



ottingham

middle age skirmish



Small-scale tactical wargame rules

By Ádám Tilinger. Work in progress version 0.140826c



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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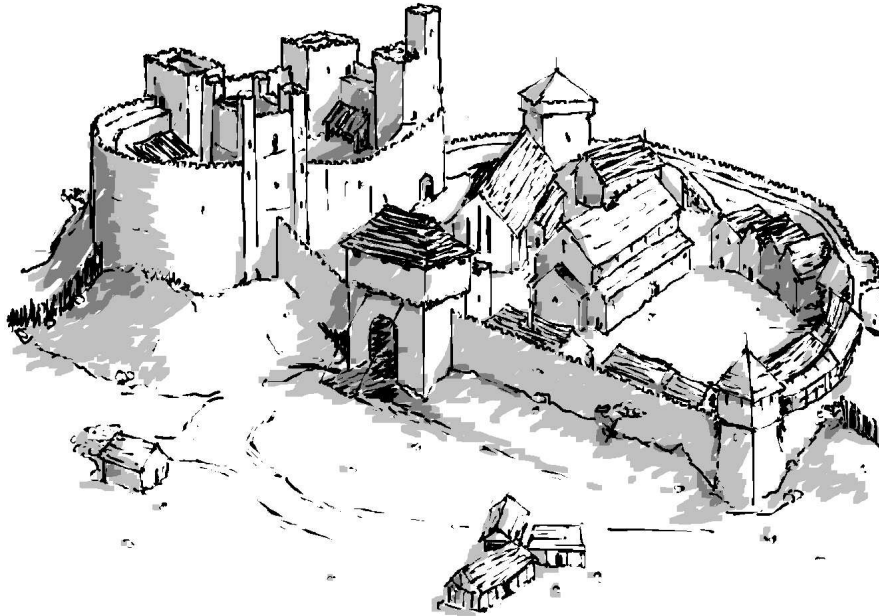


ABLETOP SKIRMISHES

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.

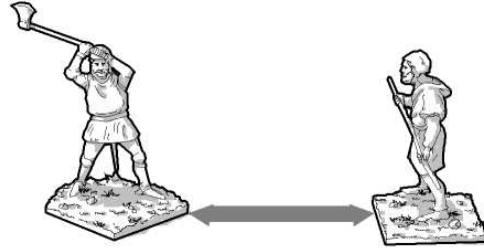
For a diverse, gripping game it is encouraged to fill the battlefield with scenery as many as possible: these skirmishes are usually not fought on bare meadows, but in villages, forests and castles.

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.

Experience

Experience points: The more battles a warrior survives, the more experienced he will become. This experience gain will also show in his efficiency.

Warriors may gain experience points during a campaign, which they can spend on characteristic increases or new skills. For further information see the Campaign chapter.



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.

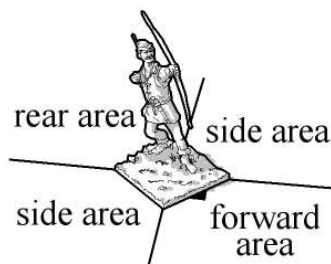
At the end of the game the players work out the loot for their warbands as well as the experiences and casualties gained by the warriors (if playing a campaign).

Direction and visibility

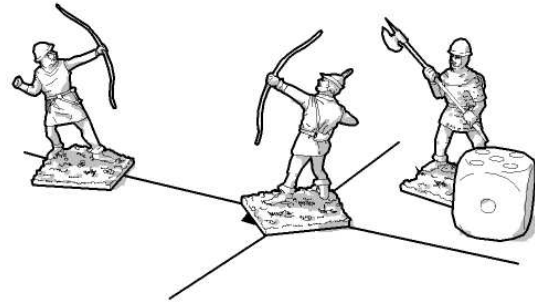
As some of the actions define different modifiers according to the direction of the acting or the target miniature, it is required to define which way the models face.

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.

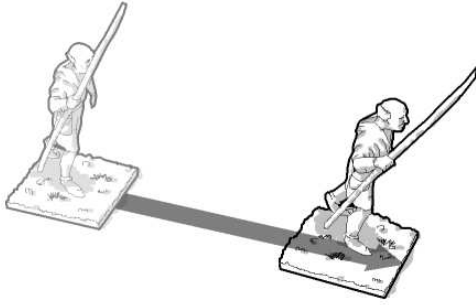
A seen warrior counts as obscured if at least 10% of its body is obscured by a scenery object or another warrior. In some cases it is hard to decide whether a model is obscured or not. If no agreement can be met, decide with a dice.



Anselm the halberdier is not visible as only the top of his weapon can be seen peeking out of the bushes. Baldwin the axe-swinging 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.

<image turning>

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.

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 one of the bound dice from every one of their warriors to their free dice, and a new turn starts.



ACTIONS

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 he must immediately make a *fall* action.

<image: jumping>

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 the target moved this turn

-1 acting model made a move during this activation

-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, the 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 by 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.

<image carry>

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:

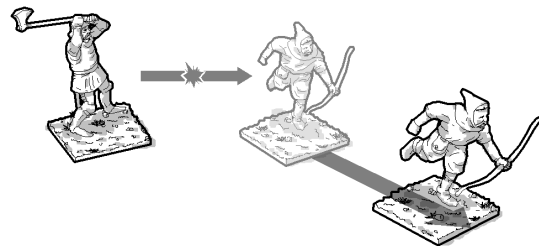
- +1 if the warrior is a *hero* or there is a friendly *hero* in 4" to him
- +1 if the warrior taking the test is the *leader*

- +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.



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.

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. All remaining items must be stored in the stash (if you can afford one) or be sold. This rule has only effects in a campaign naturally

During the battle a warrior may hold two items, one in 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 fired. 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 chose a target for *attack* action within 2" instead of 1".

Halberd (4 pennies): Two-handed, +1 damage modifier, may chose 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 chose 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

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.

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

Horse 20p

Flail 7p

Javelin 3p

Throwing knife 3p



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 retired 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.

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.

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

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

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

Cleave (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.

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.

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.

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.

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

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): confers bonuses at revival phase

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

Lore (4 skill points): confers bonuses while exploration

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.

Mounted marksman (3 skill points): The model does not suffer the -1 modifier when *firing* a weapon mounted.

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 choose to use more at will.

Quick learner (5 skill points): Confers a +1 bonus to every *level up* 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.

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.

Small (0 skill point): Confers -1 to *hit test* modifier against when attacks and shots targeting him. The warrior receives a -1 damage modifier though.

Strong blow (5 skill points): +1 damage modifier in melee combat.

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 *leveling up*.

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

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.

Two weapon training (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.

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.

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.

Henchmen may never take hindrances while *leveling up*.

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.

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

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.

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

Phobia (- skill points):

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.

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 four 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.

Vassals: this faction consists of nobles and their retinue fighting for their lords cause.

Sheriff 27 pennies
Initiative 4, Melee 4, Ranged 3
Skills: hero, lore, may select additional skills for 7 skill points
Equipment: sword, dagger

Knight 44 pennies
Initiative 4, Melee 4, Ranged 3
Skills: heavy armour training, 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, 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.

<i>Mercenary</i>	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	
<i>Bard</i>	15 pennies
Initiative 4, Melee 2, Ranged 2	
Skills: hero, lore, may select additional skills for 4 skill points	
Equipment: -	
<i>Hunter</i>	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	
<i>Monk</i>	12 pennies
Initiative 2, Melee 2, Ranged 1	
Skills: hero, healer, may select additional skills for 3 skill points	
Equipment: -	
<i>Militiamen</i>	7 pennies
Initiative 2, Melee 3, Ranged 1	
Skills: -	
Equipment: spear	
<i>Peasants</i>	6 pennies
Initiative 2, Melee 2, Ranged 1	
Skills: -	
Equipment: staff, dagger	

Wolf's head: this faction consists of outlaws of different kind. „Let his be a wolf's head!”

<i>Bandit</i>	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	
<i>Pirate</i>	16 pennies
Initiative 4, Melee 3, Ranged 1	
Skills: hero, athletic, balance, may select additional skills for 4 skill points	
Equipment: dagger	
<i>Highwayman</i>	20 pennies
Initiative 3, Melee 3, Ranged 3	
Skills: hero, mounted marksman, may select additional skills for 3 skill points	
Equipment: bow, sword	
<i>Poachers</i>	13 pennies
Initiative 3, Melee 2, Ranged 3	
Skills: -	
Equipment: bow or longbow, dagger	
<i>Brigands</i>	17 pennies
Initiative 2, Melee 3, Ranged 1	

Skills: -
Equipment: light armour, spear, shield

<i>Ruffians</i>	8 pennies
Initiative 2, Melee 3, Ranged 1	
Skills: -	
Equipment: staff, dagger	
<i>Thiefs</i>	8 pennies
Initiative 3, Melee 2, Ranged 1	
Skills: escape	
Equipment: dagger	

Holy Office: this faction consists of inquisition officers seeking out heretichs throughout the country.

<i>Torture master</i>	x pennies
Initiative 3, Melee 4, Ranged 1	
Skills: hero, dreaded, may select additional skills for 2 skill points	
Equipment:	
<i>Guards</i>	15 pennies
Initiative 2, Melee 3, Ranged 1	
Skills: -	
Equipment: light armour, spear or halberd, dagger	

Creating your own warriors



TERRAIN

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.

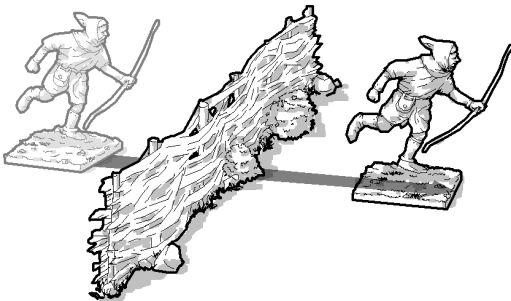
These features not only add to the look of the game, it also forms an important tactical consideration. Most of these may offer all manner of possibilities. Some of them may prove as cover from deadly arrow volleys, confer height and thus damage bonus against the enemy in close combat, or just block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

<image cannot move – not enough movement>

Broken terrain

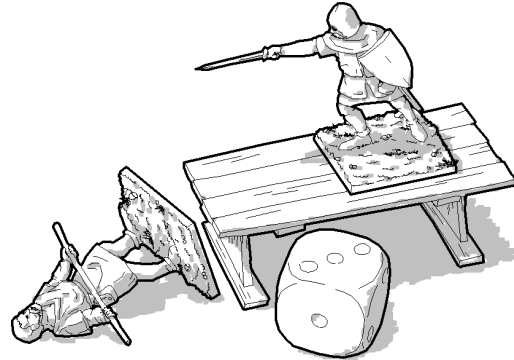
Uneven terrain features as rocky grounds, ruins may pose additional threat for the careless. If any part of a movement of a *run* action happens in such terrain, the actor must roll his activating dice again after the action. If the lowest value is one, the warrior stumbles and goes to ground.

Roll modifiers:

- + damage modifier of the acting warrior's 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 Rollo's 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

two distinct depth ranges agreed upon at the start of the game by players

shallow: -1" for every movement.

deep: no activation move allowed, only swimming, -1 penalty for every characteristic test, if warrior goes on ground he goes out of action..

Rivers

decide flow direction and drift (1-4) at start of the game rules as with lakes, for deep rivers every model in it flows as many inches in flow direction as drift

Climbing terrain

Scaling difficulty, -1", -2" for movement (may move the whole climbing distance but must roll activating dice, if 1 (2 for hard) falls)



DVANCED 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, warmachines – 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.

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.

Weather

optional weather rules

rain: -1 at shooting, scaling difficulty increases by one

fog: field of view limited (cannot aim or shoot at models out of it) thick 10”, sparse 20”

Traps

net

pit

Warmachines

trebuchet

ballista

mangonel

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.



CENARIOS

The following pages describe some example scenarios for the players to play.

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 palyer 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).

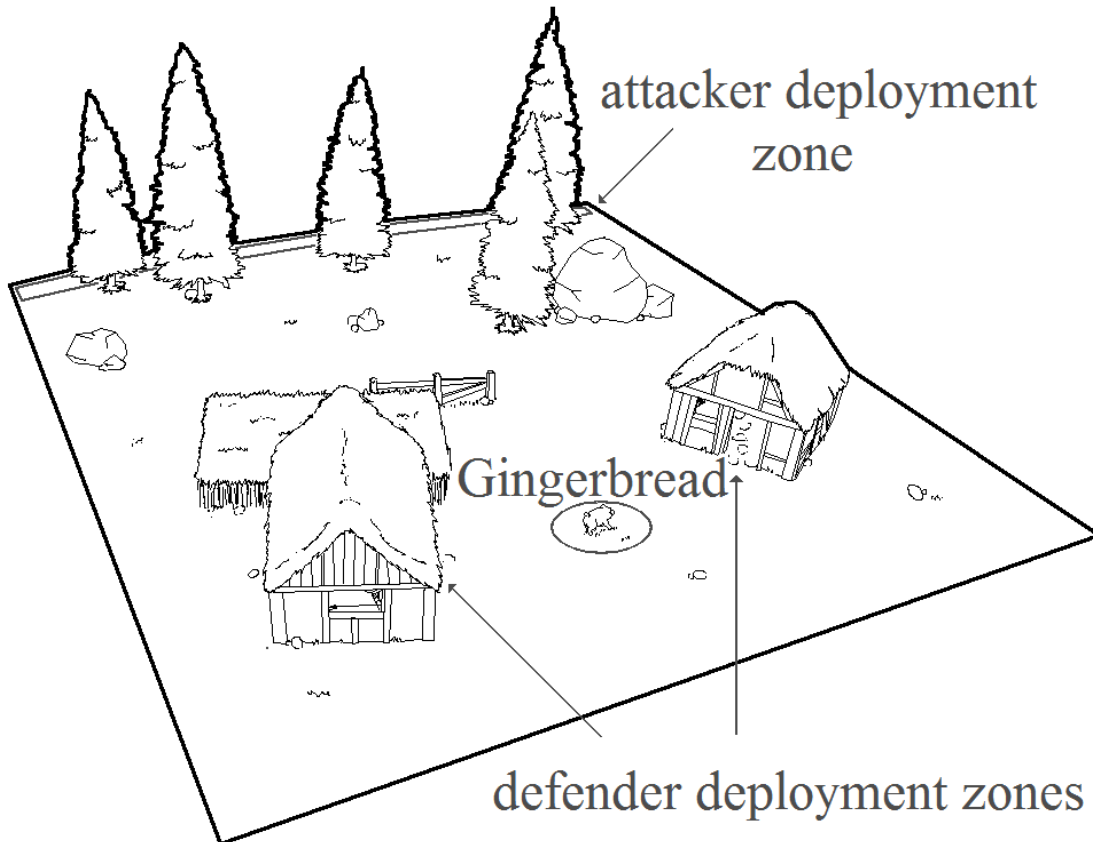
Finally, place Gingerbread the swine somewhere between the farm houses.

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.



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 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.

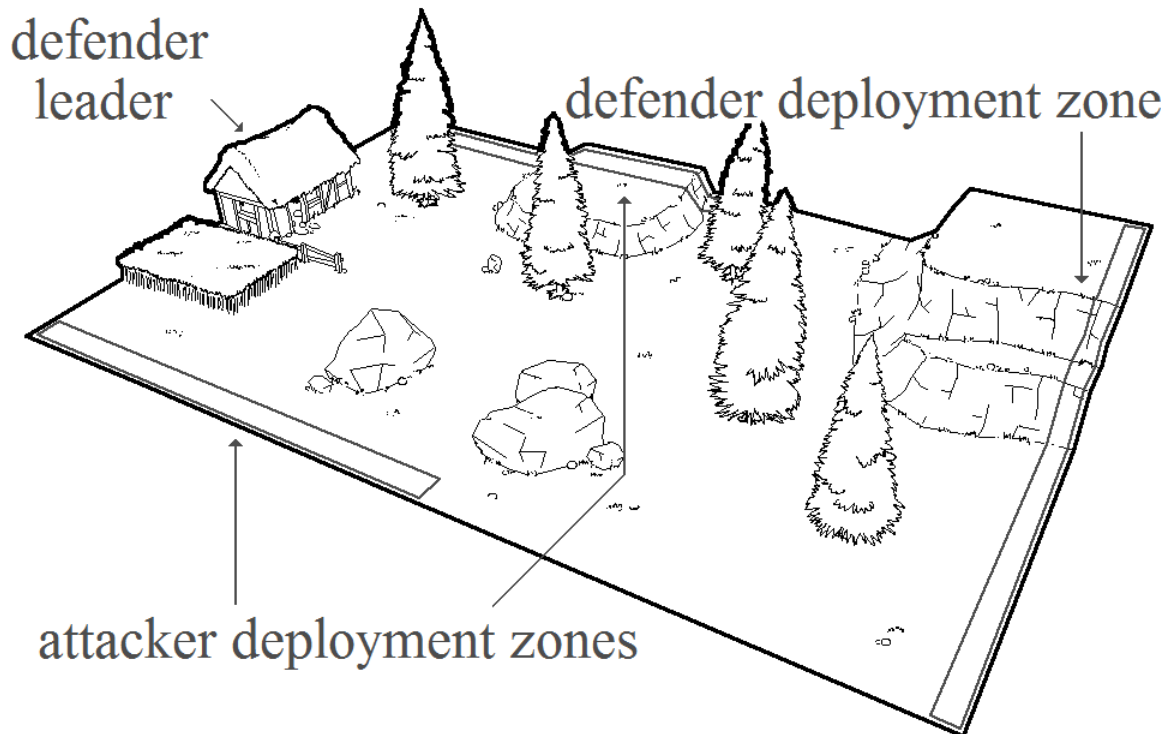
At first the defender places his leader in the hut. Then the attacker places all his warriors on the long table edges of the table half of the hut (the model bases should touch the table edge). Finally the defender may place all of his remaining warriors on the short table edge opposite of the hut (again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



IT'S CHRISTMASTIME!

The battlefield

Place a pinetree at the center of the battlefield. 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 no further away as 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.

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.

<image map>

A GATE TOO FAR

The battlefield...

HOT TROUBLE

The battlefield...

BURNING DOWN THE HOUSE

burning down a mill

The battlefield...



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

Injuries

for out of action henchman roll d6 on 1-3 retired or dead

hero d6 1 dead 2-3 injured 4-5 wounded (miss next mach)

injured: roll d6

1 smashed leg

2 blinded in one eye

3 wounded arm

4 nervous condition

5

6

Exploration

changing roster type

All of your warband members must be persuaded to change sides, so all out of type warriors must be bought again, or must leave.

recruit roll

1-4 only henchman (except if no more heroes in group)

5-6 hero too

Experience

Level up – player decides if characteristic gain or skill

roll d6 (-1 if henchman)

- Characteristic gain – if roll is higher than current skill: increase skill, if roll is 1 decrease

- Skill gain - may select one skill to this skill point level



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AMPLE WARBANDS

Brogan and his Gay Green 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 the target moved this turn
- 1 acting model made a move during this activation
- 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"