

## Scenario 2: There They Are

Scouts have located the raider's camp. Muster the Fyrd and drive them away. Foraging parties and reinforcements will be joining the battle for both sides from the flanks.

### Force Sizes

Each player selects an army of up to 1,400 points.

### Battlefield

Use no more than a 4' by 4' for the table size. Deployment zones are 18" from the player's table edge

### Deployment

- Before any deployment, each player assigns up to one third (467) of their army in points to be a flanking force. Each player must put at least 10% (140) of the army points into the flanking force. Units cannot be split between the two forces.
- Both Players roll a dice, the player who scores highest may choose which side of the table to deploy on.
- The players roll a dice, the highest scorer may choose whether to start deploying first or second.
- Taking it in turns, each player deploys one unit at a time, no more than 18" from the players edge and at least 24" from an enemy unit.

### Who Goes First?

Both Players roll a Dice – the player who finished their deployment first may add +1 to their dice roll. The player who scores highest may choose whether to go first or second.

### Length of the Game.

The Game last six turns.

### Special Rules

At the start of each player's 2nd turn, they roll to see if their flanking force arrives. On a roll of a 4+ the flanking force shows up. If it does not turn up, roll again at the start of subsequent turns, adding +1 for each turn after the 2nd. On the 5th turn the force automatically shows up.

When the force turns up, roll a dice. If you roll a 1 or 2, the force moves on from your left table edge, on a 3 or 4 the force moves on from your right. On a 5 or 6 you may choose which side the force moves on from. All units in the flanking measure their movement from the table edge and move in the **Remaining Moves** phase. They may not charge or declare charges on the turn that they enter but otherwise may move, shoot and participate normally.

### Victory Conditions

Count up the Victory Points as normal. If the difference in scores is 10% (140 pts) or more of the battle being fought, the player with the most Victory Points wins, otherwise it is a draw.

