine their warband composition and tactics, and ensure that every game is always different to the last. Every encounter tells a different story and adds to the history of your group.

Choosing a scenario

For one-up games the players should simply agree on a scenario (all of the scenarios listed in this book start with a short flavor text – choose one you like) or come up with their own missions to play. In a campaign game (if it is not story based) though it is advised to randomly select a scenario for the players to play:

Before the game could start, roll a dice and select a scenario depending on the result:

- 1 Brawl
- 2 Kill Bill
- 3 King of the Hill
- 4 Honey Trap
- 5 Breakthrough
- 6 The warband leaders roll an *opposed initiative test*, the one who passes it (reroll if draw) may choose a scenario from the book

Arnold and Bert are getting ready to play a game of Nottingham. Arnold rolls a dice to determine the scenario and rolls a six. Both players then roll a dice and add the initiative value of their warband leader. Arnold rolls a three and adds four (his leaders initiative) for a result of seven, Bert rolls a five and adds five (the initiative value of his warband leader) for a result of ten. The leader of Berts warband passes the test, thus Bert chooses a scenario. He opts to go with the standard Brawl.

Setting up the game

Before playing the selected scenario the players should agree on optional advanced rules (like climbing terrain, weather, time of day) or house rules and determine effects caused by those.

Setting up the battelfield

After the players have decided on the scenario and advanced rules to play it's time to set up and fight out the encounter.

First – to set up the battlefield – start with a flat space at least 3'x3'. Some scenarios may have terrain determined in the *The battlefield* section of their description. If they

do, follow those instructions. If not, the players will have to set up the terrain. If you have a small selection of terrain pieces place all of them on the battlefield: the players should place terrain in turns.

If the players do own a large selection of terrain they may use the following rules to set up a random terrain.

Generating the battlefield: Determine the overall terrain type of the battlefield. In a mapped campaign you can base this on the actual terrain section the encounter is fought, you may agree on it with your opponent, or roll a dice to decide. In the letter case count a score of one and two as *clear*, three or four as *forest*, five as *mountainous* and six as *village*.



After you have determined the type of terrain on the battlefield its time to see what the table will look like: divide the table into nine roughly equal sections, and roll a dice for each section on the following table (roll again if you don't have the right terrain pieces and do not want to proxy them). This tells you the type of terrain that occupies each section.

	clear	forest	mountainous	village
1	open (1)	open	open (5)	open (1), road
2	open (2)	open	woods	open (1), road
3	open	woods, road	rough, road	agricultural
4	hill, road	woods (4)	rough	hill (6)
5	hill (3)	woods	rough	hill
6	woods	woods, hill	mountain	rough

(1) Roll a dice, on a one or two add one building, on a three or four place two buildings or one large and on a five or six add three small buidings or a large one.

(2) Roll a dice, on a one or two add a lake.

(3) Roll a dice, on a one or two add a river.

(4) Roll a dice, on a one or two add a river, on a three or four add a building and on a five place two buildings.

(5) Roll a dice, on a one or two add a river, on a three or four add a building and on a five or six place two buildings.

(6) Roll a dice, on a one or two add a building or on a three or four place two buildings.

Once this is done you may want to move similar terrain types around the board so they are adjacent whenever possible.

Open terrain: Leave this section mostly clear of terrain. Place one or two smaller trees or bushes, a rock or any small terrain – but generally just a few pieces.

Woods: Place as many trees, bushes in this section as you would like to. You may place some rocks, fallen trees as well.

Hill: Place some slight elevations in this section, with a few extra terrain pieces like rocks or bushes. You may also place a tree or some other small terrain pieces.

Rough terrain: Place as many rocks, fallen trees, bushes and other similar terrain elements in this section as you feel appropriate. Try to make movement difficult, but do not block it completely.

Mountain: Place some impassable rock formations, sheer cliffs in this section.

Lake: Place a larger lake piece in the section or fill it with smaller ones. You may also add a few other small terrain elements like rocks, bushes, etc.

Buildings: Place as many buildings as defined by the roll in this section. Smaller buildings can be houses, huts,

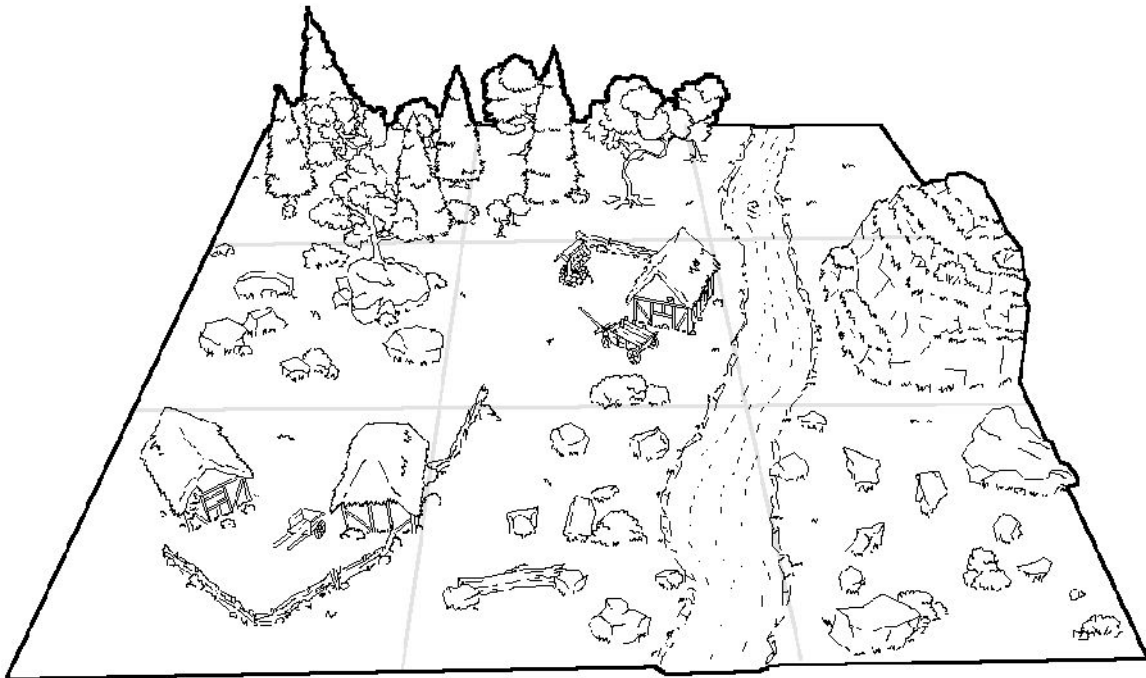
small mills or watchtowers. Manors, chapels, large stables or marketplaces count as large buildings. Add some fences, small gardens, wagons or other fitting terrain elements if you have some.

Agricultural: Place some wheat or corn fields, enclosed gardens or fruit trees. You may also place some special terrain pieces like an apiary. Add fences if you have some.

Road: Place a road starting from a table edge of this section (or any table edge if this road is rolled for the middle section) heading to an edge across the table. Ignore every road results on the table after the first if terrain type is not village.

River: Place a river starting from a table edge of this section (or any table edge if the river is rolled for the middle section) heading to an edge across the table. Ignore every river results on the table after the first. You may add one or two bridges or fords on your river for a few safe crossing possibilities.

After Arnold and Bert have determined the scenario, they start to set up the battlefield. Bert rolls a five for terrain type, the encounter will thus take place in a mountainous region. After that they roll for terrain for each section: 2 2 1 (then 2 for a river) 5 1 (then 4 for a building) 6 1 (then 5 for two buildings) 4 5. They place the terrain pieces accordingly:



Deployment

After the battlefield is set, the players will have to deploy their warriors. The scenarios will have deployment zones defined where the players may place their warriors, how you deploy is up to the players. Three of the possible methods are listed here:

Alternating deployment: The players should roll an opposed initiative test for their leaders, the one who passed the test (reroll if draw) may select who should place the first model on the table. Place one model alternating after that, until there is no more left to deploy.

Hidden deployment: If possible, the players may opt to cover their deployment zones with a suitable screening object (cardboard sheet, curtain) and deploy their warriors secretly. Another possibility is that the players both draw a map of the table with the position of their warriors in secret and deploy according to this plan.

Deployment by initiative: Both players nominate a model to deploy. They roll an opposed initiative test and the player who passed the test (reroll if draw) may select which of the two models should be deployed (by the owner of the model). Repeat this process until there is only models of one player left, then deploy these warriors too.

Some of the scenarios define different roles for the players, most frequently an attacker and a defender. In a

not story-based) campaign game it is advised to assign these randomly, or semi-randomly: both leaders roll an *opposed initiative test*, the one who passes may choose the role for his warband (reroll draws).

Playing the game

If the battlefield is ready and the forces have been deployed start with the first turn of the game. At the end of each turn check the *victory conditions* of the scenario to see if one of the players has won the encounter.

Some of the scenarios will have additional rules defined in their *special rules* sections. Be sure to check and follow these. These paragraphs may overwrite standard game rules!

Creating your own scenarios

You might also like to invent your own scenarios. Inspirations can come from many places, including history, films, books comics or even paintings. If you follow the same format you find in the following scenarios, filling in the blanks as it were, you'll see that coming up with a bit of a story, deployment rules and victory conditions isn't hard.

Be sure to let every player agree on a new scenario if you want to add one to a campaign.

BRAWL

It was a nice day of hunting up until that moment for the gang in the woods. They managed to catch three rabbits and, which was enough meat for a while for all of the rest of the outlaws living in their camp. Brogan – and the whole party as well – was in high spirits as they walked through the dense forest.

Then one of the outlaws noticed the other men up ahead. It was another hunting party: that of the sheriff! Both gangs noticed the other only after they were in shooting range. Evenly matched at first sight, both leaders could have decided to flee or attack. Today they were determined to fight it out.

- To arms! – commanded Brogan calmly. He whispered some short tactical instructions while watching the men of the sheriff to prepare for a clash. – Meal will taste better after a good free-for-all!

He prepared an arrow and lifted his bow to target...

The battlefield

You may fill the battlefield (with arbitrary size between roughly 2'x2' and 4'x4') with any scenery you seem to fit the encounter. You may build a small forest, a village, a hillside, use any terrain piece you like. For a campaign

play we suggest using the *Generating the battlefield* rules to lay out the battlefield.

Deployment

The warband leaders should roll an *opposed initiative test*. The player whose leader passes the test (reroll if draw) may chose a table side for deployment zone, the opponent has the opposite edge. The players may place their warriors anywhere not further away as 6" from this table edge during deployment. Use any deployment method detailed in the *Scenarios* chapter.

Special rules

Aimless fight: Both sides fight to drive away the other, but both will lose enthusiasm over time. From the end of the sixth turn both players should roll a dice. The scenario ends if they both rolled sixes.

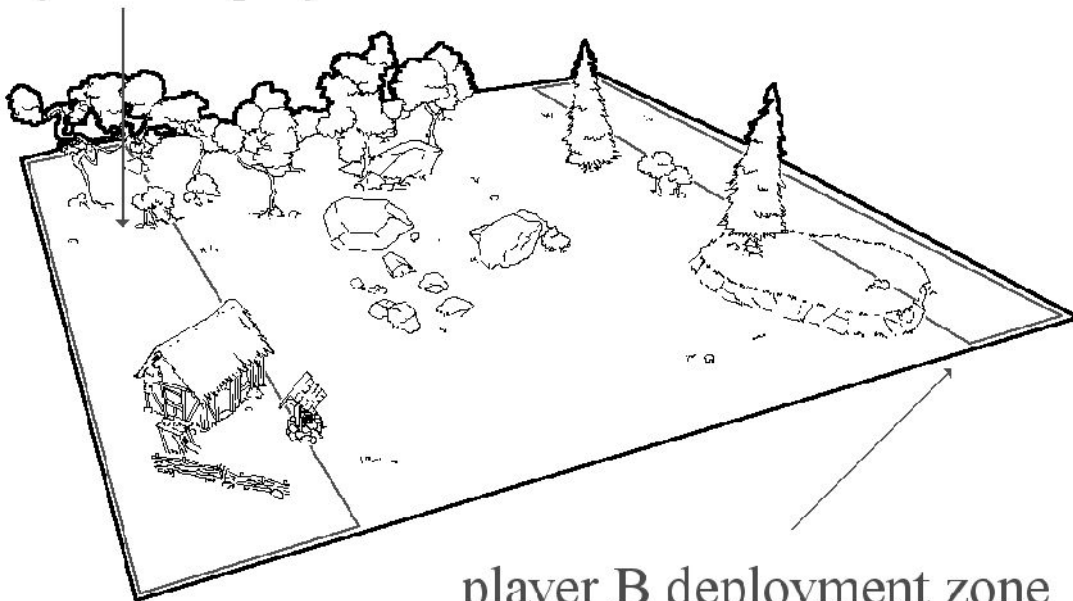
Victory conditions

The player successfully routing his enemy wins the game. If the game ends due to the *aimless fight* special rule none of the players win.

Advancement

The leader of the winning warband gains an additional *advancement dice*.

player A deployment zone



KILL BILL

Brogan and the some of his fellows were secretly visiting the city for provisions and news at least once a week. Though the risk of getting caught was there, it had to be done. And usually it was done fast and without any violence. This time though, it could turn out differently.

- Look, there's that William guy! – pointed brother Bertram to the other side of the square – The one who mutilated that poor chap Darcy.

Darcy was caught out stealing from the granary of the lord last week. He was just a kid, but the law said he cannot go unpunished, and the young knight William of Rainault executed the judgment on site. Losing two fingers was a severe handicap for a young kid working to feed his family.

- Kill him. Kill that William! Kill Bill! – commanded the bandit leader. Though the relationship was deteriorating lately, they were old friends with the father of Darcy, and the incident hurt him as well.

The knight was not alone though, and had a personal quarrel with one of the outlaws too...

The battlefield

You may fill the battlefield (with arbitrary size between roughly 2'x2' and 4'x4') with any scenery you seem to fit the encounter. You may build a small forest, a village,

a hillside, use any terrain piece you like. For a campaign play we suggest using the *Generating the battlefield* rules to lay out the battlefield.

Deployment

The warband leaders should roll an *opposed initiative test*. The player whose leader passes the test (reroll if draw) may chose a table side for deployment zone, the opponent has the opposite edge. The players may place their warriors anywhere not further away as 6" from this table edge during deployment. Use any deployment method detailed in the *Scenarios* chapter.

Special rules

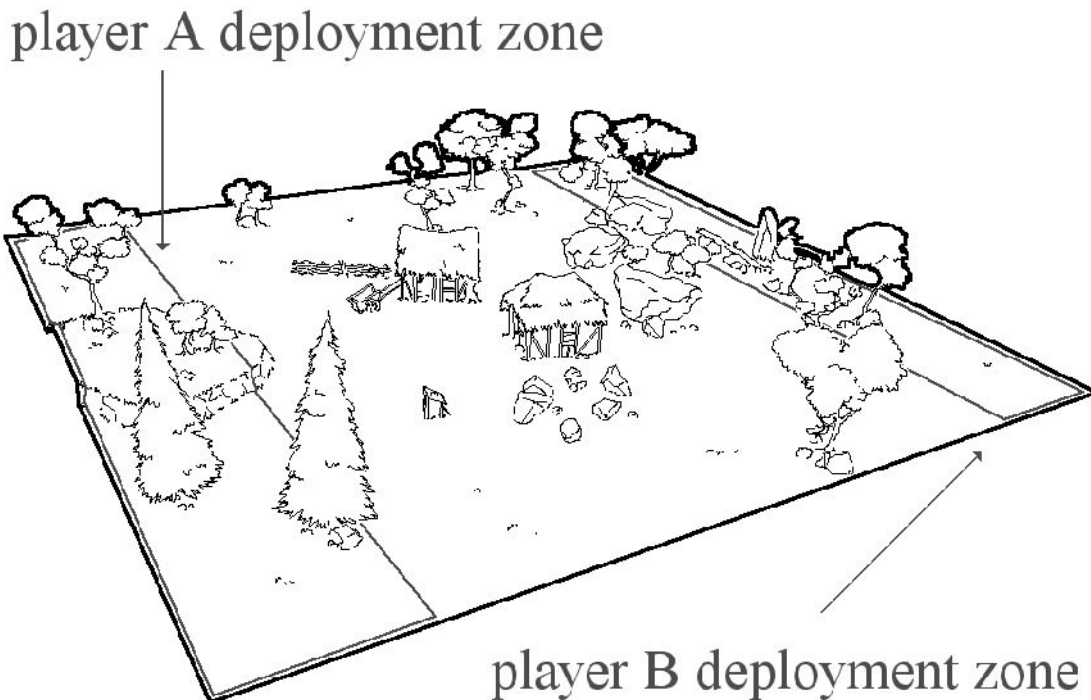
Bill: After deployment the players secretly nominate one enemy hero to be the *Bill*. The goal of this scenario is to kill this *Bill*.

Victory conditions

The player successfully routing his enemy wins the game. The game also ends at the end of a turn if at least one of the *Bills* is *out of action*. In this case, the player with a nominated hero not *out of action* wins the encounter (thus no winner if both heroes are *out of action*).

Advancement

The warrior (or the group of the warrior in case he is a henchman) causing the nominated hero go *out of action* gains an additional *advancement dice*.



KING OF THE HILL

Lord Asselin was always an odd one, and as the ages went by he became even weirder. One of his vassals died of an unpleasant illness last month without an heir. His small land was now free to give away, and he needed some fun.

- Hear, hear! By the decree of our benevolent Lord, the man holding the Bald Hill until nightfall of the Holy Rood Day, shall own the lands around it, and shall pass it to his sons and the sons of his sons! – shouted the crier all over the city.

This is a too good of a chance to let it by, thought Brogan. But so did others. So at the dusk of the third of May – much to the delight of Lord Asselin – small warbands were gathering, ready to fight for the little hill.

The battlefield

Place a small hill at the center of the battlefield (with arbitrary size between roughly 2'x2' and 4'x4'); this is the hill to hold. You may fill the rest of the table with any scenery you seem to fit the encounter. You may build a small forest, a village, a hillside, use any terrain piece you like. For a campaign play we suggest using the *Generating the battlefield* rules to lay out the battlefield, not rolling for any scenery for the middle section.

Deployment

The warband leaders should roll an *opposed initiative test*. The player whose leader passes the test (reroll if

draw) may chose a table side for deployment zone, the opponent has the opposite edge. The players may place their warriors anywhere not further away as 6" from this table edge during deployment. Use any deployment method detailed in the *Scenarios* chapter.

Special rules

Time is ticking: Place a pile of twelve counters on the table at the start of the game. After each game turn both players may take one of those counters. If there is no more counter left, then the night has fallen, the scenario ends. You may increase the starting number of the counters if you want to have a longer encounter.

You may consider using the *Dusk* rules detailed in the *Time of day* paragraph of the *Advanced rules* chapter.

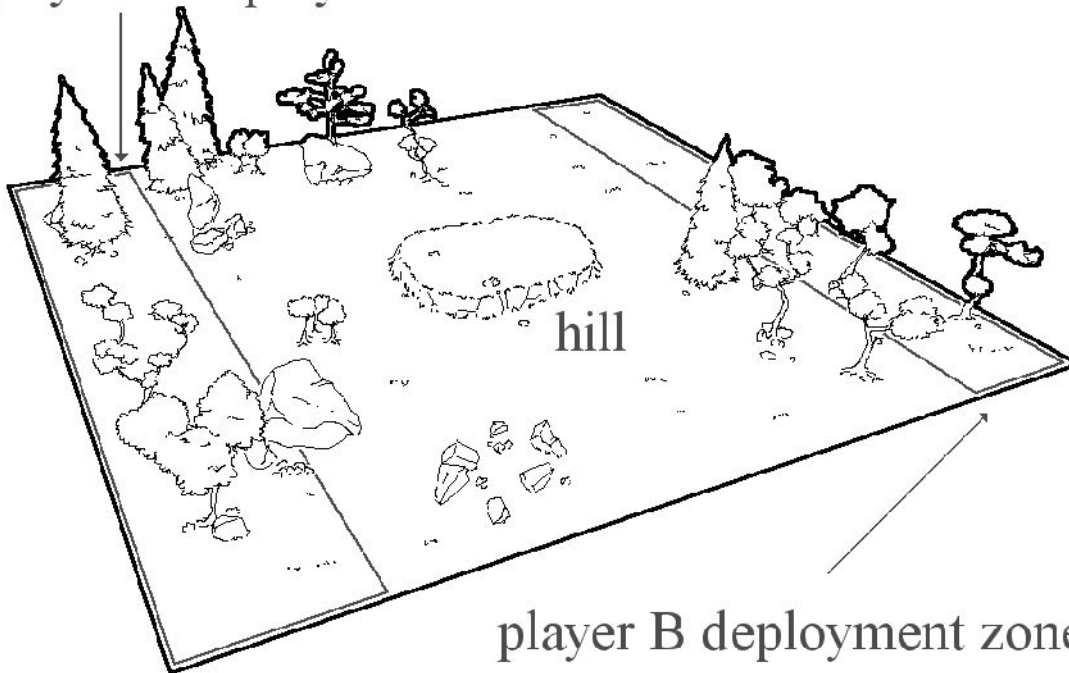
Victory conditions

If one of the warbands routes, the other party wins the scenario. If no warband routes till night falls (the encounter ends due to the *time is ticking* special rule), count all warriors not in *panic* or *out of action* (even partially) on the hill. The player with more models on the hill wins the game – if both have an equal number of models there, the game is a draw.

Advancement

The winning player (if there is one) may nominate one warrior not in *panic* or *out of action* on the hill (if he has such a model), who gains an additional *advancement dice*.

player A deployment zone



player B deployment zone

CAPTURE THE FLAG

Baldwin the Boar stood proudly under his banner. Everyone knew the story of him and the great wild boar, even here at the perimeter of his fathers land. He disliked these inspections, but took every chance to get to the borders and maybe get a good fight.

- Over there, Sir! – Hasculf, one of his henchmen pointed in the direction of a small hill. The top of a bannerpole was sticking out of the scenery. The crest with the three stars of the knight Rollo was waving happily on it.

- Get that flag out of our lands boys! – he commanded – the peasants should see who the lord of these lands is.

The battlefield

You may fill the battlefield (roughly 2'x2' to 4'x4' large) with any scenery you seem to fit the encounter. For a campaign play we suggest using the *Generating the battlefield* rules to lay out the battlefield.

Deployment

The warband leaders should roll an *opposed initiative test*. The player whose leader passes the test (reroll if draw) may chose a table side for deployment zone, the opponent has the opposite edge. The players may place their warriors anywhere not further away as 6" from this table edge during deployment. Use any deployment method detailed in the *Scenarios* chapter.

After both warbands have been deployed, both players place their flag marker anywhere on the battlefield.

Special rules

Controlling a flag: If a player has a model (not in *panic* or *out of action*) closer than 1" to a flag marker, and his enemy has none, then that player *controls* that flag.

Flag markers may be moved with a *carry* action. The flag is a *heavy object*.

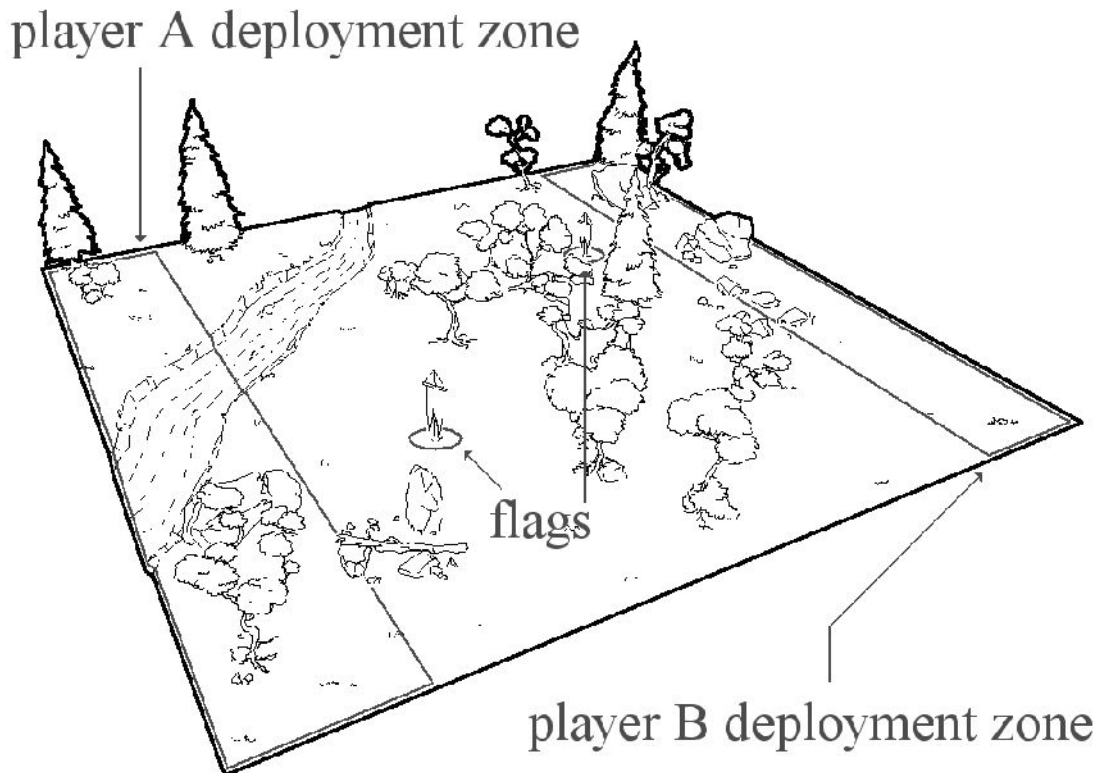
Victory points: Both player start with zero *victory points*. At the end of each turn – after *panic* was worked out – see if any of the flags is *controlled* by a player. If a player *controls* his own flag marker he receives a *victory point*. For *controlling* the flag marker of the enemy, the player receives two *victory points*.

Victory conditions

If one of the warbands routes, the other party wins the scenario. The game ends if one of the players reaches ten *victory points*. The player with the most *victory points* is the winner. In case of a draw, the game is a draw.

Advancement

The winning player (if there is one) may nominate one of his warriors (not in *panic* or *out of action*) closer than 1" to a flag marker at the end of a game. That model gains an additional *advancement dice*.



A DAMSEL IN DISTRESS

Brogan could not overhear the news, as the cries of a poor lady standing in the middle of the little village was hard to miss.

The fair lady Rosalinda was in deep trouble. And she could not even hide her sorrow with in her handkerchief. The thing is she lost it.

Rosalinda was known to be not just pretty, but pretty thankful too, and so a wild hunt started for the little piece of silk.

The battlefield

You may fill the battlefield (roughly 3'x3' large) with any scenery you seem to fit the encounter, but leave the center of the table (in approximately 6" radius) open. An urban scenery would suit the theme the best but for a campaign game we suggest using the *Generating the battlefield* rules to lay out the battlefield.

Deployment

Place the fair lady Rosalinda in the center of the battlefield. The players should then place d6+6 *possible drop point* markers (roughly 1" diameter) alternately. These should be at least 10" away from table edges, and at least 6" away from each other. It is advised to place them near terrain features.

The warband leaders should roll an *opposed initiative test*. The player whose leader passes the test (reroll if draw) may chose a table side for deployment zone, the opponent has the opposite edge. The players may place

their warriors anywhere not further away as 6" from this table edge during deployment. Use any deployment method detailed in the *Scenarios* chapter.

Special rules

Possible drop point: If a (non mounted) warrior comes in base contact with a *possible drop point* marker, he may make a search action: roll the activating dice, if there is a six among them the handkerchief is found, the warrior becomes the carrier. Remove the counter regardless of the success of the search action.

If it is the last marker on the battlefield, the search action is an automatic success.

Passing the hankie: Any friendly model in base contact with carrier may make an automatically successful action and take the handkerchief. A model in base contact of an enemy carrier *on ground* or *out of action* may make an automatically successful action and take the handkerchief.

Returning the hankie: A carrier in base contact with the fair lady Rosalinda may return the handkerchief with an automatically successful action.

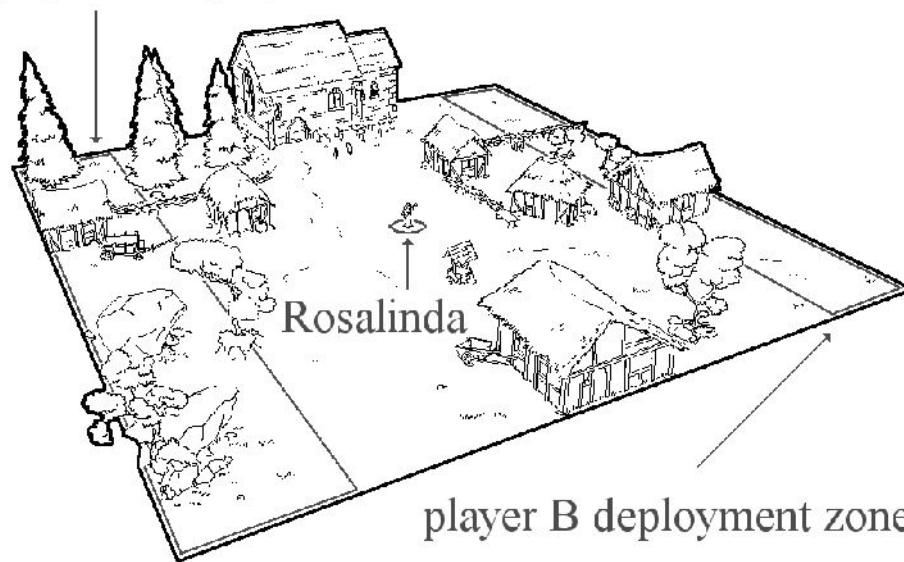
Victory conditions

If one of the warbands routes, the other party wins the scenario. The game ends if one of the warriors returns the hankie, the player controlling this warrior is the winner.

Advancement

The warrior that returned the hankie gains an additional *advancement dice*.

player A deployment zone



player B deployment zone

HONEY TRAP

Brogan was looking in the eyes of the merchant suspiciously searching for any sign of a trick.

- Deal! – said he after nearly a minute wait, and offered his hand. Funny how a victim may become a client, he thought.

André was a merchant who never hesitated to seize the opportunity if he saw some profit in it. In meeting the famous outlaw he saw a potential business. He acquired a reasonable stock of honey lately, and setting the outlaw on the competition for a small reward, he could gain a much better share from selling it. Not to mention the nice reward from the sheriff after revealing Brogans plan...

The battlefield

You may fill the battlefield (roughly 2'x2' to 4'x4' large) with any scenery you seem to fit the encounter. For a campaign play we suggest using the *Generating the battlefield* rules to lay out the battlefield.

Deployment

The player with the most possible free dice (or a randomly selected player if in a campaign) is the attacker; his goal will be to destroy the beehive. The other player plays the defenders, his warriors are caught while patrolling the area. The defender places all of his models anywhere on his half of the board, as well as three *skeps*. These three beehives should be at least 12" away from each other. After that, the attacker places all of his models on his side of the board at least 6" away from any defender model. He may not place his warriors closer than 12" if it has a line of sight to him.

Special rules

Patrol: At the start of the game, every warrior of the defending player starts in *patrol mode*.

Skeps: The goal of the game for the attacking player is to destroy at least two of the beehives. To destroy a skep it must be put *out of action* with an *attack* action (no

shooting action affects it) just as a regular enemy model. The skep cannot *block*, though any other defending model may try to *block* the attack if in 1" of the attacker. Ignore any other wound results except *out of action* for a beehive.

The bees of the hive will try to protect their skep: at the end of every turn for all warriors in 4" of any skep roll all the bound dice and pick the highest result: the warrior will move that many inches straight away from the beehive.

Bee prepared: The attacking player may spend any excess pennies he has at the start of the game for at most one of each of the following two items:

Flaming arrow (15 pennies): A model with a flaming arrow may make one *shoot* action (if he owns a ranged weapon) against a skep, with a +1 *wound roll* modifier.

Sulphur (10 pennies): The model receives a +1 *wound roll* modifier for all his *attack* actions against a skep.

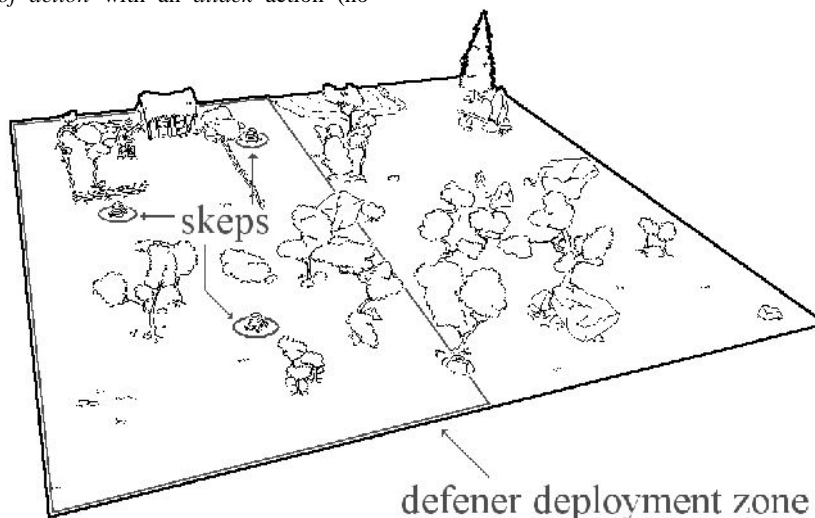
Victory conditions

If at the end of a turn at least two of the skeps are destroyed, the attacking player may opt to end the scenario and win the encounter. The attacker also wins the encounter if the defender routes. The defender wins if at the end of turn nine at least two skeps are intact on the table or the attacker routes.

Advancement

Every attacking warrior putting a skep *out of action* gains an additional *advancement dice*. The defending player may nominate as many of his models for an extra *advancement dice* as many beehives are intact at the end of the game.

The attacking player is rewarded with an extra dice for generating *income* in the *exploration* phase if all the skeps are destroyed; the defender gains an extra dice for *income* if all are intact.



BREAKTHROUGH

It might be a shame to run away, but there are times it is definitely better – safer anyway – than to stay and see what happens. If a plan goes wrong and the whole district is alerted, the best option is to flee as fast as possible.

That's what outlaws do if they want to stay alive – thought Brogan. Splitting up seemed a good idea back then, but it meant that they became weaker. And now that the path to freedom is guarded by the sheriffs men, a bit of an impact would come in handy.

He has to fight his way through...

The battlefield

You may fill the battlefield (roughly 4'x4' large, one of the table edges should be at least 3' long) with any scenery you seem to fit the encounter. For a campaign play we suggest using the *Generating the battlefield* rules to lay out the battlefield.

Deployment

The player with the most possible free dice (or a randomly selected player if in a campaign) is the attacker; his goal will be to get through the battlefield and flee with as many of his warriors as possible. The defending player tries to hinder him in that.

The defending may select one of the short edges of the table (*escape edge*) and deploys all of his warriors anywhere on the table half containing that edge first.

After that, the attacking player divides his warband into two groups containing roughly equal number of warriors. The defender chooses one of these, and the attacker deploys the selected group on the opposite table edge.

The rest of the attacking models will enter the battlefield during the game turns.

Special rules

Fugitives: At the start of each turn, every attacking warrior who has not yet entered the battlefield should roll an *initiative test* against target number 6. If the test is passed, the warrior may be placed by the attacking player anywhere on his table edge.

Escape: A warrior of the attacking player may make an escape action if he is in base contact with the *escape edge*. The warrior leaves the battlefield.

None of the warriors who have not yet entered the battlefield or have already escaped count into the dice pool of the attacking player, but count as alive warriors while determining panic under half strength (thus no attacking warrior panics because the warband is under half strength).

Victory conditions

The attacking player wins the scenario if he manages to escape with at least half of his warband or the defenders route.

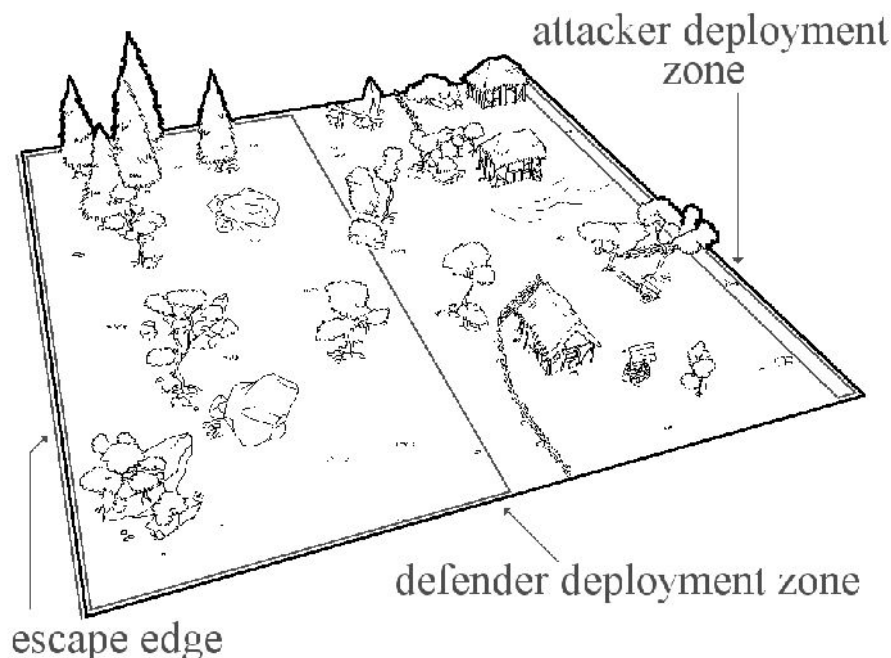
The defender wins if he manages to slay more than half of the attacking warband, or the attackers route.

Advancement

The victorious player receives an extra dice for generating *income* in the *exploration* phase.

If the defending player wins, the model who made the last enemy model *go out of action* gains an additional *advancement dice*.

If the attacking player wins, the model who *escaped* as last gains an additional *advancement dice*.



STREET FIGHT

It happened by pure luck in Farnsfield: Brogan turned around the corner of a building and all of a sudden found himself in front of Roy of Rainault, an old enemy. Both looked surprised for a brief moment.

And then, fast action was required, a shout of warning to the fellow outlaws, a rush of weapons. The fight begun.

The battlefield

The game is played on a 3'x3' table. The table should represent a small village or town with at least six buildings. It should be well covered with fences, streets, wagons, crates and whatever else is suitable to represent living quarters. There are no civilians on the streets. They are either working or sleeping. Leave a 4" radius in the center of the battlefield open.

Deployment

Each player secretly chooses a hero of his warband. Both models are played at the middle of the table at 6" distance from each other (thus 3" from the table center).

Then both players roll a d6 and the high scorer can choose a board edge to deploy his remaining models within 6" of. The second player then deploys his warriors at the opposite board edge.

Special rules

Surprise meeting: None of the warriors have any weapons wielded at the start of the game. To equip any weapon or shield possessed by the warrior a normal *swap weapon* action must be performed.

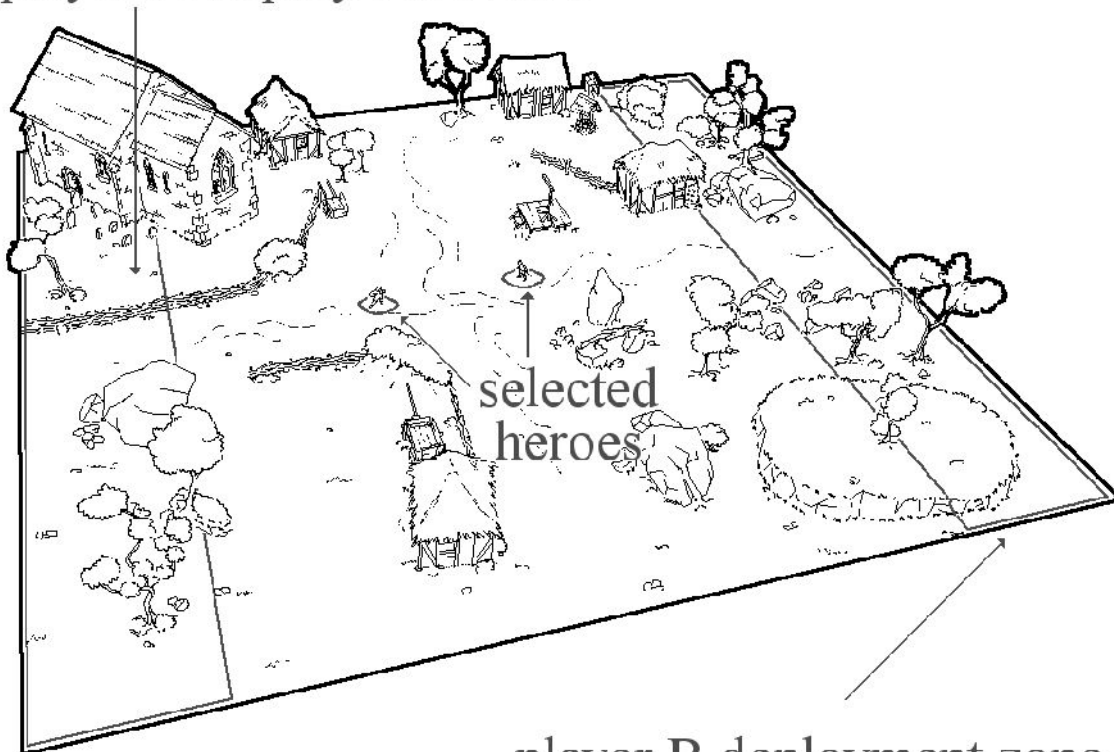
Victory conditions

The player successfully routing his enemy wins the game. The game also ends if the character selected at the start of the game (deployed in the center of the battlefield) is *out of action* at the end of a turn, in which case a player with a chosen hero not *out of action* is the winner.

Advancement

The warrior who put the hero selected during the deployment phase *out of action* gains an additional *advancement dice*.

player A deployment zone



player B deployment zone

CARNIVAL CARNAGE

Why the sheriff decided to show up in the village at Shrove Tuesday, no one knows. Fact is he did. With a small retinue. Maybe he was about to boost his popularity, maybe he just wanted to have some fun.

Which he did. Up until the point he noticed some faces he did not want to meet that day. Brogan was there with his Fun Fellows! His commanding shouts were absorbed by the crowd, but his men already noticed the outlaws too.

The battlefield

The game is played on a roughly 2'x2' to 4'x4' table. The table should represent a small village or town with some buildings. It should be well covered with fences, streets, wagons, crates and whatever else is suitable to represent living quarters.

Deployment

The warband leaders should roll an *opposed initiative test*. The player whose leader passes the test (reroll if draw) may place one of the other player's models anywhere on the table (on open ground). The players then take turns deploying a warrior of the other player the same way keeping at least 6" distance away from his own until all models are on the board. If one warband has more models than another, the remaining models are all placed after the other side's placement is complete.

Then both players may place up to ten civilians anywhere on the battlefield, keeping at least 4" distance to any player warband member.

Special rules

Active Bystanders: Any player may try to activate a civilian model (they count as *initiative 2*). An activated

civilian may choose one of the following actions: *toss*, *get up*, *engage*, *headbutt*.

- **Toss:** Nominate a model visible to and within 1" of the activated civilian. Roll the *activating dice*, pick the highest and subtract the number of *bound dice* on the civilian. If the result is equal or higher than four, the nominated model is tossed back 2" (except if he is on the ground), if there is any obstacle in the way he gets dropped *on the ground*.

- **Engage:** The civilian tries to engage a target warrior in 3" in longwinded and senseless conversation. Roll the *activating dice*, pick the highest and subtract the number of *bound dice* on the civilian. If the result equals six, the target warrior's owner must bound one of his free dice (if available) to the target warrior.

- **Headbutt:** Nominate a model in base contact of the activated civilian. Roll the *activating dice*, pick the highest and subtract the number of *bound dice* on the civilian. If the result equals six, the nominated warrior dropped *on the ground*.

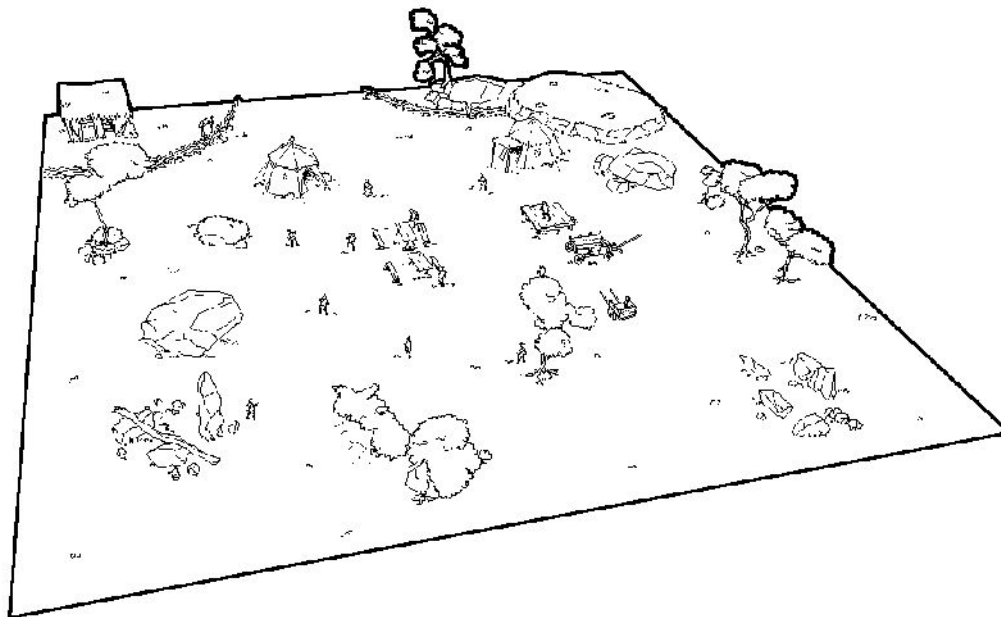
Every bound dice on civilians return to its original owners free dice at the end of the turn. Civilians never panic.

Victory conditions

The player successfully routing his enemy wins the game. The game also ends if a player has put at least five civilians *out of action*, in which case the other player is the winner.

Advancement

The leader of the winning warband gains an additional advancement dice.



TAX ATTACK

It was business as usual for Brogan. The main income for his outlaws was looting the rich merchants or tax carts crossing the forest through the main road. They were mostly defended, but usually worth the risk. Though merchants were usually not as well guarded he liked to pillage the tax carts the most. He knew it hurt the sheriff and the lords the most. It had an extra advantage: every penny stolen from the sheriff is one less he could spend on mercenaries to hunt him down.

The battlefield

Place an at least 3' long road crossing the battlefield (roughly 2'x3' to 4'x4' large). You may fill the rest of the table with any scenery you seem to fit the encounter. For a campaign play we suggest using the *Generating the battlefield* rules to lay out the battlefield.

Deployment

The player with the most possible free dice (or a randomly selected player if in a campaign) is the attacker; his goal will be to capture the tax cart. The other player plays the defenders, his warriors accompany the tax cart.

The defending player should place the tax cart at a freely chosen end of the road first, touching the table edge. Then he may deploy all his warriors no further away than 6" of the cart. After that, the attacking player should deploy all his warriors on the other side of the table, not further away than 6" from the opposite table edge.

Special rules

The tax cart: At the end of each round, the defending player may move the tax cart if it still contains the tax chest. It may move 6" in a straight line but any movement not on the road is halved. The cart may not turn around its center, but around one of its forward corner – any turn this way costs as much movement as

the other forward corner makes during it. Place a tax chest on the tax cart at the start of the game.

Taking the chest: Any attacking warrior may try to take the chest from the tax cart with an action: roll all activating dice; if the highest is at least three, the model now possesses the chest. The chest may be passed on to another friendly model in base contact with an automatic successful action, but a free dice must be bound to the receiver model during this action. A model possessing the tax chest may not make his *activation move*.

Retrieving the chest: The tax chest may be retrieved from an enemy model in base contact possessing it with an action. This action is an automatic success, unless the opponent decides to counter it. In this case the two models make an *opposed initiative test* (the model not activated must be assigned dice from the players free dice pool – those become bound to him after the action). If the activated warrior passes the test he retrieves the chest and possesses it afterwards.

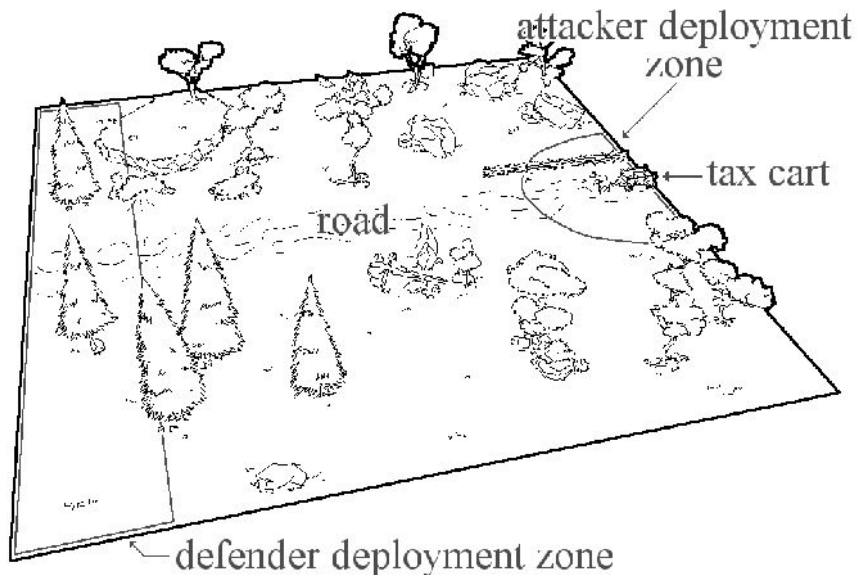
The chest may be retrieved from an *out of action* model in base contact with an action that automatically succeeds.

Victory conditions

The attacking player wins the scenario if the other warband routes or one of his warriors manages to move off the table at any other table edge he started at while possessing the tax chest. The defending player wins the encounter if the tax cart moves off the table at the opposite edge it started the game or if the defenders route.

Advancement

The victorious player receives an extra dice for generating *income* in the *exploration* phase; the opponent loses an *income* dice as well! The model possessing the tax chest at the end of the game gains an additional *advancement dice*.



GINGERBREAD

- *They took Gingerbread, my poor Gingerbread! – screamed the desperate, frenzied women running into the woods. The sentry recognized her immediately: it was Paunchy Hilda, the wife of Darcy, one of his mates. He made sure noone is following the poor lady, than grabbed her as cautious as the possible in the situation and put a hand over her mouth. She did not calm down, but realized what she was to do. As she falled silent, the sentry guided her to the hideout.*

- *They took Gingerbread! – panted she for Brogan – The sheriff. He came in person to my farm with his men. He said they would take all the cattle from the farms at the forest border to protect them. What will I do without my dear Gingerbread?!*

In a few minutes Brogan and some of his merry men stood at the frontier of the farm, determined not to return without Gingerbread.

The battlefield

At one half of the battlefield (with arbitrary size between 2'x2' and 4'x4') lie the buildings of the farm, on the other starts the forest. According to this, place two or three houses on one half of the table, some trees and bushes on the other. Some rocks, a small garden and fences should be also placed if possible.

Deployment

The player with the most possible free dice (or a randomly drawn) is the attacker, his goal will be to

recover Gingerbread. The other player plays the defenders, his warriors are caught while plundering the farm.

At first, the defender places each of his warriors in a randomly chosen farm building (doors and windows of which are open). After that, the attacker must place all of his warrirs at the forest edge of the table (the model bases should touch the table edge).

Finally, place Gingerbread the swine somewhere between the farm houses.

Special rules

Gingerbread: a model may lead Gingerbread according to the rules of *carrying*. If she was not led during the turn, she will move d3" (roll a die, half the result rounding up) in a random direction (avoiding all eventual obstacles).

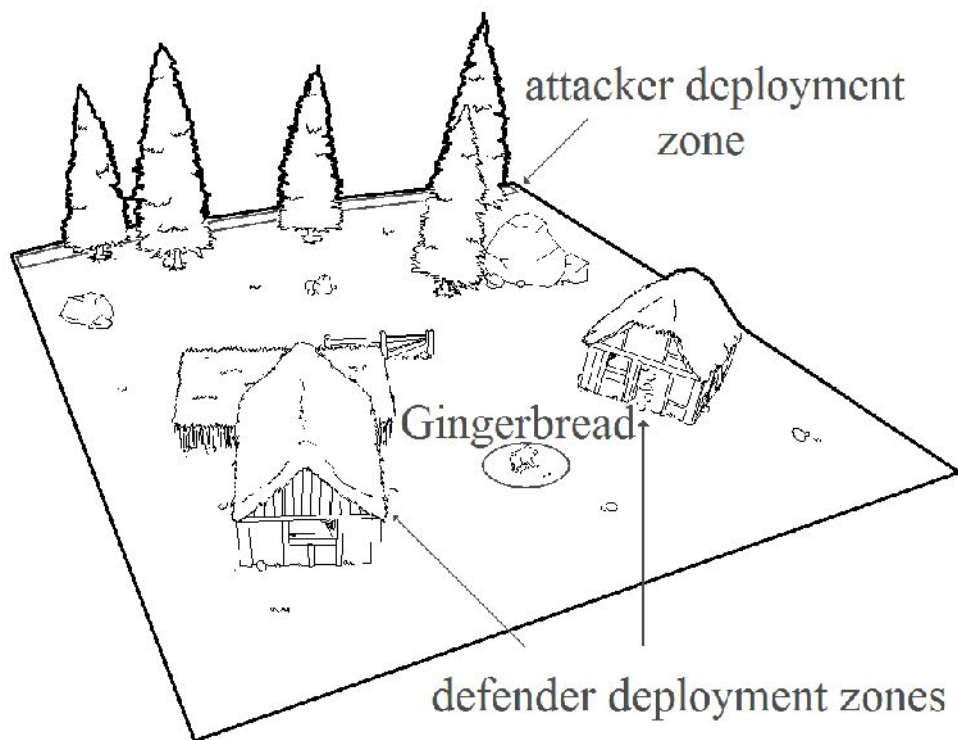
Victory conditions

The attacker wins if he succeeds to lead Gingerbread into his deployment zone or the enemy routs. The defender wins if the enemy is routed.

Advancement

The attacker model leading Gingerbread into his deployment zone gains an additional *advancement roll*.

If the defending player wins, his leader gains an additional *advancement dice*.



DEADLY DESIRES

He could not resist the call of the charming maid Heloise. Brogan was blinded by desire. If he would have thought sober, he would have realized sooner that it must have been a trap. If not the unusual manner of the message or the location of the rendezvous, the suspicious silence around the hut should have made it clear for him. But all he could think of was the angel eyes, hot lips, golden curls and last but not least the shapely breasts of the beloved lady.

Entering the empty hut he suddenly saw clearly, and noticed right away that he made a mistake. His senses were clear again, now he heard the footsteps of the sheriff's henchmen approaching the building.

The doors and shutters looked strong enough to hinder the ambushers for a while, but he couldn't stay sitting in a trap there forever.

Will his merry men arrive in time for the rescue?

The battlefield

At the center of one of the short edges of of the table (with arbitrary size – but one of the table edges should be at least 3' long) stands a small hut. Place some miscellaneous natural terrain (woods, rocks, hills, a ford) scattered on the table.

Deployment

The player with the least possible free dice (or a randomly drawn) is the defender. His goal is to lead his

leader out of the trap. The other player is the attacker, whose goal is to hinder this.

At first the defender places his leader in the hut. Then the attacker places all his warriors on the long table edges of the table half of the hut (the model bases should touch the table edge). Finally the defender may place all of his remaining warriors on the short table edge opposite of the hut (again bases touching the table edge).

Special rules

Safe haven: The doors and shutters of the hut are locked from the inside (may be opened from the inside, not from the outside), and are reinforced: -1 modifier for any *smash* action against it.

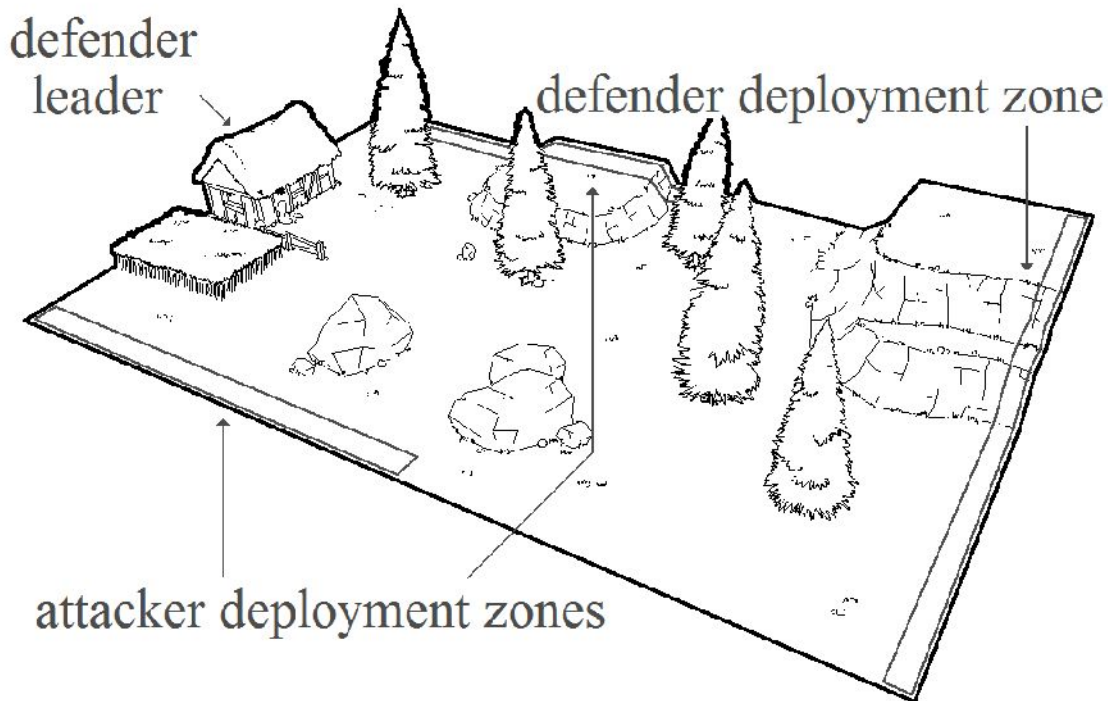
Victory conditions

The defender wins if his leader manages to reach the short table edge opposite to the hut by any means (even if carried and out of action) or the attacker routs. The attacker wins if one of his warriors carries the out of action leader of the defender to the short table edge on which the hut stands or the defender routs.

Advancement

The first attacker model to put the fleeing defender leader *out of action* gains an additional *advancement dice*.

If the defending player wins, the leader or the model that carried him out gains an additional *advancement dice*.



THE SILVER ARROW

News of the archery contest reached the forest where the outlaws of Brogan lived quickly. Most of his men were skilled archers, and the lure of the prize – a Silver Arrow – was too much to just stay out.

The butt was full of men as he and his men arrived in their disguise. A Silver Arrow was worth more than a lot of people could accumulate in a year.

At the end of the tournament though, only the six best archers were left in the competition. Who is the very best, who will win the Silver Arrow?

The battlefield

Arrange the battlefield (roughly 1'x3') as depicted on the figure below. The 6" wide zone in the middle is the *archery range*. Keep this stripe open (no terrain pieces). A 3" wide side of this zone is the *contestant zone*. Place two archery targets at least 10" away from the contestant zone in the archery range, two at least 20" away, and two at least 30" away.

Place some random terrain outside the archery range (tents, fences, carts), but keep it sparse.

Deployment

Both players select four of their warriors, out of which the opponent should take away one. The remaining three warriors are the *contestants*.

The *contestants* should be deployed in the *contestant zone*, the other miniatures anywhere outside the *archery range*. Use any deployment method detailed in the *Scenarios* chapter.

Special rules

Tools of the trade: Any contestant may be temporarily (for this scenario only) equipped with a bow for free.

Strictly monitored: None of the warriors (except the contestants of course) may use any weapons. Any out of action result counts as dropped on the ground during this scenario.

Fair play: The contestants may not harm any other warrior in any way (attack, shoot, thrust...).

Not so fair play: Any warrior may make a *distract* action: The player nominates any model within 6" of the activated warrior. They roll an *opposed initiative test* with a -1 penalty for the activated model. If the active warrior passes the test, the opponent must bind one of his *free dice* (if there is any) to the nominated warrior.

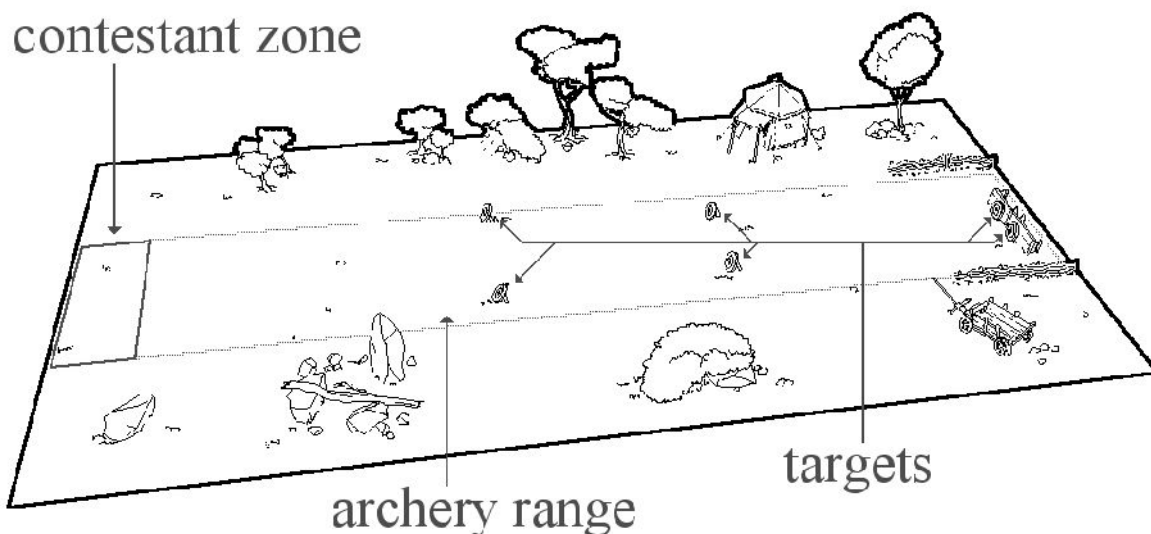
Points, there must be points: A warrior may *aim* and *shoot* any archery target. If the model is in the *contestant zone* and manages to hit a target he receives some *tournament points* depending on which target he hit (1 point for the close up targets (at least 10" away), 2 points for the midrange targets (at least 20" away), and 3 points for the far targets).

Victory conditions

The game ends if at the end of a round the sum of the *tournament points* of his warriors is equal or more than twenty. The player whose warriors collected the most tournament points (the sum of the contestant's tournament points) is the winner. In case of a draw there is no winner.

Advancement

The winning team receives the Silver Arrow worth 5d6 pennies during the *income* phase. The warrior with the most tournament points gains an additional *advancement dice* (note that this warrior may not be a warrior of the winner!).



IT'S CHRISTMASTIME!

The battlefield

Place a pinetree at the center of the battlefield (roughly 4'x4'). Then place four (or more) other pinetrees around it, 4-7" away. Add some miscellaneous scenery (houses, rocks, hills, a ford) scattered on the table.

Deployment

Work out an opposed initiative test between the warband leaders. The winner may choose a short edge of the table, and must place one of his warriors no further away than 12" from this edge – this is his deployment zone.

The opposing player (or group) may then place one of his own warriors (or group) no further away than 12" of the other short table edge. This will be his deployment zone.

The players (or groups) then take turns to place one of their warriors until no one is left.

Special rules

Tree falling!: Every warrior may take an *attack* action against the pinetrees (but no *shoot* action). The attack automatically hits, resolve the *wound* action as usual but with a -2 modifier. Every go to ground results adds one

chopped token to the target tree, go out of action results add two (mark these chopped tokens with a die – or two if necessary).

If a tree reaches 12 chopped tokens it falls. Turn the tree aside (the last acting hero decides in which direction). Every model underneath goes on ground, but may climb out with their next action.

Pull!: A warrior may make a *carry* action, and drag a fallen tree. He receives a -1" penalty for this action, because the trees are really heavy.

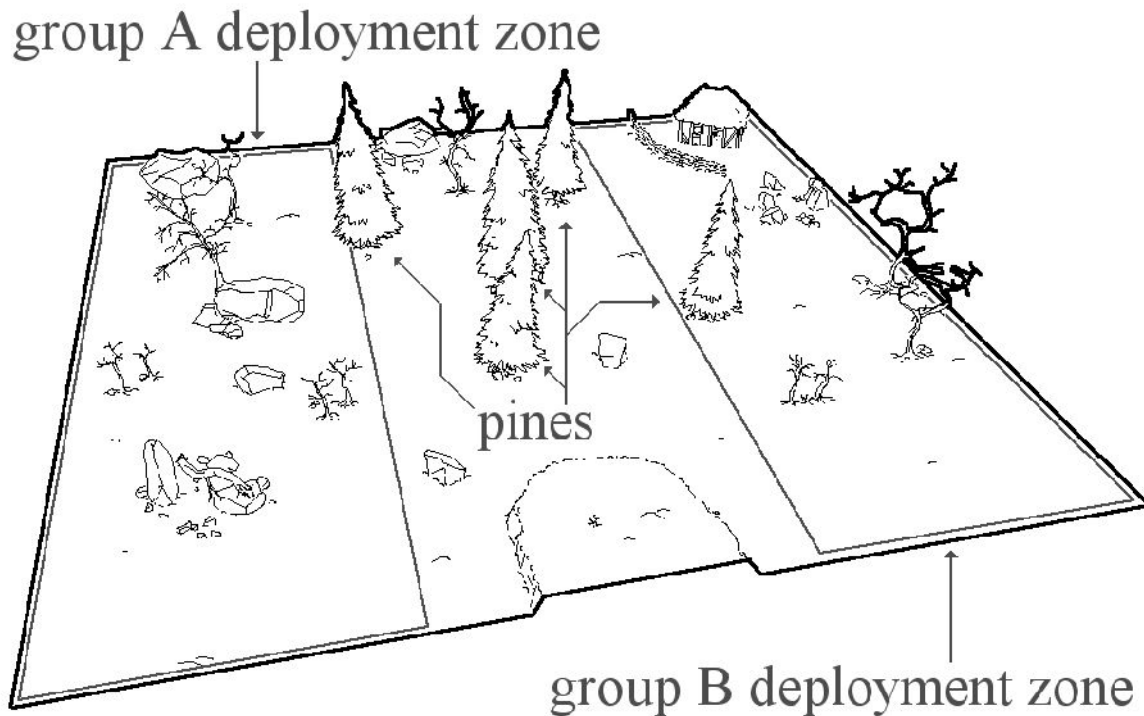
Victory conditions

A player (or group) wins if he succeeds to pull more than half of the pine into his deployment zone, or the other player routs.

Advancement

The leader(s) of the winning team gains an additional *advancement dice*.

This scenario is intended to be played by more than two players, divided into two groups. If two standard warbands are playing the mission, reduce the chopped marker limit to 6, and omit the -1" penalty for dragging a fallen pine tree.





AMPAIGN



You may be satisfied playing one-shot, individual Nottingham battles; but there is more to it. In a campaign game you must manage your warband through multiple encounters. It gives your warriors the chance to gain experience, new powers and skills; and your warband might grow in numbers by hiring some extra warriors. There is of course a chance that the warband members suffer permanent wounds or get killed during one of the fights, so extra caution must be taken with valuable warriors during those battles!

Starting a campaign

You can start a campaign with at least two players (three or more are preferred). Players may run more warbands though if you feel the need of variety. New players may even enter the campaign in a later stage too, so you can start the game as soon as you have two players.

Playing a campaign

Playing the campaign means simply that the players play consecutive scenarios with their warbands in a row. How you organize your campaign is up to you: you may play turn by turn where every player has to play the same number of games per turn, play a sequence of scenarios planned ahead or just tack all games played in your club into an ongoing campaign.

The difference between a campaign and playing some unrelated scenarios is that a campaign is played with a warband that is gaining wealth and experience during the campaign. Due to this, the players will have to work out the aftermath after each game. This process is described in the following paragraphs.

Exploration

After each scenario, both sides should work out the following steps.

Income

The life of these medieval men is not just an endless battle after battle. In between their adventures they go after their daily jobs (may it even be stealing from others) and produce some income, which they can spend for gearing up for the next skirmish. If they are still able to...

After the skirmish was fought every *hero* not *out of action* may generate income. Roll two dice for every such *hero*, and increase your warbands wealth by that many pennies. The victorious player may roll two extra dice.

Recovery

Not all the warband members will survive an encounter. An *out of action* effect does not mean the warrior is dead though. The *injury roll* determines what actually happened when the warrior received that wound.

Injury roll: After *income* has been generated, roll a dice for every *out of action* warband members and consult the following tables to see how serious their wounds were:

For a Henchman:

- 1-3 Dead or retired
- 4-6 Light wounds

For a Hero:

- 1 Dead or retired
- 2-3 Injured
- 4-5 Wounded
- 6 Light wounds

Roll modifiers

- 1 if player lost the scenario (no one if draw)
- +1 by paying 20 pennies for a medicine man

Dead or retired: The warrior suffered really serious wounds so that he cannot fight anymore, or even a lethal one. Remove the warrior from the roster, with all of his equipment.

Injured: The warrior suffered a permanent injury. Roll again to see what kind of an injury it is (see *Hinderances* section in the *Skills* chapter for more information):

- 1 Smashed leg
- 2 Blinded in one eye
- 3 Wounded arm
- 4 owner may chose an arbitrary *hinderance*
- 5 roll a dice
 - 1-2 -1 *Initiative* permanently
 - 3-4 -1 *Melee* permanently
 - 5-6 -1 *Ranged* permanently
- 6 *Light wounds*

Wounded: The warrior suffered a moderately serious wound, which needs time to heal. He misses the next game, but returns for the next one unscratched. The

warrior may be forced to fight the next encounter, in which case he suffers a permanent injury (see *injured*)

Light wounds: The warrior gets away with some minor scratches. He may return the next game with no penalties.

Recruitment

After all injuries are rolled, the players are allowed to retire some warband members or recruit new ones.

To retire a warband member, just delete him from your roster (with all of his equipment). The player may retire individual members of a henchman group too.

New warriors may also be enlisted according to the rules described in the *Warbands* chapter, with one exception: at the start of the *recruitment* phase the players must roll a dice. If the result is less than four only henchmen may be recruited. This rule may be broken if there are no more heroes in the warband.

Changing the warband faction: The player may change the roster type during recruitment (noble warriors may turn outlawry, outlaws may be pardoned...). All of your warband members must be persuaded to change sides, so all warriors not matching the new faction must be bought again (on their original wage), or must retire and leave the warband.

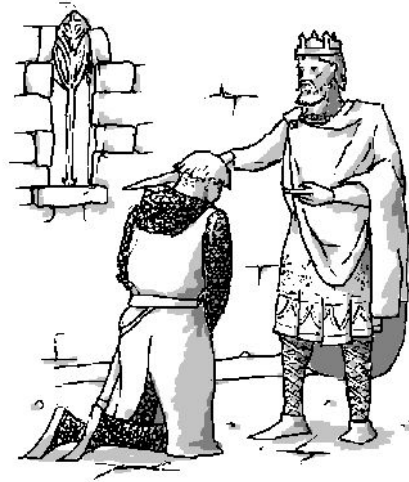
Trade

After all personnel changes were made in the warband, the players may outfit their warriors during the trade phase. The warband members may be bought any equipment from the equipment list. Bear in mind though, that warriors may still only carry one armour, a shield/buckler, two melee and one ranged weapon into battle. Any excess equipment may be stored in the stash (if the upkeep is paid), otherwise must be sold.

Any item may be sold on half their listed price (rounded up if odd).

Character advancement

Every hero or henchman group that caused at least one *out of action* effect on an enemy hero gains an advancement dice he could use for his advancement roll. Scenario rules may allow some warriors to gain additional advancement dice. In any case, no model may take more than three advancement dice per scenario.



Advancement roll: The player must first choose a characteristic he would like to increase for the warrior or a skill he would like to learn. Then he rolls his advancement dice and picks the highest.

If he chose a characteristic, and rolls higher than the current value of that characteristic, he may increase that characteristic. If he rolls a one (or less for a henchman group) though, the characteristic decreases by one!

If he chose a skill, and the roll is higher than the point cost of the selected skill, the character learns that skill.

Henchmen must decrease the roll by one. A group rolls only once, the result applies for every group member.

Winning a campaign

The main goal of a campaign is to have fun and build the history of your very own warband. For the more competitive players though you could introduce a winning condition to the campaign:

The best won/lost scenarios quotient after ten skirmishes per player.

The first player to win ten scenarios.

The first to reach a thousand pennies in his stash (for instance a ransom).

The wealthiest warband after three months of play.



NDEX

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Brogan was lying in the corner of his cell thinking. It was evening, the guards have already finished their cruel games for the day with him. He was in captivity for eight days now.

The sheriff visited him on the fifth. Up until then he didn't really understand why he was still alive. That night the sheriff shared his plan with him. He and some of his influential friends were in need of someone, who may accomplish some minor tasks, which they cannot do without dragging their name into mud. They needed someone to make the dirty job.

In any other case he would have said yes for this proposal, but the sheriff made the mistake to back up his threats for betrayal with the severed head of Wallis. Brogan did not know his former leader for a real long time, but they became friends during all those fights. He bid for two days to think it over, and it was granted.

While lying there, he started to smell smoke, and a noise of turmoil was getting louder not much afterwards. He felt that something will happen, so he walked over to the bars. He was not mistaken: the prison door came suddenly crushed in with a huge rumble, and four lads with some improvised weapons rushed in through the wreck. The power of surprise was an advantage enough to overcome the two guards in the dungeon.

- Step back a bit boss – said Osfrid, one of the rescue party. He was a blacksmith once, and you could tell he was. With a single mighty swing of his hammer he stroke down the lock of the lattice.

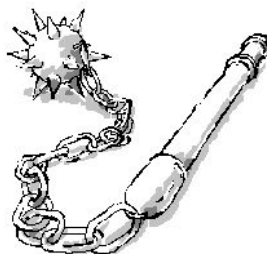
- Julien and the guys are makin a small rumpus over there in the south, if we hurry up we could escape in no time – he said after he finished off the lock.

He led the small party outwards as he did it inwards. He had a lot to do in the castle formerly because of his job. They only encountered a few solitary guards up until the west gate, which they survived without a scratch. The two sentries there meant a serious challenge. Brogan was still weaponless and too weak to be any benefit for the party. None of the others were experienced fighters yet. They fought stout-hearted, but it was not enough. The two trained fighters drove them back from the gate. The situation looked more and more desperate, with every moment of hesitation the chance of castle guard reinforcements grew.

Then, all of a sudden a house door on the right side of the road flung open, and a figure in hood jumped out with a spear in his hands. He pierced his weapon right through the left leg of one of the surprised guard. It got stuck in the limb, but he did not needed it anymore. The lone guard saw it better to flee from the by now obvious numerical superiority.

Within two hours all of the outlaws were lying in the safety of the woods resting themselves after the fatigues of the action. Free and with renewed hope.

Brogan was watching the castle from the treetop of a huge oak. His thoughts still revolved around the words of the sheriff. He could not find out who the victims would have been, against whom his talents would have been used, but the enemies of his enemy could be friends. He was making plans for new ambushes. A lot more determined than before...





AMPLE WARBANDS

Brogan and his Fun Ferngreen Fellows

Brogan Twofingers (bandit)

Initiative 4, Melee 4, Ranged 4
Skills: leader, hero, dodge, agile, weapon training:
longbow, provoke
Equipment: longbow, sword

Brother Bertram (monk)

Initiative 2, Melee 3, Ranged 2
Skills: hero, though
Equipment: longbow, mace

Algernon the Red (bandit)

Initiative 2, Melee 3, Ranged 1
Skills: hero, though, thrust
Equipment: light armour, axe

Maurice, Henri, Darcy, Fraser and Seymour (5 poachers)

Initiative 3, Melee 2, Ranged 3
Skills: quickshot
Equipment: longbow, dagger

Knights of Baldwin the Boar

Baldwin de Bayoux (knight)

Initiative 4, Melee 4, Ranged 2
Skills: leader, hero, heavy armour training, weapon
training: sword
Equipment: sword, mace, heavy armour, shield

Rainalt du Bessin (knight)

Initiative 4, Melee 4, Ranged 2
Skills: hero, command, heavy armour training
Equipment: sword, hammer, heavy armour, shield

Boemund and Hasculf (2 billmen)

Initiative 3, Melee 3, Ranged 2
Equipment: halberd, shield, light armour

Fulbert and Turstin (2 marksmen)

Initiative 3, Melee 2, Ranged 3
Skills: weapon training: longbow
Equipment: longbow, dagger

The sheriff of Nottingham

Vaisey, sheriff of Nottingham (sheriff)

Initiative 4, Melee 4, Ranged 3
Skills: leader, hero, dodge, two weapon fighting,
dreadful, hatred: outlaws/bandits, weapon training:
sword
Equipment: sword, dagger, horse

Roy of Rainault (mercenary)

Initiative 4, Melee 5, Ranged 2
Skills: hero, dreadful, weapon training: sword,
heavy armour training
Equipment: heavy armour, sword, shield

Vernon, Jordans, Malger and Galter (4 billmen)

Initiative 3, Melee 3, Ranged 1
Equipment: light armour, spear, shield

Rollos peasant revolt

Rollo (knight)

Initiative 4, Melee 4, Ranged 4
Skills: leader, hero, weapon training: sword, heavy
armour training, tireless
Equipment: heavy armour, sword, longbow,
dagger, shield

Turgis, Simun, Roulf, Franc and Duranz (5 peasants)

Initiative 2, Melee 2, Ranged 3
Equipment: bow, dagger

Alan, Albert, Avenel, Ansccher and Anselm (5 peasants)

Initiative 2, Melee 3, Ranged 2
Equipment: staff

QUICK REFERENCE SHEET

Characteristic tests

Roll activating die/dice, pick largest, add corresponding characteristic value. If larger than the target value or value similarly worked out by the opponent at *opposed* characteristic tests, then the test is passed.

- 1 for every bound dice on the warrior
- 1 the warrior is *on ground*

Turn sequence

Nominate activating models, make *opposed initiative test*, winner activates.

Activated moves 4" (-1" for every bound dice), makes an action.

If no more activations left, make panic tests, move panickers, and remove one bound dice from every model to the free pool.

Actions

Rally: *Characteristic test* without characteristic, target value 5. Overcomes panic if passed, makes run action in the opposite direction of the nearest enemy if failed.

- +1 if *hero* or there is a friendly *hero* in 4"
- +1 if the warrior taking the test is the *leader*
- +1 if activated by *command* action

Run/crawl/climb: Roll activating dice, move half of that many inches, -1" for every bound dice.

Jump: Designate target point, roll activating dice, pick largest. If target closer to figure than result" then move figure to target, else move result" in that direction. Triggers fall if lands on pit or obstacle.

Go prone: The warrior goes on ground.

Get up: Pass initiative test against 4 to stand up.

- +damage modifier of armour

Help up: Pass initiative test against 4 help up model in base contact.

- + armour damage modifier of the model *on ground*

Attack: Pass *melee test* with 6 as target value or *opposed melee test* if target blocks to *wound*.

- +2 attacking from the rear area of the target
- +1 target on ground or attack from the side area
- 1 target obscured (behind cover)
- 1 target moved in this turn
- 1 mounted charge attack
- 1 attacking with an improvised weapon
- 1 attacking with weapon in the left hand
- +1 blocking against attacker *on ground*

Attacking with two weapons: Two subsequent attack actions, one with each weapon (separate activating dice).

Aim: Nominate target, place bound dice with six up.

Shoot: *Ranged test* with target value 6, *wound* if passed.

- +1 target in 2"
- 1 for every 10" distance from the target (+ height difference)
- 1 acting model or target moved this turn
- 1 acting model is mounted
- 1 target obscured
- 2 snapshot

If the result value of the test is six, the shot hit the cover.

Carry: Make a *run* action, object follows.

Swap weapons: Change weapons to any other owned.

Pick up object: Take an item within 1".

Drop object: Free action. Drop held object, may use another action.

Special actions

Attack of opportunity: If a warrior leaves the 1" area of another, that one may take an *attack* action on him.

Wound: Roll activating dice, pick the highest:

- 1-2 the target is tossed back 2" (except if he is on the ground), if there is any obstacle in the way he gets dropped on the ground
- 3-4 target gets dropped on the ground
- 5- target becomes out of action
- /+ attacker weapon and target armour modifiers
- +1 attacking model at least 3" away from the target before the action (charge), +2 instead if mounted
- +1 *attacking* from higher ground (not for *shooting*)
- +1 target on ground
- 1 ranged weapon in close combat, or barehanded

Falling: Roll a dice, consult table below:

- 4-6 nothing happens
- 2-3 warrior goes to ground
- 1 warrior goes out of action

Result modifiers:

- +1 if at least one hand is empty
- the damage modifier of his armour
- 1 for every 1" deep he is falling after the first

Panic

A model must make a *panic test* (roll all bound dice, if a one or two is rolled, the model panics) at the end of the turn if:

- the warband lost at least a quarter of its starting dice
- or the *leader* of the warband is out of action
- if the model is henchman, and there are at least two enemy models in his 4" area without any friendly one
- friendly hero got out of action during turn in 4"