

Scenario: Brigands in the Pasturelands

A warband has been commissioned by a wealthy Reikland Baron to enter the Reikwald Forest and hunt down the brigands and outlaws dwelling there. Bolstered by the Baron's own men and the local Roadwardens, the warriors should have no problem bringing the thugs to justice. But when those outlaws are hardened men, mercenaries like the warriors sent to capture them, the hunt may not be quite so straightforward...

Terrain

As this battle is staged within the Reikwald forest the vast majority of the battlefield should be covered by trees. A strip, around 4" wide, should wind from one end of the battlefield to the other to represent the path that leads through the forest and onto Axe Bite Pass. The woods should be considered open ground for the most part, but players may also wish to include some particularly dense areas of thick forest, barbed bracken or rocky outcrops which count as difficult ground. Besides this stipulation players may place terrain in any mutually agreeable manner.

Warbands

The warband with the lowest number of warriors is the defender. This warband is the outlaws and are being hunted by the other.

The attacking warband is placed first, at one end of the path. They may be set up within 12" of the table edge and anywhere within 2" of the path.

The defenders are placed second and may be set up anywhere on the board that is out of line of sight and at least 10" away from the attackers. The entire defending warband counts as being 'hidden' at the start of the game.

Special rules

Hirelings: Both warbands are bolstered by hired swords, either those that have been hired to hunt down outlaws in the forest or the outlaws themselves who dwell there.

The attacker adds two Roadwardens (see *Empire in Flames* p.80) a Freelancer on foot and a Bounty Hunter (see *Town Cryer* 13) to their warband for this battle only, to represent the hired muscle the Baron has brought in. Furthermore the attacking warband may equip three of its warriors with lanterns and wardogs for free, to help them spot the bandits amidst the forest gloom.

The defender adds a Highwayman (see *Empire in Flames* p.79), Warlock and a Pit Fighter to their warband to represent the other outlaws hiding in the forest with them.



Surrounded by the forest gloom: The attackers are very cautious as they search the forest and may not run or charge, until one of the defenders has been discovered.

Shadows in the depths: The defenders are well accustomed to moving around the Reikwald undetected. They are immune to All Alone tests for this scenario. Furthermore, as they are shrouded by the thick shadows cast from the overhanging forest canopy, the actual models for the defending warband are not placed on the board at the start of the game. Instead, use the Hidden counters to represent the position of the model. The defender should number all of his models on his roster in secret along with the hired swords, and indicate their position by placing a dice with the corresponding number next to the Hidden counter. Once the model is no longer hidden, replace the counter with the appropriate model.



Starting the game

The defender automatically gets the first turn.

Ending the game

When one of the warbands fails its Rout test, the game ends. The routing warband loses and their opponents win.

Experience

+1 Survives: If a Hero or Henchman group survives the battle they gain +1 Experience if they were among the attackers, and +2 Experience if they were among the defenders.

+1 Winning Leader: The leader of the winning warband gains +1 Experience if he was an attacker, and +2 Experience if he was a defender.

+1 Per Enemy Out of Action: Any Hero earns +1 Experience for each enemy he puts *out of action*.

Gold

If the attackers win they gain D6 gold crowns for each Henchman they put *out of action* and D6x5 gold crowns for each Hero put *out of action*. If you are playing as part of a campaign and a Hero rolls a 'Captured' result on the Serious Injuries chart the Baron will pay an additional D6x10 gold crowns for that Hero.

If the defender wins, the outlaws who have fought alongside them are so impressed that one of them offers to join the warband free of charge. The defender may choose one of the hired swords still standing to join his band. This hired sword joins the warband for free (even if it is a hired sword not normally allowed to the warband) but his upkeep must be paid for as normal if the warband wishes to retain him.

