

# A RIVER RUNS THROUGH IT

## THE STORY SO FAR

*An army is on the march! Retinues have been thrown out in advance, to scout the land, find a river crossing, and secure it. An opposing force is in the area, and it too has its Retinues probing for a route across the river, with each side questing for a rumoured, secret ford, which is unmarked on any map.*

## SET UP

The table represents a rural area of wild, uncultivated land. It could be a barren heath, wild hill country, dense forest, open woodland, or consist of mixed terrain. Players should alternate adding scattered areas of Hard Going, such as shrubby vegetation, thickly wooded copses, marshy pools, and thorny areas.

A Small and Fast-Flowing river must divide the table with no obvious crossing points. Randomly determine the direction of the flow by rolling a D6.

Shuffle 3 extra sixes into the Divers Alarums deck, and replace the usual seven, eight, and nine cards with Flash Flood cards, and the Jack with a Local Hero.

Organise Retinues into Spears before the game starts.

## PLAYING THE SCENARIO

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

### River Rules

Crossing the river anywhere but a crossing point is a High-Risk River Crossing.

Split the river into 6 parts and create a River Deck of 6 playing cards, Ace to Six. When any Spear Character has a river section within their One Inch Zone, they may investigate it by drawing a card from the River Deck.

ACE	THE FORD!	CROSSING POINT HERE BE A FINE FORD THAT CAN BE CROSSED BY ANY NUMBER OF CHARACTERS AS HARD GOING, SUCH AS WOULD BE SUITABLE FOR AN ARMY TO CROSS.
TWO	STEPPING STONES	CROSSING POINT HERE BE A CROSSING PLACE FOR INDIVIDUALS BUT NOT SUITABLE FOR AN ARMY. CHARACTERS MAY CROSS USING A RIVER CROSSING MOVEMENT GAMBIT.
THREE	FELLED TREE	CROSSING POINT A TREE HAS BEEN CHOPPED DOWN AS A BRIDGE BY THE LOCALS. ONE CHARACTER MAY CROSS AT A TIME USING A BALANCE MOVEMENT GAMBIT.
FOUR	AMBUSH!	AS PER THE AMBUSH SPECIAL EVENT.
FIVE	MARSH	PLACE AN AREA OF HARD GOING, MINIMUM OF 4" BY 4", WITH AT LEAST ONE PART TOUCHING THE INVESTIGATING CHARACTER.
SIX	SOILED AND SPOILED!	THE HERO LEADING THIS SPEAR SLIPS AND FALLS IN FOUL SMELLING RIVER OOZE, MIRING HIS FINERY AND AFFECTING HIS DIGNITY. REDUCE HIS PROWESS BY ONE POINT FOR THE DURATION OF THIS SCENARIO.

### Divers Alarums!

**Ambush** - A notorious outlaw is known to be active in this area. Change the number of Ambushers listed on each card accordingly. The first Ambush card drawn is Rob in the Hood and D3 Outlaw Archers. The second is 6 Outlaw Brigands. Any further Ambush is D3+3 Peasants. See the 'Dramatis Personae' PDF for details of Rob in the Hood and his Outlaws.

**Flash Flood** - Cards 7, 8, and 9 become Flash Flood.

**Sudden Heavy Rain Shower** - In addition to its standard effect the rain causes an area - minimum of 3" by 3" - each side of any discovered Crossing Point to become waterlogged and Hard Going.

**Local Hero** - The Jack becomes Local Hero.

## WINNING THE SCENARIO

If, at the end of a turn, a single Retinue has at least 1 Character touching each bank of the river (at the Ford) they can attempt to claim it. If there are no enemies within normal charge range of them by the end of the next turn, they win the game.

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

6♠

## “AMBUSH!”

*Play this card at any point during the turn.*

*Place D3+3 Ambushers in any area of Hard Going or Building.*

Refer to the Ambush Card for the rules on how to activate and use these Ambushers.

♥9

6♠

## “AMBUSH!”

*Play this card at any point during the turn.*

*Place D3+3 Ambushers in any area of Hard Going or Building.*

Refer to the Ambush Card for the rules on how to activate and use these Ambushers.

♥9

6♠

## “AMBUSH!”

*Play this card at any point during the turn.*

*Place D3+3 Ambushers in any area of Hard Going or Building.*

Refer to the Ambush Card for the rules on how to activate and use these Ambushers.

♥9

7♠

## FLASH FLOOD

A sudden downpour upstream has resulted a surge in the river.

Any Characters in, or with the river within 1", even in if they are in a Ford, roll 1D6 with 1 resulting in a River Crossing Mishap. For any subsequent Flash Flood events, this becomes a High-Risk River Crossing Mishap.

♥7

8♠

## FLASH FLOOD

A sudden downpour upstream has resulted a surge in the river.

Any Characters in, or with the river within 1", even in if they are in a Ford, roll 1D6 with 1 resulting in a River Crossing Mishap. For any subsequent Flash Flood events, this becomes a High-Risk River Crossing Mishap.

♥8

9♠

## FLASH FLOOD

A sudden downpour upstream has resulted a surge in the river.

Any Characters in, or with the river within 1", even in if they are in a Ford, roll 1D6 with 1 resulting in a River Crossing Mishap. For any subsequent Flash Flood events, this becomes a High-Risk River Crossing Mishap.

♥6

J♠

## LOCAL HERO

The Retinue has come across a peasant who knows the area and offers to help, draw an extra card from the River Deck on your next search and choose which one applies.

♥1