

THE NEW WORLD...

Earlier in the year, heavy snows in the Black Mountains on the edge of the forest of Arnheim, had driven hordes of Orcs down from their traditional winter grounds. The green tide moved down the valleys, stripping the land clear like a plague of Locusts. Soon the inhabitants of the small Elf villages of the fertile grasslands trembled as messengers brought news of the marauding Orcs. However, in the midst of such severe weather there was nothing that could be done to confront the horde. The villagers just locked their doors, prayed to Asuryan and hoped that they would pass by unnoticed in the snow.

In one of the most fertile valleys a small High Elven settlement, by the name of Eldethred, lay unprepared for the green tide that would soon be brought to its walls. In the dead of night, fearsome Black Orcs and hordes of gibbering Goblins overran the few town guards, before engaging in an orgy of violence and death, which left no survivors.

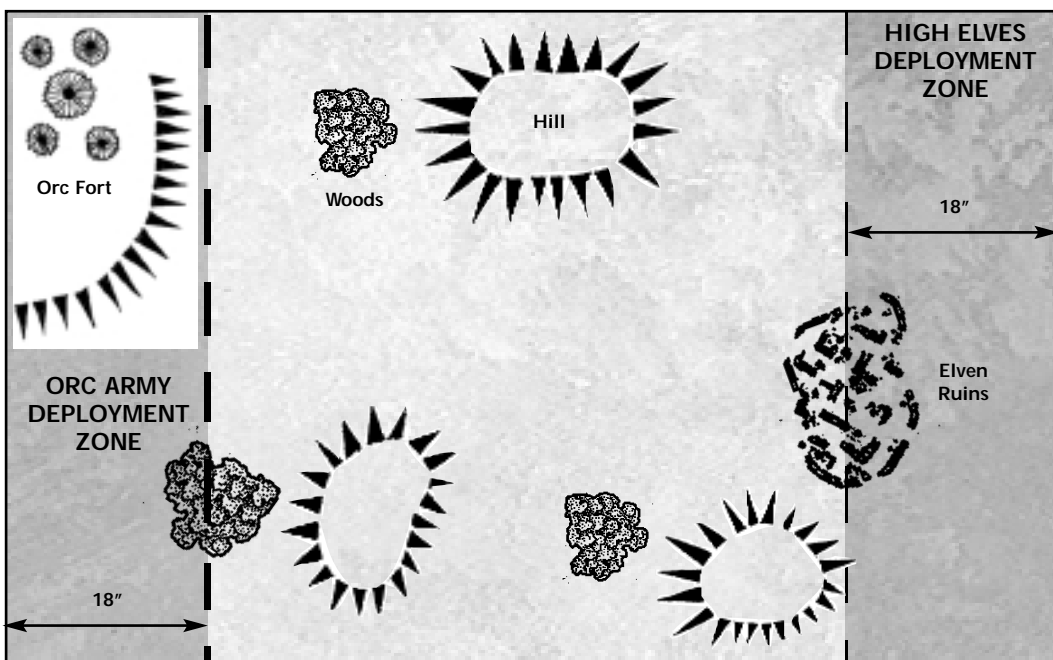
Taking wood, materials and everything they needed from the shell of the town, the Orcs retreated further up the valley and began to build their own settlement and fort.

In the Spring, when quotas of crops were not forthcoming to Arnheim, the provincial capital of the New World colony, suspicions were aroused. The Lord of Arnheim dispatched some of his scouts to see what had become of Eldethred and waited.

When the scouts returned with the news that Eldethred had been completely destroyed, and that a horde of foul greenskins had taken up residence in the valley, the Lord of Arnheim could hardly contain his fury. Before long a mighty army was marching across the dry windswept New World plain toward the Orc encampment thirsting for revenge.

TERRAIN

Set up the terrain as per the map below.



*Revenge is a Dish Best Served Cold***SCENARIO LENGTH**

8 Turns (to account for playing lengthways on the board).

OBJECTIVES

The scenario is a classic attack and defence scenario, in which the High Elves must destroy the Orcish settlement in revenge for the destruction of their own kindred by the foul green plague.

High Elves: In order to smite the green plague they must either destroy 75% of the Orcish forces, or raze the fort to the ground. The fort can be razed to the ground by troops spending a whole turn inside it doing nothing but razing it.

Orcs: In order to successfully defend your settlement you must either break the Elven army, or prevent them from having razed the fort by the end of turn 8.

FORCES

High Elves : 3000 Points.

Orcs : 3000 Points of which a minimum 1000 points must begin inside the Orc Fort.

SPECIAL RULES

Orcs inside the fort cannot initiative charge any enemy forces outside the walls, as they refuse to abandon their processions inside the fort. They can be ordered to charge, but have a -1 penalty. Despite being blood-thirsty, even Orcs know it is better to fight from behind a wall.



Orc Deployment

Razing

If a unit spends an entire turn stationary inside the fort, they can raze the buildings. The unit can move into the area and begin razing, they do not need to be stationary, but if attacked, or if they initiate combat, then no razing may take place. Each stand that is razing rolls a D6 and consults the following table:

Razing Table (roll 1D6)

1. *Not Lit.* The Unit has failed to find anything to light their torches, or is unable to light their tinder. Thus they do no damage at all.
- 2-5. *Fires.* The Unit has set fires in buildings and is running off the livestock. This causes 1D6 Structure damage points.
6. *Raging Inferno.* Good winds, and flammable material fan the fires, and a raging inferno soon blazes. 2D6 Structure damage points are caused.

Modifiers:

- Infantry Stand +1
- Dragon +2
- Wizard Present: +1

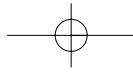
Structure Points

Like Troop Stands, buildings can have hits or Structure Points. Structure points depend upon the construction materials and nature of the particular buildings. The fort's buildings are below. When a building is reduced to 0 Structure points by razing, then it is destroyed and can be considered dense terrain like woods etc.

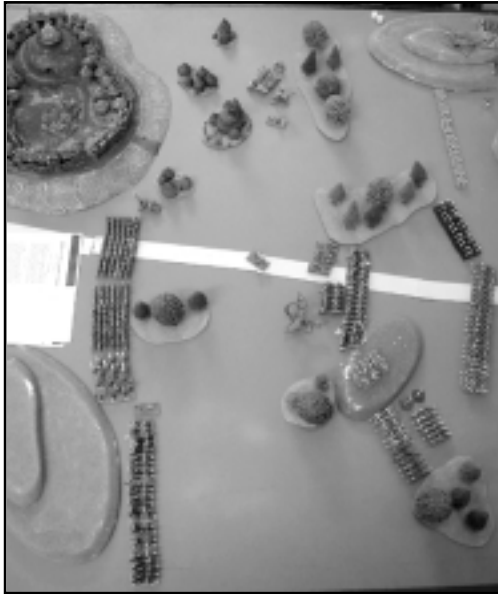
- Orc Fort: 40 pts
- Wooden house (large): 5 pts
- Wooden house (small): 3 pts
- Straw Huts: 1 pt



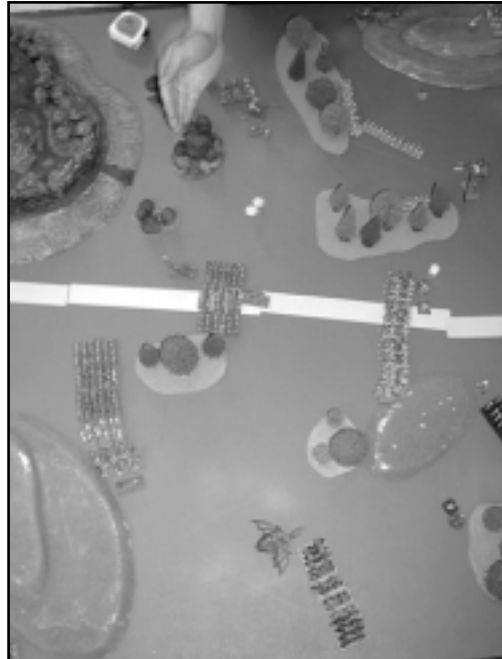
High Elf Deployment



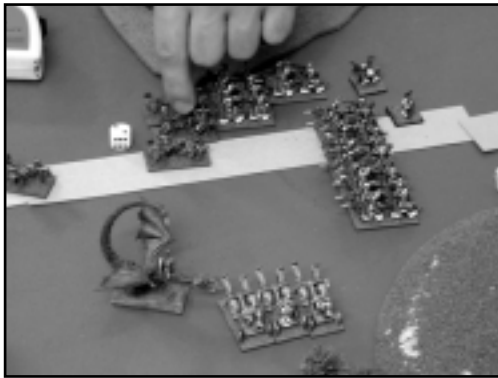
Revenge is a Dish Best Served Cold



The two armies advance upon each other



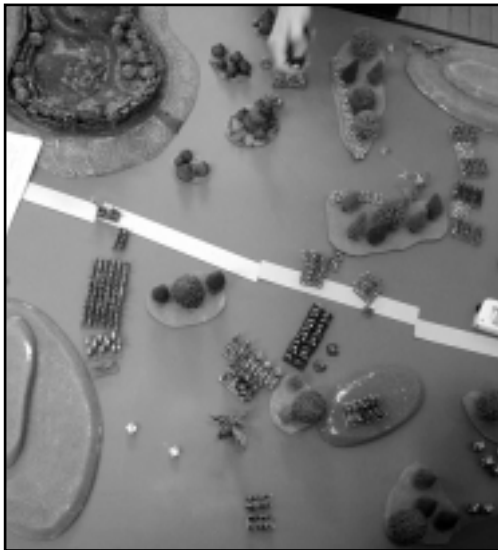
The Elves push onwards towards the fort



Orc Chariots charge home



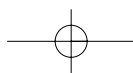
Elven Eagles swoop to attack the chariots



The Orc attempt to turn the Elven flank



Elven Silver Helms prepare to attack



Revenge is a Dish Best Served Cold



The Elf spearmen get left behind



A close-up of the Orc right flank



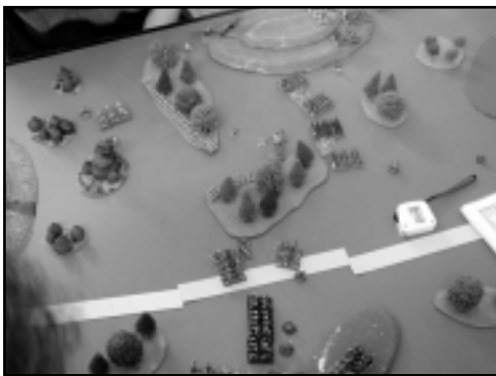
The battle lines in the centre prepare to fight



Mammoth melee erupts on battlefield



Victorious, the High Elves push forward



Opposition swept aside, the Elves march on



The Orc dead – vengeance has been extracted