

Scenario 2: Capture the homestead

In the pre-dawn hours, two forces join outside of a small homestead. The occupants of the homestead are wealthy, and their homes must be protected from the invader – or looted for their valuable treasure!

Recommended Battle size: 999 gold Skirmish. The Winner of Scenario 1 may give one Common or Mainstay unit the Flanker trait for free. (If you did not play Scenario 1, the _____, _____, and _____ kindreds were considered the winners.)

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. A small village of four buildings should be placed in the center of the board. The buildings should be placed in a diamond, 15" from one table edge, centered between the adjacent table edges. Further Terrain Rolls of 90-99 (buildings) should be rerolled. Each building should be marked with a Treasure token, to represent goods the family within has hidden prior to the battle.

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

Battle Start Time: This first hour of this battle takes place at 8am and will be played with the Dawn and Dusk rules in section 3.5.1

Positioning Fields: The Attacker may not select Advance, Right Flank Advance, or Left Flank Advance.

Joining Battle: The Attacker gains a -20 bonus to his roll to Gain the Initiative in the first hour of this game.

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:

Pillage and Defend: If a non-Feral Attacker unit has the majority of its models within 3" of a building and no enemy unit within 6", it may use an *action* in that turn to *Search* the building for treasure; To perform the Search, roll a d10. On a 3 or higher, the unit has found the treasure that was hidden in the building. Remove the Treasure token from the building, and mark the unit with it. Units that perform a *Search* action may only *Walk* or perform command actions afterwards.

Treasure is considered an Exult token, and is only removed when the unit is destroyed or Broken, at which point it will be placed on the battlefield. Treasure token on the battlefield may be claimed by another unit by moving into base contact with it.

Once a building's treasure has been found, it cannot be discovered again.

Scenario Points:

The Attacker receives +1 point if treasure was removed from at least one building, and another point if treasure was removed from at least three buildings.

The Defender receives +1 point if treasure remains in at least one building, and another point if it remains in at least three buildings.

The player with units in possession of the most Treasure receives +1 point. Treasure still in buildings counts as being in the possession of the Defender.

