

RESCUE

A Battle Company Scenario by Adam Troke

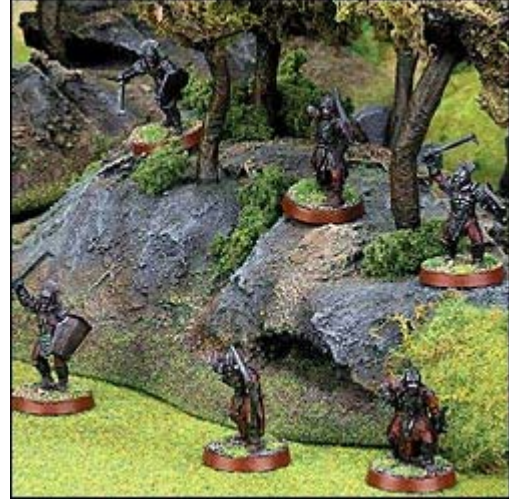
A Hero finds himself separated from his main force and under attack from the enemy. As his foes seek to cut him down, his companions race to his rescue. This opportunity is too much for the Attackers to pass up, providing they can slay the Hero without losing too many of their own.

Layout

Set up a 48"/112 cm x 48"/112 cm board with as much or as little terrain as the players desire. More terrain definitely makes for a more exciting game, and players should feel free to use their imagination in setting up the board.

Starting Positions

Each player should roll a D6. The player with the lowest score is the Defender and should place one of his Heroes (this is the target Hero), and up to two of his Warriors, within 3"/8 cm of the center of the board. The opposing player may place his entire Company within 18"/42 cm of one board edge.



Objectives

The Defending Company must save its Hero. The Attackers must try to kill him while he is cut off from the majority of his Battle Company. The game finishes at the end of the turn in which the target Hero is slain, or the Attacking Company is reduced to below 50% of its starting numbers.

Defender Victory

The Defender is victorious if the Attacking Company is reduced to 50% of its starting numbers.

Attacker Victory

The Attacking force is victorious if the target Hero placed in center of the board is killed.

Draw

The game is a draw if both sides achieve their objective in the same turn.

Special Rules

Surprise. The Attacker always has Priority in this scenario.

To the Rescue! The Hero's Company is keen to rescue its comrade/leader. At the end of the Defender's 1st Move Phase, they move onto the board anywhere along the opposite table edge from the Attacking player.

Against the Odds. Should the target Hero survive this game, he will gain 1 extra Experience Point in addition to the normal award for playing and surviving.

THE CHANCE ENCOUNTER

A Battle Company Scenario by Adam Troke

Two opposing Companies traveling through the wilderness happen upon each other. Finding an enemy alone and cut off from support is a rare opportunity in the minds of both sides. Quick thinking and a strong arm will win the day here.

Layout

Set up a 48"/112 cm x 48"/112 cm board with as much terrain as possible. More terrain definitely makes for a more exciting game, so players are encouraged to use their imagination.

Starting Positions

Each player should roll a D6. The player with the lowest score should choose a board edge and deploy his Company within 12"/28 cm of his chosen side. His opponent should then place his own Company within 12"/28 cm of the opposite edge. Players should roll again to determine Priority.

Objectives

The leaders of the opposing Companies are seeking a quick victory over their enemy without too many losses. At the end of the turn in which one side is reduced to 25% of its starting number, the game ends. Models that flee from the battlefield do not count as casualties.



Victory

You reduce your opponent's Battle Company to 25% of its starting number.

Defeat

Your Battle Company is reduced to 25% of its starting number, and your opponent's is not.

Draw

The game results in a draw if both players' Battle Companies are reduced to 25% in the same turn.

HOLD THE LINE

A Battle Company Scenario by Adam Troke

In an area of pivotal strategic significance, one Battle Company finds itself guarding a road, mountain pass, or forest path. With orders to stand their ground and hold this route against all enemies, it is with consternation that they spy an enemy force advancing in an unrelenting search for passage.

Layout

Set up a 48"/112 cm x 48"/112 cm board with as much terrain as possible. More terrain definitely makes for a more exciting game, so players are encouraged to use their imagination. Additionally, a road or pathway should travel between two opposite board edges.



Starting Positions

Each player should roll a D6. The player with the lowest score is the Defender and should place his force within 6"/14 cm of the center of the road. The player with the highest roll counts as having Priority for the 1st turn and may move his warriors onto the board along the road following the normal rules.

Objectives

If 33% of the Attacking Company manages to move off the opposite table edge, the Attacking force wins. Otherwise, the Defenders are victorious. Models that flee from the battlefield count neither as casualties, nor do they count towards the number of models who must break through. However, the game only ends when one side's models are either incapacitated or have left the table, regardless of whether the victory conditions have been met.

Victory

If 33% of the Attacking force (not including fleeing models) move off the opposite table edge, they win.

Defeat

If the Attacker fails to move 33% of his models off the opposite table edge, the Defender wins.

Draw

If neither of the above is true, the scenario ends in a draw.

SILENCE THE ARTILLERY

A Battle Company Scenario by Dave Smith

All day long, the enemy has been bombarding your fortress, but the enemy army is too large for you to sally out and eliminate the giant machines of destruction. However, it might be possible for a small, elite band of warriors to sneak through enemy lines and take out the siege engines. Guess who has been volunteered?

Layout

Set up a 48"/112 cm x 48"/112 cm board with as much terrain as possible. More terrain definitely makes for a more exciting game, so players are encouraged to use their imagination.

The players should take turns placing the objective counters on the tabletop. They may be no closer than 6"/14 cm to any board edge, and no closer than 12"/28 cm to each other.

Starting Positions

Both players roll a D6, and the player with the highest score is the Attacker. The Defender deploys either a Mordor Catapult (if Evil) or Trebuchet (if Good), with its normal complement of crew in the center of the table. Next, the Defender places a campfire 6"/14 cm from the siege engine and half of his Battle Company within 3"/8 cm of the fire. The other half of the Battle Company is on sentry duty; place them anywhere on the table but no closer than 12"/28 cm to any other model.

The Attacker then places his models touching any table edges, and he has Priority.

Objectives

The Attacker needs to destroy the siege engine to win. The Defender must thwart the Attacker's plans to gain victory. The game ends on the siege engine's destruction, or when only one side remains on the table.

Note: Should the Attackers fight and kill all of the members of the Defending Company before destroying the siege engine, then the Attacker will lose; you have wasted too much time and made too much noise to complete your mission in time.

Special Rules

Sudden Attack. The Attackers have launched their attack by surprise, and start the game with Priority.

Sentries. The Sentries are posted to watch for intruders. They follow the rules described in the main SBG rulebook (p. 73).

Guards. All models not designated as Sentries act as guards who follow the same **Sentry** rules, except that they do not move until they are alerted.

Siege Engine. The siege engine is busy firing at a distant target, and its crew has orders to continue the barrage. The siege engine may not fire at any model on the table, and the crew may not move farther than 6"/14 cm from its war machine. Models can destroy the siege engine using the rules as described in the main SBG rulebook (p. 66).

SUPPLY RUN

A Battle Company Scenario by S. Hilgeman

No matter how well defended a citadel is, it is always in need of supplies (foodstuffs, weapons, tools, and other vital equipment). Should a castle come under attack, these massive stocks of material will be all that decides whether the Defenders can out wait the Attackers or if they collapse. The defense of supply convoys by those besieged, and their interception by the invaders, are of the utmost importance. They can be the deciding factor in a battle before it even begins. Unsurprisingly, Battle Companies make appropriate strike teams to carry out such perilous tasks.

Layout

Set up a 36"/56 cm by 36"/56 cm board with as much terrain as possible. Place a simple dirt road so it runs diagonally across the board with scattered woods, rocks, and old ruins on either side at least 3"/8 cm from the road. More terrain definitely makes for a more exciting game, so players are encouraged to use their imagination.

Starting Positions

Both players roll a D6. The player with the highest score is the Attacker. The Defending force starts in one corner of the map along the road with three pack animals. The Attacking force can start anywhere on the map as long as it is 6"/14 cm away from the road and 12"/28 cm from any enemy models.

Objectives

The Defending force must get at least two of the three pack animals to the opposite corner from their starting position.

The Attacking force must capture at least two pack animals to win.

Special Rules

Sudden Attack. The Attackers have launched their attack by surprise, and start the game with Priority.

Pack Animals. A pack animal has no control zone and will not charge or strike blows if it wins a fight in the Fight Phase. Additionally, it may not benefit from heroic combats and does not have to take Courage tests if its force is reduced below half strength. A pack animal may only move if a friendly model is in base contact with it (in which case, both move together), otherwise it will remain stationary in the Move Phase.

Pack Animal	F	S	D	A	W	C
Move 8"/20 cm	1	2	3	0	1	2

Capturing Pack Animals. To capture a pack animal, simply slay any opposing models in base contact with it. Once this step has been accomplished, you can take control of the pack animal in the manner described above. Bear in mind that a pack animal cannot move more than once in a turn.

Valuable Commodities. The supplies that the pack animals are bearing are invaluable to the besieged troops and the Attackers alike. For each pack animal that is successfully moved off of the board, the Defender receives 1 extra Influence Point. Likewise, for each pack animal that the Attacker controls at the end of the game, he receives 1 extra Influence Point.

NIGHT RAID

A Battle Company Scenario by Alex Hughes

Battle Companies must sometimes raid enemy villages or encampments to steal food or scavenge new equipment or simply to eliminate their adversaries. Such missions are best undertaken in the still of the night. This game re-creates one such raid that has gone awry — the enemy is ready and waiting despite the darkness.

Layout

Set up a 48"/112 cm x 48"/112 cm board with as much terrain as possible. More terrain definitely makes for a more exciting game, so players are encouraged to use their imagination. The center of the board should be set up to resemble a camp or small village, with tents, huts and other suitable terrain features.

Starting Positions

Both players roll a D6. The player that scores the highest is the Attacker. The Defending player deploys his entire Company within 6"/14 cm of the board's center. The Attacking player then deploys his Company within 6"/14 cm of any single board edge.

Objectives

The Defenders win if they reduce the Attacking Battle Company to 25% of its starting numbers. The Attackers win if they force the Defenders out of the target camp. This happens if at any point the Attackers have more models within 6"/14 cm of the board's center than the Defenders. If both players achieve their objective in the same turn, the game is a draw.

Special Rules

Sudden Attack. The Attackers have launched their attack by surprise, and start the game with Priority.

Night Fight. To represent the fact they are fighting at night, all Men and Hobbits shooting over half range only hit on the score of a 6.

Additionally any model (regardless of type) which is more than 6"/14 cm away from a friendly model must pass a Courage test. If they fail, they cannot move or shoot during that turn; however, they may fight normally in combat if charged.

THE RAGING RIVER

A Battle Company Scenario by Henry Tomsett

Two Companies of warriors have been told to return to their main armies with haste to reinforce their beleaguered comrades. By chance, both have chosen the same path towards a rickety bridge. As they reach the bridge, exhausted, a storm brews overhead. Little do they know what they will encounter crossing the river!

Layout

Set up a 48"/112 cm x 48"/112 cm board with as much terrain as possible. More terrain definitely makes for a more exciting game so players are encouraged to use their imagination. A river, crossed by a single bridge, spans the board from east to west.

Starting Positions

Both players roll a D6. The player with the highest score chooses either the north or south board edge and deploys his Battle Company within 6"/14 cm of it. His opponent deploys his Battle Company within 6"/14 cm of the opposite edge.

Objectives

Both sides must get 33% of their force off the opposite board edge. If both sides accomplish this in the same turn, or neither side achieves their objective, the game is a draw.

Special Rules

Raging River. Such is the ferocity of the storm that the river has become quite perilous. Each time a model moves within the river, the controlling player must roll a D6. On the result of a 1, the model is swept away and drowned. On a 2-5 the model makes slow progress and moves 1"/2 cm. On the score of a 6, the model moves 2"/4 cm. Models with a Strength of 2 or less receive a penalty to -1 to this test.

Rickety Bridge. The bridge across the river is old and weather-beaten and looks set to fall down at any point. To represent this, each turn, as soon as Priority rolls have been made, compare the number of models on the bridge to the winning roll. If the winning D6 score is lower than the number of models on the bridge, it collapses, and all models on it are swept away (and count as casualties).

TAKE THE HIGH GROUND

A Battle Company Scenario by Adam Troke

Somewhere in the area lies an object of immense importance to both sides, be it a signal fire that needs to be urgently set alight, a haul of weapons, or the entrance to a hidden tunnel. Whatever it is, its defense is paramount to both Battle Companies.

Layout

Set up a 48"/112 cm x 48"/112 cm board with as much terrain as possible. More terrain definitely makes for a more exciting game, so players are encouraged to use their imagination when setting up the board. Players will also need a marker, preferably no larger than a cavalry base, to act as an objective. The objective marker should be placed in the center of the board.



Starting Positions

Each player should then roll a D6. The player with the highest score should choose a board edge; his opponent takes the opposite edge. These are the players' starting edges. The edges not chosen are considered the "side" edges for this scenario. Players should roll again to determine Priority.

Objectives

Once a side has been reduced to 50% of its starting number, roll a D6 at the beginning of each Priority Phase. On the roll of a 1 or 2, the game automatically ends. Whoever controls the objective in the center of the table is the winner (see Victory below for more).

Victory

Your side has at least twice as many models within 3"/8 cm of the objective compared to your opponent.

Defeat

Your opponent has at least twice as many models within 3"/8 cm of the objective compared to you.

Draw

Any other situation results in the game being a draw.

Special Rules

Wild Search. Both Companies have split up their warriors to broaden the search. To represent this, no models will start play on the board. At the end of each player's Movement Phase, players should roll a D6 for each model in their Company not on the board (Might Points may not be used to influence this roll). The 1st turn will thus consist mostly of these rolls.

D6 Result

1-2: The model is delayed and doesn't move on to the board this turn. This model still counts as part of the Company's total size for rolling for the game end and Courage tests.

3: The model moves onto the board from either "side" edge (both the side and the entering point are chosen by the opponent).

4: The model moves onto the board from any point on either "side" edge, chosen by the controlling player.

5-6: The model moves onto the board from the controlling player's edge. Newly arrived models act normally but may not charge on the turn that they initially arrive.

CONTROL

A Battle Company Scenario by Adam Troke

Both Companies have been tasked with seizing control of an area of a larger battlefield. Five key areas have been deemed essential for control, and both companies will vie fiercely for them.

Layout

Set up a 48"/112 cm x 48"/112 cm board with as much or as little terrain as the players desire. More terrain definitely makes for a more exciting game, however, players are encouraged to use their imagination (and cooperate). Players also need five counters to represent the objectives.

The players should take turns to placing the objective counters on the tabletop. They may be no closer than 6"/14 cm to any board edge, and no closer than 12"/28 cm to each other.

Starting Positions

Both Battle Companies move into play from any point on their starting edge in their 1st Move Phase.



Objectives

When the game ends, count the number of models from each side whose bases are entirely within 3"/8 cm of each objective marker. An objective is controlled by whichever player has the most models with their bases entirely within 3"/8 cm of it. The player who controls the most objective markers wins the game. If both players control an equal number of objective markers, the game is a draw. Once either force is reduced to below half of its starting number, the game might suddenly end. At the end of each turn after this condition is met, one player should roll a D6. On the result of a 1 or 2, the game ends (Might Points cannot influence this dice roll).

Victory

Your Battle Company controls more Objective markers than your opponent's.

Defeat

Your opponent's Battle Company controls more Objective markers than you.

Draw

Both Companies control an equal number of objectives.

TAKE THE WATCHTOWER

A Battle Company Scenario by Piki Gilman

A lone watchtower stands atop a hill that your army needs to pass. Knowing that a small force can sneak in close while remaining undetected, a Battle Company has been selected to spearhead an attack upon the tower. This distraction will allow the main army to pass by unmolested and — better yet — uncounted. Can the Battle Company silence the guards and sentries before the alarm is raised?

Layout

Set up a 48"/112 cm x 48"/112 cm table. The east side of the board should be heavily wooded. Place trees or boulders up to 12"/28 cm in from the east. The west side should have a hill with a watchtower centered on it; the tower should be 6"/14 cm from that table edge.

Starting Positions

Players roll a D6 to determine who is the Attacker, and who is the Defender. The player with the highest score may choose. The Defender starts by placing any model from his Company in the tower. The remaining Defenders must be placed at least 3"/8 cm from the tower and up to 12"/28 cm from any table edge. The Attackers are placed in the cover of the woods so they are touching the table edge.

Objectives

If, at the end of any turn, there is an Attacking model within the tower, the game ends. If the Attacking force is reduced to 25% of its starting strength before this event, the Defender wins.

Special Rules

Sudden Attack. The Attackers have launched their attack by surprise, and start the game with Priority.

Extra Attackers. The Attackers have had their forces bolstered for this mission, and gain an additional 50 points worth of warriors (not cavalry). These models are not permanent members of the Company and are removed after the game. Players should take care only to choose models that are from the same faction to preserve the theme of their Battle Company.

BREAKTHROUGH

A Battle Company Scenario by Paul Tokgozolu

A small patrol force has been scouting ahead of the main army to monitor enemy movements. As dawn breaks, the patrol spots a larger force approaching and must escape the field alive to tell their commanders of the enemy presence.

Layout

Set up a board 24"/56 cm x 24"/56 cm with as much terrain as possible. More terrain definitely makes for a more exciting game, so players are encouraged to use their imagination.

Starting Positions

The Battle Company with the highest rating is the Attacker in this scenario. The Defender deploys his force 12"/28 cm from the southern board edge. The Attacker deploys his Company anywhere on the table. However, all of the Attacker's models must be placed at least 18"/42 cm away from any enemy models. The Defender must place his models first.

Objectives

For the Defenders to win, they must get at least one model off of the northern board edge to alert their commander of the enemy presence.

For the Attackers to win, they must kill every enemy model (they can't leave any survivors that might alert the enemy to their presence).

Special Rules

Sudden Attack. The Attackers have launched their attack by surprise and start the game with Priority.

Larger Force. The Attackers heavily outnumber the Defenders. To represent this situation, the Attackers are allowed to take an extra 100 points worth of warriors (not cavalry). These models are not permanent members of the Company and are removed after the game. Players should take care only to choose models that are from the same faction to preserve the theme of their Company.

Treasure Hunt

A Battle Company Scenario by Tracy L. Hale

An old treasure hoard has been found and word of its discovery has spread far and wide. Everyone believes that there are riches aplenty in Middle-earth for any with the courage and strength to seize them. Such a task is an ideal one for the fast-moving Battle Companies.

Layout

Set up a 48"/112 cm x 48"/112 cm board with as much terrain as possible. More terrain definitely makes for a more exciting game, so players are encouraged to use their imagination. Ideally, about 75% of the board should be covered in difficult terrain.

Starting Positions

Both players roll a D6. The player with the highest score chooses a table edge and places a marker touching its center (this is the gathering point). Next, he deploys his force within 3"/8 cm of the marker. The other player does the same except on the opposite board edge. In each case, the gathering point marker represents the place to which the player is trying to bring his Plunder.

Once both Companies are deployed, both players take it in turns to place Plunder markers on the board. Each marker should be at least 3"/8 cm away from any other marker, and no closer than 6"/14 cm to any model. There should be six markers placed for each Battle Company playing in the game. These markers represent likely hiding places for the treasure.

Objectives

Both Companies are striving to gather as much Plunder as possible. The Company that gathers the largest number of Plunder Points is the winner. Once the last Plunder marker has been contacted, the players should roll a single D6 in each End Phase. On the score of a 1 or 2, the game ends. Only Plunder Points that have been returned to the gathering point count towards the final score.

In 1st turn, players roll to determine Priority.

Special Rules

Revealing the Plunder. As soon as any model moves into base contact with a Plunder marker, roll a D6 and consult the following table:

1: Monster. Rather than finding treasure, the unfortunate model has found an angry beast defending its lair. The model counts as if a Warg has charged it. At the end of the turn — regardless of who wins the fight and what Wounds are dealt — remove the Warg from play.

2-5: Plunder. The model has secured a single item of loot, worth 1 Plunder Point. This counts as a light item as described in the main SBG rulebook (p. 72).

6: Treasure Haul. A particularly lucky find, the model has stumbled across something of real value, worth 2 Plunder points. This counts as a light item as described in the main SBG rulebook (p. 72).

Gathering Plunder Points. To score Plunder Points, a model must bring an item back to the marker on his starting edge, which is the gathering point. Make a note of the value of the item, and at the end of game, the player with the largest number is the winner.

Multiplayer. This scenario plays well with two players. However, it can also be used for an awesome four-player experience.

ALL FOR ONE

A Battle Company Scenario by Timo Korpi

Capturing an enemy Hero and taking him away for interrogation can reveal valuable information about the movements and location of enemy forces. Should a Hero fall into enemy hands, a Battle Company will stop at nothing to rescue him from his fate and to stop their secrets from being learned by their enemies.

Layout

Set up a 48"/112 cm x 48"/112 cm board with as much terrain as possible. More terrain definitely makes for a more exciting game, so players are encouraged to use their imagination. A road or path must cross the board from west to east.

Starting Positions

Both players roll a D6. The player with the highest score is the Attacker. The Defender places his Company on the road, within 6"/14 cm of the western board edge. The Attacker places his Company (except for the Hero with the most Experience — this is the captured Hero) anywhere within 6"/14 cm of the northern and southern board edges. Lastly, the Defender places the captured Hero in base contact with any two models in his Battle Company.

Objectives

The Defender wins if he can move the captured Hero off the eastern table edge. The Attacker wins if he can rescue the captured Hero and move him off any other table edge. Any other result is a draw.

Special Rules

Ambush. The Attackers have sprung their rescue attempt by surprise and have Priority in the 1st turn.

Captured Hero. The captured Hero is injured and weary and has been tied up with secure bonds. He counts as a heavy object (as described on pp. 65 & 72 of the SBG rulebook) and plays no other active part in this scenario.

Rewards and Prestige. If the Defenders are able to move the captured Hero off the board, then the Defenders' masters will reward them well for the information. They gain an additional Influence Point. Additionally, the captured Hero must make a roll on the Hero Injury table.

However, should the captured Hero be rescued, every member of the Attacking Company receives 1 extra Experience Point, as does the captured Hero.

Note: This scenario is also ideal to work out whether a Battle Company can rescue a Hero that scores the "Lost" result on the Hero Injury table — use the lost Hero as the captured Hero.