

# Robin Hood and The Sheriff of Nottingham Warbands for Blood Eagle



*A band of famous outlaws on your table-top from RHB01 - Robin Hood & His Merry Men!*

The legend of Robin Hood has been interpreted in many different ways in many different books, films, TV series, etc. All versions are set after the Norman Conquest of Britain, and hence technically a little later than the timeframe covered by the Blood Eagle rules, but nevertheless these rules lend themselves quite well to fighting out some of the famous skirmishes between Robin's Merry Men and the Sheriff's thugs.

Robin Hood is of course the central figure of these legends. In all of them, he is a competent swordsman but his skill with a bow is unequalled throughout the land. In some versions of the story he carries a legendary or magical sword but in most cases he relies on skill, daring and luck.

Maid Marian, Robin's one true love, is sometimes cast as "window dressing" but is a far more interesting character when she fights by his side. Also by Robin's side in most of his adventures are, of course, Little John, Friar Tuck, Will Scarlett and Allan-a-Dale. Little John is the biggest and strongest; few can stand against him and his quarterstaff. Tuck is a true holy man of the people, outcast from the corrupt mainstream church; in our take on the legends he is a competent fighter but his main contribution to Robin's cause is the working of a few Miracles when they are most needed. Scarlett is a bit hot-headed but a

superb swordsman, probably the best among the Merry Men, and often fights with two blades. Allan-a-Dale is the band's minstrel, as quick with a witty riposte as he is with a goose-feathered shaft. The rest of the Merry Men (and Women!) are a rather motley collection of outlaws with varying skills and generally not much equipment. However, many of them are competent bow shots which, together with their Greenwood skills, helps them stay ahead of their foe.

The Sheriff himself is a schemer who prefers to avoid personal combat but is no coward when it proves necessary to take the field himself. He and his second in command, Sir Guy of Gisborne, are both rich and thus have access to top-notch weapons and armour. Their personal guards also tend to be well equipped. However, their foot soldiers are less fortunate and often end up being treated as pure arrow-fodder. Some are moderately competent but most are levy troops who would far rather be somewhere – anywhere – else.

**BLOOD EAGLE**

# Robin Hood

	Fate	FV	SV	Speed	Religion	Points Cost
Robin of Loxley, (aka The Hooded Man or Robin of the Hood)	2+	+3	+5	+2	Christian	106
	Traits				Equipment	
	Leadership +2, Hero (3), Inspirational, Hawkeye, Close Quarters Shooting, Skirmisher, Manysot, Uncanny Accuracy				Leather jacket, war bow, long sword	
Marian Fitzwalter	4+	+2	+1	+1	Christian	30
	Traits				Equipment	
	Hero (2), Unearthly Beauty				Dagger	
Little John	3+	+4	+1	+0	Christian	36
	Traits				Equipment	
	Hero (1), Tough				Leather jacket, quarterstaff	
Friar Tuck	4+	+2	+0	+0	Christian	42
	Traits				Equipment	
	Berserk, Hero (1), Holy				Leather jacket, quarterstaff	
	<b>Magical Powers (Miracles)</b> Blessing, Lay on Hands, Light of God					
Will Scarlet	3+	+4	+2	+1	Christian	60
	Traits					
	Hero (1), Second Strike, Two-Weapons				Leather jacket, hunting bow, long sword, short sword	
Allan-a-Dale	4+	+2	+2	+1	Christian	34
	Traits				Equipment	
	Hero (1), Silver Tongue				Leather jacket, hunting bow, long sword	
Outlaw	5+	+1	+1	+1	Christian	15
	Traits				Equipment	
					Quarterstaff, dagger	
Villager	6+	+0	+0	+1	Christian	3
	Traits				Equipment	
					Improvised weapon (large)	

## Options

- Robin may exchange his leather jacket for a mail byrnie and shield (+8 points).
- Robin may upgrade his long sword to a legendary long sword (+2 points).
- Maid Marian may take a leather jacket (+1 point), a long sword (+7 points) and/or a hunting bow (+8 points).
- Any named figure may take a riding horse (+5 points).
- Any Outlaw may exchange their quarterstaff and dagger for a hunting bow and club for no cost.
- Any Outlaw may take a leather jacket (+1 point).
- Any Outlaw armed with a bow may upgrade their SV from +1 to +2 (+1 point each).
- Any figure with a bow may take either the Skirmisher (+3 points) or Hawkeye Traits (+5 points); named figures with bows may take both and may also have one of Close Quarters Shooting (+5 points), Manysot (+5 points) or Uncanny Accuracy (+5 points).
- Up to half of the figures armed with hunting bows may upgrade these to war bows (+3 points each).
- Any figure may have the Stealthy Trait (+5 points).

# Sheriff of Nottingham

	Fate	FV	SV	Speed	Religion	Points Cost
Sir Robert Vaisey High Sheriff of Nottingham	3+	+3	+2	+0	Christian	44
	Traits				Equipment	
	Leadership +2, Hero (2)				Mail byrnie, light helm, long sword, dagger	
Sir Guy of Gisborne	4+	+3	+2	+0	Christian	38
	Traits				Equipment	
	Leadership +1, Fortitude, Hero (1)				Mail byrnie, light helm, long sword, dagger	
Captain of the Guard	4+	+3	+2	+0	Christian	29
	Traits				Equipment	
	Leadership +1				Mail byrnie, light helm, long sword, dagger	
The Abbot of St Mary's Abbey	4+	+1	+0	+0	Christian	38
	Traits				Equipment	
	Fanatic, Holy, Silver Tongue				Quarterstaff	
	<b>Magical Powers (Miracles)</b> Blessing, Curse, Face of God					
Man-at-arms	5+	+2	+1	+0	Christian	31
	Traits				Equipment	
	Tough				Leather jacket, light helm, shield, long sword, dagger	
Guardsmen	6+	+1	+1	+0	Christian	16
	Traits				Equipment	
					Leather jacket, shield, spear	

## Options

- Any figure with the Leadership Trait may exchange their mail byrnie and light helm for a mail hauberk and full helm (+12 points).
- Sir Guy, any Captain and any Man-at-arms can exchange their long sword for a one-handed axe (+1 point).
- A Guardsman can exchange his spear for a crossbow at no cost. If he does, he can also have a short sword (+5 points).
- A Guardsman with a crossbow can take the Skirmisher Trait (+3 points).
- Any figure except a Guardsman can take a riding horse (+5 points). Any named figure, Captain or Man-at-arms can have a war horse (+12 points).
- Any figure with a war horse can take a lance (+12 points).

*Skirmish wargaming in the legendary Dark Ages. Blood Eagle allows you to fight such encounters across Northern Europe, Scandinavia and the British Isles in the 9th and 10th centuries. These rules give you all you need to create and play heroes of legend. Master the darkest of arts and become a deathless Draugr chieftain, or even test your courage against the mighty Grendel himself.*

