

Whatever happened to Wharram Percy?

It had never been like this, the descent from the high road into the sheltered village. Where was the smell of wood smoke, the bustle of the villagers, the noise of animals? There was nothing, except the sound of the wind in the trees and the rooks, always the rooks. Turning the corner around the wood which sheltered the north side of the village the full appalling scene was revealed. The village was destroyed, sacked and devastated. Doors lay across paths, fences and walls broken down, houses broken open, belongings strewn across the ground, as if careless housebreakers had rifled through the building, and finding nothing of value had simply discarded everything. Not a living thing to be seen. Only huge footprints, twice the length of the largest man's foot marked the tilled soil of the fields and gardens.

Now time was of the essence, the destruction of the village had been recent, very recent, and it was vital that a band of hunters was summoned to deal with the monsters before they attacked somewhere else.

Forces

Warbands

Each warband have arrived in force to polish their reputation as expert troll killers. And they don't look kindly on anyone else trying to muscle in.

Choose from any list (10 Common, 4 Uncommon, 2 Rare)

Trolls

There are 3 trolls in the village, possibly more, you might want to hire better trackers next time.

Setup.

- 36"x36"
- A road twists across the centre of the board from the middle of the western edge to the middle of the eastern edge
- A village of half a dozen or so houses spread out along the road filling most of the board. separated from its neighbours by a mix of fences and walls enclosing small fields, paddocks and orchards (Hard and soft cover)
- The area to the North of the village is dotted with trees and large boulders. A mix of hard and soft cover, placed around 12" apart.
- Each Warband deploys within 6" of the road on opposite sides of the board.
- The Trolls are set up within 6" of the centre of the board.

Victory conditions.

- Head taking – Play until only 1 warband remains on the table, then use the rules on P. 41 to determine the winner. Remember the Trolls count as a warband.
- The Warbands need to kill as many trolls as possible. If opposing warband members are killed then that's unfortunate. Troll scalps count double coins in this mission (8 each)
- The Trolls are hungry, Put any model killed by the trolls together and count the troll score at the end of the game. Big and massive model scalps count double for the trolls.

Complication - Trolls.

- It is not easy to determine how many trolls are in a band. Between 3 and 5 are most common.
- The first time a model moves within 6" of each building roll a dice. On a 1-2 the opposing player places an additional Troll on the board in contact with the building's door. If there are more than 5 trolls in play when the dice is rolled then a new troll is only placed on a 1.
- Trolls are too stupid to understand the nuance of a battle stance, Trolls will always attempt to charge the closest enemy in range in the 'Attack' movement step, if it cannot reach an enemy model it will move randomly.
- Each stunned Troll may attempt to Rally in the Rally step. They are individuals and gain no benefits for leaders.
- Forest Trolls fear magic, a forest troll successfully targeted by a spell makes an immediate move directly away from the spellcaster which made the attack. This counts as the Trolls movement for the turn.

Trolls.

Forest Troll.	Rare
Move	6"
Rally/Morale success	5+
Weapons	Huge rock, or the stout limb of a tree - 2 handed hacking weapon
Armour	Heavy armour (Thick scaly hide and general dimwittedness)
Combat modifier	No modifier
Special rules	<p>Big</p> <p>Warrior of Renown (Roll 2 combat dice and choose the best) 9 lives. Re-Roll any 'Killed' result from the damage chart inflicted on this model. The second result must be applied.</p> <p>Brawler: Ignore the -1 to your roll on the Damage chart if you are outnumbered by your enemies.</p> <p>Hungry: Roll a dice before moving each troll, on the roll of a 1-2 it will stop to feed and will not move this turn.</p> <p>Fear Magic: a forest troll successfully targeted by a spell makes an immediate move directly away from the spellcaster which made the attack. This counts as the Trolls movement for the turn</p>

Mountain troll

Mountain Troll.	Rare
Move	5"
Rally/Morale success	5+
Weapons	Huge rock, or the stout limb of a tree - 2 handed hacking weapon
Armour	Heavy armour (Thick scaly hide and general dimwittedness)
Combat modifier	No modifier
Special rules	<p>Big</p> <p>Warrior of Renown (Roll 2 combat dice and choose the best) 9 lives. Re-Roll any 'Killed' result from the damage chart inflicted on this model. The second result must be applied.</p> <p>Brawler: Ignore the -1 to your roll on the Damage chart if you are outnumbered by your enemies.</p> <p>Regeneration: You may re-roll the result of any 9 Lives test. This result MUST be applied.</p>