

Scenario 017 - Raid

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as appeared in Archive Pestilens,
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Not all battles are conducted in proper conditions. Sometimes a warband will try and surprise their rivals when they least expect it, and this most often done while they are settling down for a bit of R-and-R.

Terrain

The center of the board should be set up to represent the hide out of the defender's gang. This should only be 1' square at most. The rest of the table can be set up normally.

Setup

The defender must deploy all his warriors within his base. The attacker may deploy his warriors within 8" of any table edge.

Special Rules

None.

Starting the Game

The attacker makes the first turn.

Ending the Game

The battle ends when either the attacker loses half of his models, or the defender loses three-quarters of his models. The other player is the winner.

Experience

+1 Survives: If a Hero or a Henchman group survives the battle they gain +1 Experience.

+1 Winning Leader: The leader of the winning warband gains +1 Experience.

+1 Per Enemy Out Of Action. A Hero earns +1 Experience for each enemy he puts Out Of Action.