

Scenario 4: Burn the Ships

Following the horse raid, the defender's scouts were successfully able to locate some of the longships that brought the invading force here. Now, they set out to burn the vessels, leaving the invaders stranded with no way home! The invading force rallies, attempting to preserve their fleet, and escape with their loot!

Recommended Battle Size: 1999 gold. The winner of Scenario 3 may purchase Mounts and Ardent Mounts for his characters, deducting 30 gold from the normal cost of such a mount (to a minimum of 0 gold), to represent the captured horses. (If you did not play Scenario 1, the _____, _____, and _____ kindreds were considered the winners.)

Note that the Attacking Player for the campaign is actually playing the role of the defender for this battle – he will still be referred to as the Attacking Player, and the Defending Player will still be referred to as the Defending Player, even though he is on the offensive!

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. The Attacking Player will place three 100mm bases on his table edge, at the 24", 36", and 48" marks, to represent three ships that are beached on the shore.

Weather: This battle takes place in the summer, and the Defending Player's Kindred Modifier will affect the Weather roll.

Positioning Fields: the Attacking Player must use Battle Line, Right Shoulder, or Left Shoulder.

Battle Length: The game lasts until all the ships are destroyed, or six **battle hours** have passed.

Victory Conditions: If all three ships are destroyed, the game ends and the Defending Player automatically wins. Otherwise, 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. Each ship adds 150 gold to the Attacking Player's Butcher Bill if it is destroyed, or subtracts 150 gold if it has survived.

Special Rules: Ships – the ships are a terrain feature that can be *Burned*, *Smashed*, or *Corrupted*, and they are **wooden**. The ships have a **Terrain Constitution** of 40.

Because the Attacking Player's side is a beach, units may not *Chase* enemy units off the Attacking Player's long table edge. Similarly, units may not enter the battlefield from this table edge.

Scenario Points:

- +1 point for the Defending Player for destroying a ship
- +1 point for the Attacking Player for keeping at least 1 ship undestroyed
- +1 point to the Defending Player if all the ships are destroyed, or the Attacking Player if none are destroyed.
- +1 point for winning the game by more than 750 gold.

