

WARHAMMER ANCIENT BATTLES

PLUNDER, INFAMY and the AXE

Alternative Raid scenario by Olivier Perronny

INTRODUCTION

PLUNDER, INFAMY, and the AXE is a short scenario involving a raiding force, the helpless villagers and the rescuing force.



They're coming!

SCENARIO

SITUATION

When the villagers spotted the raiding force, they quickly gathered the few goods that they owned and decided to flee with the cattle.

The Raiders' objectives are first to get some food and capture goods, animals and slaves. When they noticed that the villagers were fleeing, they decided to pursue them before sacking the village.

As soon as the local lord learned that a raiding party was on his lands, he ordered a rescue force to protect the civilians and repel the raiders.

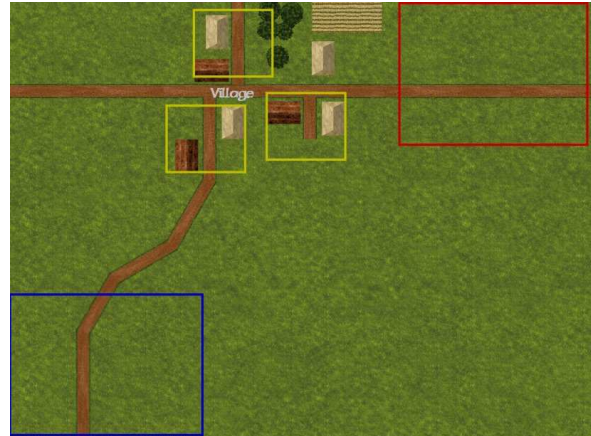
PLAYERS

Each player selects a 1000pts army. The villagers are grouped in 3 "units" of 10 to 12 models. Each unit may include, men, women, children and animals. They are considered as *skirmishers*.

If the players decide to select larger armies, you should increase the number of villagers "units" too. 4 or 5 villagers groups for 1500pts armies and 6 for 2000pts ones.

BATTLEFIELD

The battlefield is a 6' x 4' gaming board. A road goes from one side to the other. On the raiding player's side several buildings (the village) are set up. Then the player set up scenery in a mutually agreeable manner.



DEPLOYMENT

First, the raiding player deploys his army in the Red area. Then the defending player positions the villagers units in the village, in the Yellow areas. These groups must be far enough from the raiders so they can't be charged during the first turn. The defending player deploys his own army in the Blue area.

WHO GOES FIRST

The villagers always move before the players. The defending player moves them towards his side

LENGTH OF GAME

Unlimited number of turns

VICTORY CONDITIONS

Victory points are as normal plus the raiding player adds 50pts for every villagers unit destroyed, and the defending player adds 50pts for every villagers unit which managed to leave the table unharmed.

SPECIAL RULES

- A villager unit moves at 3" by turn.
- If a villagers unit is charged, it is captured or slaughtered and removed from the table. If a villagers unit reaches an ally unit, it stops its move and it will be positioned behind this unit at the beginning of the next turn.