

Wolves in the Woods: A Swords for Hire Demo Scenario

Background:

Fey warriors have stalked their way into the village of Tesket and made off with the village's children! Fleeing through the woods, they are accidentally spotted by a returning hunting party – just as said hunting party is spotted by the Royal Guard, to be rounded up for poaching. The two forces join up to exterminate the evil fey creatures from the woods before they have a chance to settle their quarrel.

Forces:

Humans: 2 units of Royal Guard

2 units of Huntmen; one with War Spears and Round Shields, the other with Bows

1 unit of Village Militia

1 Royal Guard Captain

1 Huntsman Sergeant

Fey: 1 Fey Warrior Triad*

1 Feystalker

1 unit of Reborn Warriors with Longbows

1 unit of Reborn Warriors with Heavy Weapons

1 Forest Worm

* The Warrior Triad is carrying the children of the village. They move at half speed as long as they are carrying them. They may not pass the children to another unit though they may choose to kill the children and leave quickly. This may be done as a primary action requiring no skill check, at any time the unit is unengaged. If the Fey Warriors are carrying the children, they may not be the target of ranged attacks, for fear they will hit the kids.

Battlefield: The battlefield should be made up mostly of dense forest, especially on the north side, with a road on the south side, running east to west. The rest of the board should be scrub, with only a small amount of open terrain.

For deployment, one unit of Huntsmen of the Human player's choice starts on the board, anywhere on the north half. The Fey Warriors and the Feystalker start anywhere within 5 GSU of the southern table edge.

Time: The battle ends when the Fey Warrior Triad leaves the board by the north edge, or when they are destroyed or removed from play. If this does not occur after eight turns, the game ends.

On the first turn, the Royal Guard units and Captain arrive from the road.

On the second turn, the second unit of Huntsmen arrives from the centre of the north edge, and one of the Reborn units of the Fey player's choice arrives from the centre of either the east or west edge (Fey player's choice).

On the third turn, the second unit of Reborn arrives from the edge other than the one chosen last time. The Village Militia arrive anywhere on the south edge of the table.

Victory Conditions:

Fey Major Victory: If the Fey Warriors flee the board with the children and all of their members.

Fey Minor Victory: If the Fey Warriors flee the board with the children, but lose one or two members before leaving.

Draw: If the Fey Warriors kill the children, but lose one or two members before leaving the board.

Human Minor Victory: If the humans kill all of the Fey Warriors.

Human Major Victory: If the humans kill all of the Fey Warriors and the children have not been killed.