

O BROTHER, WHERE ART THOU?

THE STORY SO FAR

Ambrose of Longfield has returned from Europe bearing news of a devious plot to usurp the King! Having friends abroad and hearing rumour of this, Sir Red, as a loyal follower of the incumbent One True King, is determined to find and interrogate Ambrose before he can pass on the wicked plans. Sir White is just as keen to meet Ambrose, to discover how to help restore the displaced One True King to the Throne.

Ambrose is unknown to either of them, but for one detail - he has only nine fingers, with a little finger missing on the left hand. Aware that he is hunted, Ambrose takes refuge in a nearby monastery, donning a habit and cowl and hiding among brethren who are sympathetic to the cause.

Sir White and Sir Red arrive at the monastery at the same time. Who will find Ambrose first?

SET UP

The table represents the gardens of the monastery so players should alternate adding pieces of terrain to the table until the whole area is well covered with low walls, hedges, and wattle fences dividing various vegetable patches, herb and medicinal gardens, and an orchard. This area should be thick with trees, shrubs, and lots of potential cover.

Place five monks on the table, spread evenly across a central line. One of these is Ambrose, to be determined during the game. Prepare a small deck of playing cards for monk identification, with 4 tens and 1 nine. This is the 'Fingers Deck'.

Organise Retinues into Spears before the game starts.

Dice off; the winner chooses which side (parallel to the central line) their force deploys on and the other player deploys on the opposite side. Players alternate placing a spear within 6" of their table edge until all figures are deployed.

PLAYING THE SCENARIO

Activate Retinues with the Hero Deck as normal but with the following special rules:

Wandering Monks

Every time a Cunning Plan Card is revealed in the Hero Deck dice for it as usual. The winner may decide to take a card from the Cunning Plan Deck or move any 1 of the monks 6" in any direction.

Kicking the Habit

When a character moves to have a monk adjacent to them, they can do a finger count by drawing a card from the Fingers Deck. If it is a nine, they have found Nine Fingered Ambrose! Otherwise, the game continues as normal.

Ambrose is most reluctant to be questioned, unsure who he can trust. He must be escorted by 1 Character at half speed, with Ambrose always within 2" of the Character. If the escorting Character is attacked, they can attempt to defend themselves as if they are Encumbered, or release Ambrose and fight normally.

A released Ambrose will sink to his knees and await the outcome of the fight. If his previous escorting Character is pushed out of range or killed he can be 'claimed' and escorted by another Character.

Divers Alarums!

Ambush - D3+3 Peasants who are working the land.

WINNING THE SCENARIO

The Player who finds Ambrose and successfully escorts him off the table wins the game. If playing a Campaign the escorting character gains 1 Valour Point.

The game can also be won under the other usual circumstances.