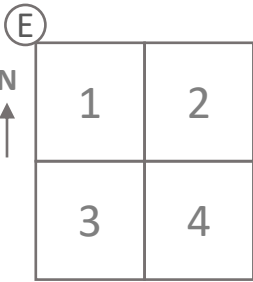


# RAID



**OBJECTIVE:** Pillage the area to gather as much loot as possible.

The scenario ends when all the Event Markers has been revealed and at least half of the Player Characters with a Loot marker has left the map from the northern edge.

**REWARD:** Gain 1 VP per surviving member of the Warband, plus the bonus VPs for the loot tokens (see the Loot Tokens box). You cannot use VP or Loot Points gained in this Scenario to increase your Reputation.

## TERRAIN

The map represents a portion of a village. For each zone (1 to 4) roll 1d6 and place the requested terrain. At least 5 buildings must be placed on the map

1: One (large) building with one tree or one vegetable garden.

2-3: Two small buildings.

4: One building with 1d3 walls around it.

5: One building with a fence for the animals.

6: One building adjacent to a small difficult terrain area or near a chart (obstacle).

## INITIAL SETUP

Shuffle Event Markers 1..6 and place one Marker in five buildings, as much as possible evenly distributed in the four Zones.

Place EM 7, 8 and 9 on Zones 1,2 and 3 within two MP from one building.

## EVENT MARKERS

[1][2] Loot Token\*

[3][4] Loot token\*, defended by Enemy (A)

[5] Enemy(A)

[6][7] Empty

[8][9] Enemy(A)

## WARBAND PLACEMENT

After the Initial Setup, you can place your units within two MP from the upper left corner of the map (the area marked with an "E")

## EVENT MARKERS ACTIVATION (ADVANCED GAME)

EM 7, 8 and 9 must be activated.

## REINFORCEMENTS

Starting from turn 6, when the End Turn marker is drawn for the first time, if there are no EM on the map roll one d6:

(1-3) nothing

(4-5) generate one Enemy(A) group and place it on the southern edge of Zone 4

(6) generate one Enemy(A) group and place it on the southern edge of Zone 3

## ENEMY MARKER ACTIVATION TABLE

MARKER	ORDER
1 Nearest (building)	Move 2MP toward the nearest PC
2 Nearest (building)	Move 2MP toward the nearest Zone
3 Nearest (EM)	Move 2MP toward the nearest Zone
4 Nearest (PC)	Move 2MP toward the nearest PC
5 Nearest (PC)	Move 2MP toward the nearest Zone
6 Nearest (PC)	Move 2MP toward the nearest EM

## \*Loot Tokens

You must immediately assign each Loot Token to a different Unit.

Loot Tokens can be freely moved between adjacent figures during Movement.

A unit with a Loot Token:

- has a -1MP movement penalty

- attacks with a -1 modifier

At the end of the Scenario, each Loot Token in the hands of a player character is worth one additional VP.

## ENEMY ACTIVATION

ENEMY	ORDER
1 Nearest (EM, building)	Attack (Nearest PC with Loot token)
2 Nearest (EM, building)	Attack (PC nearest to an EM or building)
3 Nearest (EM, building)	Support (Enemy nearest to a PC with loot token or to an EM/building)
4 Nearest (PC)	Attack (Nearest PC)
5 Nearest (PC)	Attack (Nearest PC with Loot token)
6 Engaged (PC)	Attack (Easiest PC)