Scenario: The Magnificent Stand

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Based on the Scenarios 'The Raid' from the 'Empire in Flames' set and 'Defend the Village' by Mark 'Rinku' Dewis

Rumors abound of a small mountain village that has seen evidence of a mystical artefact, and your respective warband leaders have sent a small squad of seven out to investigate. Before you can interrogate (er, gently question), the local villagers, they are be-set upon by Hobgoblin raiders! As night time falls, you whip the simple farmers into a defensive force, hoping to defend their village against the slaughter to come. You'll have to play nice, if you want to get any information… let alone get out alive!

Terrain
Each player takes it in turn to place a piece of terrain, either a wood, forest, swamp, rocky outcrop, fence, hedge or other piece of similar terrain to represent the village or farm in the middle of the wilderness. There should be 2 or 4 (even number) buildings clustered in the centre of the battlefield to represent the village or farm. While a solid line is not necessary, roughly divide the village and the board into two halves (one for each player). The battle is fought in an area roughly 4' by 4'.

Warbands
In this game, both players play defenders. Randomly determine which player sets-up first. Each warband is placed anywhere within 3" of one of the buildings, staying on that player's 'half' of the village. After that, each player deploys his 7 Villagers, which also remain within 3" of a building on your side.

Each player, however, instead of deploying his normal number of models, must instead pick a group of seven warriors from the following criteria:
~Any heroes OTHER than your Leader (pick a new temporary leader, with the next highest Ld).
~Any henchmen

You may not pick any Hired Swords unless your warband is smaller than 7 on its own. If you do not have seven warriors to field, best of luck! No mundane item, such as a 'Halfling Cookbook', will allow you to field more than seven. (Magical means, such as 'Children of the Horned Rat', may be used as normal.)

Special Rules

Cease Fire: The villagers are, for purposes altruistic or greedy, very valuable, and both warbands recognize the need to defend them. For this game, both players are considered 'allies'. They do not count as enemies, do not receive underdog bonuses, and do not prevent each other from running. You may not intentionally initiate an attack against them in any way (however, that doesn't mean you have to do a very good job of watching their back… they're on their own!).

Courage, Men! The defending warbands are joined with the peasants they are defending, and thus have a certain love-hate relationship in battle based on them. The seven warriors in your warband are joined with the seven villagers on your side, forming a warband of 14 (unless you have fewer models in your warband than 7.) If, at the start of any of your turns, if all of your non-villagers have been taken out of action, the remaining villagers automatically rout. Any villagers leave your warband after the game. (If your warband normally has a cap to how many models it may have in your warband, it is temporarily raised to accommodate the villagers.)

Hobgoblin Raiders:
After both players have taken their first turn, set up Two Hobgoblin Raiding Parties, one on each player's side of the board. They are each led by a Hobgoblin Chieftain (stats below) mounted on Giant Wolf, equipped with Spear, Sword, Shield, Bow, and Light Armor. Each has the Leader skill, plus 'Ride Giant Wolf.'

Then, for each side, roll twice on the 1D6 on the following chart to see what kinds of Hobgoblin forces are attacking from that edge. The Hobgoblin Chieftains are also deployed within 20" of the village.

1 – 5 Hobgoblin Warriors –See below for stats. Armed with Swords, shields, and light armor. Deployed within 20" of the buildings.
2 – 3 Hobgoblin Wolf Riders – Use Warrior stats, mounted on Giant Wolves. Armed with Spears, shields, and light armor. Have 'Ride Giant Wolf' and 'Combat Riding' skills (gains S4 attack when charging unmounted models). Deployed within 20" of the buildings.
3 – 3 Hobgoblin Wolf Archers – See below for stats, mounted on Giant Wolves. Armed with 2 daggers, bow, and light armor. Have 'Ride Giant Wolf' and 'Horse Archer' skills (may run and shoot for -1 to hit). Deployed within 20" of the buildings.
4 – 4 Bonecruncha Wolves with 1 Beastmaster – Bonecrunchas are hoffific, unmounted wolves, being driven on by a Beastmaster. For Bonecrunchas, see stats below . For Beastmaster, treat as Hobgoblin warrior with Steel Whip and Ld 7. The wolves may use the Master's LD if he's within 6". Deployed within 20" of the buildings.
5 – 4 Sneaky Gits – The enemy has snuck up behind you! Treat as Hobgoblin Warriors with Weeping Blades. Deploy each warrior separately, within the center of the village, 2D6" away from a friendly model. They will always move towards an enemy that is between them and the table edge they 'appeared from'.
6 – 1 Ogre Bodyguard! Same stats and rules as the Hired Sword. Deployed within 20" of the buildings.

	M	WS	BS	S	T	W	I	A	LD
H. Chieftain	4	4	4	3	3	1	3	1	7
H. Warriors	4	3	3	3	3	1	2	1	6
H. Archer	4	3	4	3	3	1	2	1	6
Giant Wolves	9	3	0	3	3	1	4	1	4
Bonecruncha	7	4	0	4	3	1	4	2	5

After the Hobgoblins have been deployed, they may immediately move during the same turn. They gain a turn at the end of every round.

Behavior: The Hobgoblins, if there is no GM or NPC player available, move in the following patterns. When in doubt, the opposing player moves them.

Hobgoblin Warriors / Beastmaster / Sneaky Gits & Ogre: The raiders will move as quickly as possible into combat, charging if able. They will naturally gravitate towards enemies on 'their' half of the board before approaching another players 'half'. If given a choice between the two, they will always favor a peasant over a defender, as they love a one sided fight!

Hobgoblin Wolf Archers: Will always try to stay between 9 to 24" away from their opponents. Will try to get in less than 12" (for a short range short), but not if it take them within 8" of an opponent. If given a choice between the two, they will always favor a peasant over a defender, as they love picking off the weak!

Routing the Hobgoblins: Each side has its own Leader, and thus, at the start of each Hobgoblin turn, check to see if the raiding party is at Rout Level. Given the starved nature of the Hobgoblins, they will not rout unless they are at 50% casualties, rather than 25%. If one Party routs, the other will remain on the board.

Villagers
To aid you in the fight are the meanest villagers you can find. This is not saying much, as they are pitiful, scared wretches who've been raised for generations to bow and scrape to any sign of superiority.

	M	WS	BS	S	T	W	I	A	LD
Villagers	4	2	2	3	3	1	3	1	5

Weapons/Armor: Each villager can be armed with either a spear or a short bow, at the defender's option. Villagers do not get free daggers, so any archers will have to defend themselves with fists if engaged in close combat.

Special Rules:
~Villagers *Fear* the attacking raiders
~Villagers are also subject to making an *All Alone* test if they are in combat and do not outnumber their opponents.
~Villagers are treated as being more than 6" away from all friendly models at all times, and cannot use the defending leader's Leadership value.
~Villagers will not voluntarily move more than 12" away from one of the village buildings unless they're charging (meaning, they can't abandon the village and run for the tree line unless they're fleeing.) These

buildings may be on either half of the village.

Starting the Game
Randomly determine which player goes first. Afterwards, the Hobgoblins gain a turn.

Ending the Game: The first player who causes their opposing party of Hobgoblins to rout wins. If not, the last player on the board when his opposing player routs wins the game.

Experience
+1 Survives. If a Hero or Henchman group survives the battle they gain +1 Experience.
+1 Winning Leader. The leader of the winning warband gains +1 Experience. If the Hobgoblins win the scenario, their leader gains an additional +1 Experience (so, +2), because of the respect he gains for leading a successful ambush.
 +1 Per Raider Out of Action. Any Her earns +1 experience for each raider (hobgoblin, bonecruncha, Ogre) he puts Out of Action. No points for taking an ally or a peasant out of action!
+1* Per Surviving Peasant: Your warband gains +1 Experience for each Peasant that was not taken out of action. This is pooled experience, and is shared amongst the seven warriors as evenly as possible, without dividing the experience into fractions. (Example, if 6 Peasants survived, 6 of the 7 warriors get +1 experience each.) Any odd experiences are distributed as the player sees fit, assuming that no hero or henchmen gets more than +1 experience higher than every other henchmen (ex. if you five warriors in the game and have 7 experience in the pool, you can't give one point each and the remaining 2 to one hero- you'd have to pick two separate heroes to get the leftover 2 points.)

The Spoils
The winning warband gains 5D6gc and an additional +1 campaign point.

Making the Scenario harder:
If dealing with warbands of higher rating, apply the following add-on bonuses to the attackers.

> 200 – All Hobgoblins have WS4. The Leader has A2.
> 300 - All Hobgoblins have WS4. The Riders have S4. The Leader has S4, A2 & Ld 8.
> 400 – Roll three times on the Party force list. All Hobgoblins have WS4 & A2. All Riders have S4. The Leader has WS5, BS5, S4, A2 & Ld 8, and 'Combat Riding,' & 'Horse Archer' skills.

Differing Warbands: If one player is in a higher rating bracket than his fellow player, you may choose to have each Party have a strength to match the player they are facing. Or, as an alternative, the weaker may choose to face a force as strong and his fellow player- if so, the player gains an Underdog bonus, as if he was facing the other player (compare the two players' warband ratings as normal.)

Note of Caution: At the current time, the Scenario is not designed to accommodate Ogre Maneater warbands. With more testing, this may be possible, but at the current time, it is recommended that a different scenario be chosen.