

V&F SCENARIO A

SETPIECE BATTLE

This scenario serves well as an introductory scenario for the V&F rules, and as an even-handed scenario for pick-up games played at your home, or at your local games store or games club. Additional scenarios can be found on the Perry Miniatures website at perry-miniatures.com.

A1.0 SELECT 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 200 for your first game, or 250 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 1.5 of the V&F rules).

The players must organise the units they pick into brigades of from 2 to 8 units. Each side gets 1 leader for each brigade, plus 1 overall leader. Note that leaders do not cost any points. Finally, a player on each side must be chosen as their side's CIC (see section 1.5 of the V&F rules).

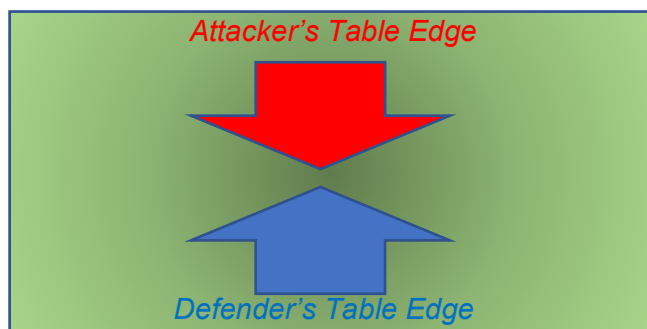
Designer's Note: We recommend that the players pick their armies in advance of the game if possible.

A2.0 PICK ATTACKER AND DEFENDER

The CICs each roll 1 dice, rolling again if there is a tie. The side whose CIC rolls higher are the attackers and the opposing side are the defenders.

A3.0 SET UP BATTLEFIELD

The defenders set up the terrain for the battle (3.1). The attackers then pick one long table edge to be their side's edge of the battlefield. The opposite table edge is the defending side's edge of the battlefield.



Designers Note: If one player is hosting the game, we recommend that they be the defender. This allows the terrain to be set up in advance of the game.

A3.1 Terrain Features

In this battle, terrain is limited to the following:

Towns: Two to three towns, each represented by a one or two buildings and their associated walls or fences. Each town is a single defensible terrain feature (see section T.3 of the V&F rules).

Woods: Two to three woods, each represented by a roughly circular group of trees about 6" to 9" across.

Rivers and streams: Up to 1 river or stream of any length. Rivers must have at least 2 bridges and/or fords.

Hills and Roads: Hills or roads of any size or length. Roads can be bordered by fences, hedges or walls.

Designers Note: If you are fighting a battle on a table that is larger than 8' by 5', you can add 1 or 2 extra towns or woods on the battlefield.

A3.2 Objectives

The CICs take it in turn to set up objective marker, starting with the defending CIC, until a total of 4 objectives have been set up. Each objective must be set up more than 12" from the edge of the battlefield and any other objectives.

A4.0 DEPLOY ARMIES

The players must first agree on the game time limit or turn length (see section 2.2 of the V&F rules). The CICs then allocate the brigades in their armies amongst the players on their side, and the players alternate setting up their brigades, 1 brigade at a time, starting with a player from the defending side. Units must be set up wholly within 18" of their side's table edge.

A4.1 Reinforcements

Instead of setting up a unit on the battlefield, it can be held back as a reinforcement. Reinforcements can start to arrive from their side's 2nd turn, from their side's table edge. No more than half of a side's reinforcement units can arrive on the same turn.

A5.0 FIRST TURN

After both sides have deployed, the attacking CIC must roll 1 dice. On a roll of 4+, they can decide which side takes the first turn. On a roll of 3 or less, the defending CIC decides which side will take the first turn.

A6.0 VICTORY AND DEFEAT

The winner of the game is determined using the rules for Winning The Battle (see section 10.0 of the V&F rules).

A7.0 SCENARIO VARIANTS

The players can agree to use one of the following variants of this scenario if they wish to do so:

A7.0.1 Meeting Engagement: In this variant, the attackers must pick a narrow table edge to be their edge of the battlefield, and the defenders use the opposite narrow table edge. In addition, only light infantry, light cavalry and the leaders from the light unit's brigades can be deployed at the start of the battle; all other units and leaders must be reinforcements.

A7.0.2 Assault: In this variant, do not set up an objective at the centre of the battlefield. Instead, the defender sets up 2 of the objectives and the attacker sets up 1, and all the objectives must be set up within 24" of the defender's table edge. In addition, at least half of the defending units must be reinforcements. Finally, the attacker adds 2 to the dice roll to determining which player decides who has the first turn (A5.0).