

V&F STANDARD SCENARIO 3

MEETING ENGAGEMENT

Two armies encounter each other unexpectedly in this scenario for use with the Valour & Fortitude rules

1.0 THE ARMIES

The players must pick an army sheet for each side to use, and then agree on a points value for the game. We recommend using a points value of 100 for your first game, or 150 points if there is more than 1 player per side. The players then pick units whose total points value is up to the points value that was agreed for the game. The points value for units can be found on the unit's army sheet (see section 1.6 of the V&F rules).

The players must then organise the units they have picked into brigades of from 2 to 8 units. Each side gets 1 leader for each brigade, plus 1 overall leader (leaders do not cost any points). Finally, one player on each side must be chosen as their side's overall commander.

Designers Note: To save time the players can pick their armies before the day of the game.

2.0 THE BATTLEFIELD

Each overall commander rolls a dice, rolling again if the scores are tied. The commander that rolls higher sets up the terrain for the battle (2.1). The other commander then picks one narrow table edge to be their side's edge of the battlefield. The opposite table edge is the other side's edge of the battlefield.



Designers Note: If one player is hosting the game at their house, we recommend that the host set up the terrain and their guest pick the table edge. This allows the terrain to be set up in advance of the game.

2.1 Terrain Features

In this battle terrain is limited to the following types:

Defendable Terrain: A group of 1-2 buildings and their associated walls, or a circular group of trees up to 9" across. Each of these terrain features is defendable terrain that can be garrisoned by 1 unit.

Linear Terrain: Walls, hedges and fences of any length that are not part of a building. They are linear obstacles that provide cover.

Rivers: A river of any length that with any number of bridges or fords. A river that has at least 2 bridges and/or fords is impassable. A river with up to 1 bridge or ford is rough terrain.

Hills and Roads: Hills or roads of any size or length. Use the standard rules for a terrain feature of their type.

2.2 Objectives

After terrain has been set up, 1 objective marker is set up at the centre of the battlefield. The overall commanders take it in turn to set up 4 more objective markers one at a time, starting with the commander that set up the terrain for the battle, until a total of 5 objectives have been set up. The commanders must set up their objective markers must be set up more than 24" from their edge of the battlefield and more than 18" from any other objectives.

3.0 DEPLOYMENT

The overall commanders take their overall leader figures, and then they allocate the brigades in their armies amongst their players on their side as they see fit. The players must then agree on the game time limit (see section 2.2 of the V&F rules). After the time limit has been agreed, each side sets up 1 brigades from their army, starting with the player that set up the terrain. Units must be set up in march column wholly within 24" of their table edge.

3.1 Reinforcements

All brigades apart from the 1 that is set up on the battlefield during deployment are reinforcements. Reinforcements can start to arrive from their side's 1st turn. 1 reinforcement brigade can be set up per turn, wholly within 12" of their side's table edge, or wholly within 24" of their side's table edge if it is set up in march column.

4.0 FIRST TURN

After both sides have deployed, the player that set up the terrain must roll a dice. On a roll of 4+, they can decide which side takes the first turn. On a roll of 1-3, the enemy overall commander decides which side will take the first turn.

5.0 VICTORY & DEFEAT

The winner of the game is determined using the rules for Victory & Defeat (see section 11.0 of the V&F rules).