

## Scenario 1: Scouting Party

*Rumour has reached your ear of an enemy force in the vicinity. Concerned about being discovered by the enemy, you have volunteered to lead a small expedition to find this force and crush them, before they are able to bring their men to bear! Your force has brought with them a swift-footed messenger, in order to be able to better call for aid and bring your full might to bear!*

**Recommended Battle size:** 499 gold skirmish

**Battlefield:** This battle should take place on a 4' x 4' table. Terrain must be placed per 3.3.4: Positioning Terrain rules. No Territory roll will be made for this game – the Defending Player's Kindred Terrain will be used. The Attacking player and defending player may each place one piece of Kindred Terrain – neither knows their opponent is there, and are not choosing their battlefield!

**Weather:** This game takes place in the Spring, and the defender's Kindred Weather Modifier will affect the Weather roll.

**Battle Start Time:** Roll to determine the Time per 3.5.2 – this is a chance engagement.

**Positioning Fields:** Both general's Positioning Fields are limited to Battle Line, Advance, Left Corner, Right Corner, Left Shoulder, or Right Shoulder.

**Victory Conditions:** Determine Victory as normal, using section 4.3.2.1 to determine if one side is Slaughtered, Withdraws, is Ravaged, or by comparing the Butcher's Bill after the final hour.

### Scenario Rules:

Each army will have one free Host Messenger, using the following profile:

Class	Privilege	Acuity	Ubiquity	Hands	Unit Size	Base Size	Cost
Warchief	Individual	Drilled	--	2	1	30mm	Free
Messenger	Pace	Skill	Might	Constitution	Fortitude	Authority	Temper
<i>Host Messenger</i>	<b>6</b>	<b>31</b>	<b>22</b>	<b>8</b>	<b>71</b>	<b>6</b>	<b>4</b>
Weapon	Attack Dice	Weapon +	M+W	Attack Range		Hands	Class
Stabby Thing	1   2   3	5	<b>27</b>	0"		1	Borne
Armour		Armour +	C+A			Hands	Class
Boiled Leather		5	<b>13</b>			0	Worn

This model must be set up within Join Distance of any unit, but is not considered Joined to it, and does not count against the General's Authority. His goal is to alert his kindred to the presence of the enemy! The Messenger may exit the board through a table edge in any of his opponent's Positioning Ground or Flanking Ground.

### Scenario Points:

Either side earns +1 point for ending the game with at least one unit in the opponent's Positioning Ground  
 Either side earns +1 point for killing the opponent's Messenger.

Either side earns +1 point if their Messenger escapes the board as noted in the Scenario Rules

