THEY CAME FROM THE SEA
Alternative Raid scenarios by Olivier Perronny

INTRODUCTION

THEY CAME FROM THE SEA is an alternative way of playing Raid scenarios. The idea was inspired by a small BBC history game.

A northmen player plans to raid a village or a monastery. His langskips and knorrs arrive near thecoast. The raiding player has first to select his landing site.

A gently sloping beach, well hidden from the objective but a long walk is necessary to reach it.	Scenario 1
A small beach between cliffs with rock ledges at either side. The objectie isn't visible from the landing zone.	Scenario 2
A natural harbour well protected from the sea and the objective is clearly visible from here.	Scenario 3

Once the landing site has been selected, the scenario is played depending on the choice.

SCENARIOS

SCENARIO 1
THE LONG WALK

SITUATION

The landing was perfect - No casualty occurred.

PLAYERS

Each player selects a 2000pts Army.

BATTLEFIELD

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

DEPLOYMENT

The long walk was rather difficult and some units arestill marching when the vanguard reaches the enemy only 75% the northmen have time to deploy properly in the red area whilst the remaining 25% are postionned in the walking area (purple) .

However the enemy isn't well prepared as the raid has been signaled lately and only 75% of his army is in position right now (blue area). The additional units will enter by the road at the beginning of turn 1.
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WHO GOES FIRST

On the first turn, the Raiding/Attacking player moves first.

LENGHT OF GAME

Unlimited number of turns

VICTORY CONDITIONS

Victory points are as normal.

SCENARIO 2
HAZARDOUS LANDING

SITUATION

The landing was difficult and some ships have been damaged, some men were thrown overboard and sank.

PLAYERS

Each player selects a 2000pts Army.

Once the Raiding Player has selected his army, he must roll a D6 for each unit :

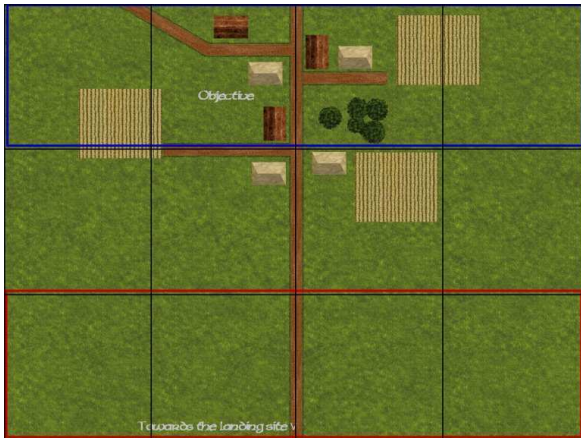|	
1	Two models removed from this unit
2-4	One model removed from this unit
5-6	None

BATTLEFIELD

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

DEPLOYMENT

The defenders are completly surprised and they have to fight directly in the objective area (blue). Only 50% of his forces are in position. Up to 25% will enter by the objective side at the end of turn 1, the remaining units will enter by the objective side at the end of turn 2 .

The Raiding player may deploy all his troops in the red area.

WHO GOES FIRST

On the first turn, the Raiding/Attacking player moves first.

LENGHT OF GAME

Unlimited number of turns

VICTORY CONDITIONS

Victory points are as normal.

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SCENARIO 3
FEAR FIRE FOE, THEY'RE COMING

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SITUATION

The landing was easy but the sails have been spotted a long time before, the defenders are yet on the hills over the landing site.

PLAYERS

Each player selects a 2000pts Army.

BATTLEFIELD

The battlefield is a 6' x 4' gaming board. A road goes from one side to the other. On the defender side a couple of buildings are set up. Then the player set up scenery in a mutually agreeable manner.

DEPLOYMENT

The raid has been signaled early and the enemy is well prepared in the blue area.

Only 75% of the raiding army are deployed in the raiding area (red) whilst the remaining 25% will enter at the end of turn 1.

WHO GOES FIRST

On the first turn, the Raiding/Attacking player moves first.

LENGHT OF GAME

Unlimited number of turns

VICTORY CONDITIONS

Victory points are as normal