

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.

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 receives 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 2.3 of the V&F rules).

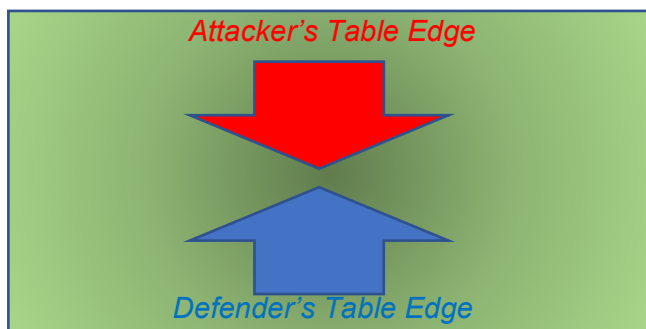
Designer's Note: We recommend that the players pick their armies in advance of the game if possible.

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 defending CIC sets up the terrain for the battle. The attacking CIC then picks one long table edge to be their side's table edge. The opposite edge is the defending side's table edge.



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 defensible terrain feature (see section T.3 of the V&F rules).

Woods: Two to three woods, each represented by a clump of tree models about 6" to 9" across. The players must agree if the woods will be defensible terrain features or rough terrain that provides soft cover (see section T.1.6 of the V&F rules).

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 SET TIME LIMIT

The players must agree on the game time limit or turn length (see section 2.2 of the V&F rules).

A5.0 DEPLOY ARMIES

The CICs must 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.

A5.1 Reinforcements

Instead of setting up a leader or unit on the battlefield, it can be held back as a reinforcement. Half of a side's reinforcement units arrive on their side's 2nd turn, and the remainder on their sides 3rd turn. Leaders can arrive on any of their side's turns after the 1st turn. Reinforcements move onto the battlefield from their side's table edge.

A6.0 FIRST TURN

After deployment is complete, the attacker rolls 1 dice. On a roll of 4+, they can decide which side takes the 1st turn. On a roll of 3 or less, the defender decides which side will take the 1st turn.

A7.0 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).

A8.0 SCENARIO VARIANTS

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

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.

Assault: In this variant, the defender sets up 2 objectives and the attacker only 1. All the objectives must be set up within 24" of the defender's table edge, more than 12" from the edge of the battlefield and more than 12" from any other objectives. 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 (A6.0).