

## Scenario 3: Horse Thieves

The invading force has come across a group of horses who have broken their tethers, and are wandering the land while the armies raid about them. Seeking to rescue the valuable resources, the defenders set out to drag them back home, when they are set upon by invaders, who seek to capture them!

**Recommended Battle Size:** 1399 gold. The winner of Scenario 2 gains an extra 100 gold to spend, representing the treasure found in the village (or the donations from a grateful landowner). (If you did not play Scenario 1, the \_\_\_\_\_, \_\_\_\_\_, and \_\_\_\_\_ kindreds were considered the winners.)

**Battlefield:** This battle should take place on a 6' 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. Four 60mm bases, representing horses, should be placed as shown in the diagram. No Terrain may be placed within 4" of the horses.

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

**Positioning Fields:** Any

**Battle Length:** The game ends after six **battle hours**, or when all of the horses are removed from the battlefield.

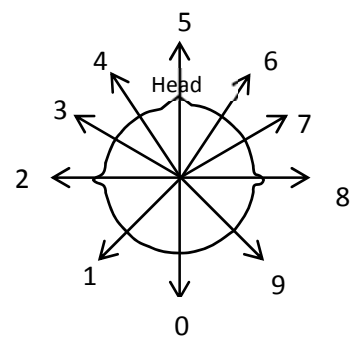
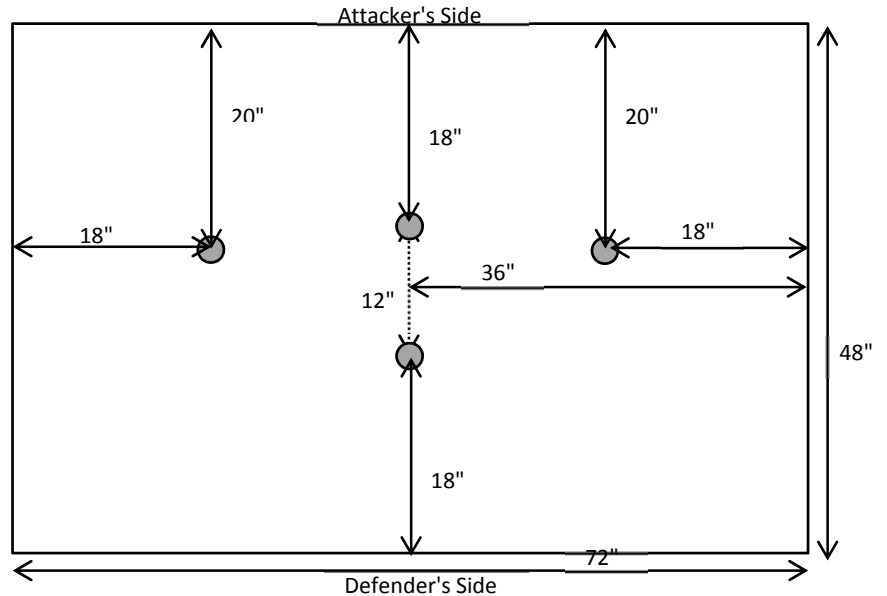
**Victory Conditions:** Determine Victory as normal, using section 4.3.2.1 to determine if one side is Slaughtered, Withdraws, is Ravaged, or by comparing the Butcher's Bill after the final hour.

**Special Rules:** At the start of each hour, before rolling for Initiative, turn each horse so that its Head mark faces the closest unengaged Defending unit (the horses are more likely to return to their masters), and roll a d10 and a d5. The first die, the **Direction Die**, determines the direction in which the horse will move, as noted in the **Frightened Horse Direction** chart below. The second die, the **Distance die**, determines how far the horse moves in that direction. Horses will move the full value rolled on the Distance die, but will stop their movement if they come within 1" of impassible terrain or a model from either side. If there are no unengaged defending units, the horses will use their current facing.

Any model that is not Feral or Mindless and that moves into Engagement distance with a horse may leave their unit and *Bind* to the horse, becoming a **Horse Leading Model**. The horse will no longer move randomly, but will instead travel with the Horse Leading Model. If the Horse Leading Model wishes to *Run* or *March* with the horse, he will need to pass an **Authority Test** to do so. Engaging the Horse Leading Model will cause the two to *Unbind*; the horses themselves are too valuable to be attacked. Only one model may be the Horse Leading Model of a given horse at a time, though a model can be the Horse Leading Model for several horses. The Horse Leading Model may not make *Fly* or *Soar* moves.

**Scenario Points:**

Each commander receives +1 point for each horse that is taken off their board edge.



Frightened Horse Direction