Rules for regular participants of the Storm of Trossachs campaign:
- In principal all the rules of the S.i.T. campaign are in play, with the following exceptions
- Lord, Regiments of Renown etc. choices can be switched out per battle for their normal versions (without any collected bonuses). The lords can be reclaimed with an extra raid on Saturday evening. Lords, RoR's do not heal during the entire event (to prevent problems with captured lords etc. that can seriously complicate the entire campaign)

non-regular participants take note of the following points:
- Normal method of building an army list are employed, unless otherwise stated in the scenario
- house rules from the S.I.T. campaign are in play (most notably the line-of-sight rules)
- To balance armies between regular and non-regular players, non-regulars can spend 3 veteran points (to a maximum of one point per unit). These units can also, per battle, be switched out for their regular counterparts.
- After every battle, the spoils of war table is used. Lords and other units that receive bonuses this way remain in the campaign. These units should get a background and a special name after the campaign.

For both groups:
- Special characters are not allowed in the campaign.
- Armies that have no war machines can use a standard stone thrower (90 pnts) for the duration of the campaign.

## Story
Intelligence gathering has shown that the dark elves have staged an invasion of Trossachs from the nearby island of Rigi. Quickly the representatives of the different forces vying for Trossachs meet to discuss this new development. However, not all of them necessarily want to keep the dark elves from Trossachs... because of their weak position, the High Elves and Chaos leaders have determined that the addition of more factions to the island would severely weaken the other forces. Separately they decide to walk out, leaving the other three factions to realize that they will be invading Trossachs at the same time as the dark elves, dubbing them the 'Rigi Pact'. The others, dubbing themselves the 'Trossachs Alliance', agree to assemble a fleet a.s.a.p. in order to try and repel the invaders at sea.

# Battle 1 Conquest at Sea (2000 pnt)

**Story:** the ships have left their respective islands. After a week at sea the enemy is spotted! Quickly, the stonethrowers are loaded to get in an early blow.

This scenario consists of two stages. Stage 1 determines who will pair of against each other in stage 2. Stage 1 is planned for Friday evening, and Stage 2 for Saturday.

## Stage 1 (vrijdag avond) (0 punten)

Duration:

Until three boardings have taken place (or we run out of beer). Even if two boardings are determined (and therefore the third pair by default), continue playing of both ships still have points to lose (to their minimum of 1800 points).

Setup

No special terrain, everyone has a ship sized 6*12 inch. Ships are deployed on the short end of the table with their backs to the edge. One table edge will be used by the Pact, and one by the Alliance. Every ship has a floating stonethrower (See special rules).

Goal

To board an enemy ship, by hitting it with your own.

When a ship of team 1 hits a ship of team two, or vice versa, these two people battle each other on Saturday morning in Stage 2.

Special notes
- A turn consists of (1) the special movement phase, followed by (2) the special shooting phase. There are no normal phases.
- During the special phases the ships can (1) move, and (2) shoot their special stonethrowers.
- Before boardings take place, the players can lose points from their army list for phase 2. However, the maximum amount of points any player can lose in this stage is 200 pnts.

Special rules

**Ship movement**

Every turn you can move your ship, in a straight line, in a direction of choice. The number of inches is determined randomly (**[2d6 + Artillerydie]** inches)

If the artillerydie misfires, the ship is adrift; Thor a **[Scatterdie + Artillerydie]**. The result of this roll has the following effects:
- The Scatterdie determines in which direction the ship moves. Movement equals the original 2d6.
- The Artillerydie determines how many people are thrown overboard. The amount of points lost is equal to **[5*Artillerydie]**. If the Artillery rolled a misfire (again!), the amount is 75pnts.
- If your ship being adrift causes it to hit another ship of your own team, both players roll the **[Artillerydie]** and both lose **[5*Artillerydie]** in points. Also, both players' stonethrower is disabled until the end of the following round.
- If the player that was hit rolls a misfire on his Artillery die, he gets lucky. He loses no points and his Stonethrower keeps working. Apparently, he was able to turn a direct collision into a near miss.

If a ship of team 1 hits a ship of team 2, regardless of the cause, the ships get locked into combat. Both ships are removed from the table and meet each other in stage 2 on Saturday. Before being removed, the ship that is hit rolls **[Artillerydie]** and loses **[5*Artillerydie]** in points. A misfire on this roll means he loses 75pnts.

**Floating stonethrower**

The stonethrower can shoot once per turn. Shooting at sea is very inaccurate. Firing the stonethrower is done as follows:

- Choose a direction and throw a freely chosen number of **[Artillery dice]**. The sum of the artillery dice results is the distance the stone travels (for instance, if 4 artillerydice are thrown, and the result is 2, 4, 6 and 8, the stone lands 20 inch away of the stonethower)
- For every misfire on the Artillerydice, roll **[1D6 + Scatterdie]**. This is an extra scatter.
- If the stone hits a ship (regardless of which team) the player loses **[5*Artillerydie]** in points (a misfire again means a loss of 75pnts).

**Stage 2 (Saturday morning) (2000 – casualties stage 1 pnts, to a minimum of 1800 pnts)**

Duration:

6 turns or 2.5 hours (finish the round after 2.5 hours)

Setup&Scenario

- The battle takes place on two ships, with water around and in between (see BattleAtSeaTableSetup.pdf).
- Your own ship counts as your deployment zone. You can also keep units in reserve. If so, they enter the battle from the reinforcement area, using reinforcement rules. Instead of the table edge, put the unit with the middle of its back rank against the reinforcement area.
- 12 inch from both front and end of the ships, boards have been placed over which units can safely move from ship to ship (width is **8 inch** so a horde of small bases should fit exactly). The space between the ships is **1 inch.**
- If a unit is over water with even its smallest part, the unit drowns (with a possible exception during a **swinging** action, see that section for details).

Special rules:

**Close combat**: the armies are too close to use war machines

**Swinging**: Apart from the boards, (monstrous) infantry units can always attempt to **Swing** to the other ship. Throw an **[Artillerydie],** the result is the number of inches the unit is able to swing. If the result is enough to get the middle model from the front rank to the other ship (in a straight line, without wheeling), the swing succeeds. The unit ends its swing with its back to the edge of the other ship. Before a swing is attempted, determine if there is enough space on the other ship to place the unit. If an enemy unit is in the way, the swing can only be attempted as a charge (see ahead for details). If a friendly unit is in the way, this unit should be removed before attempting the swing. If there is anything else in the way, the swing is not possible.

If the number of inches thrown is insufficient, or a misfire has been thrown, then a movement test has to be made for every 5 models in the unit. If a test is failed, all 5 models fall to their watery doom (no saves of any kind allowed) If the movement test succeeds, the middle model of the front rank moves the number of inches thrown, or 0 inches in the case of a misfire. This means the unit automatically makes a free wheel in the direction of the target ship to make sure the unit can stand on the source ship (and don't fall between the ships). If the resulting distance places the unit over water, the surviving models end with their front touching the edge of the source ship.

If an enemy unit is in the way, swinging may be used as a charge move. The charge distance is equal to the swinging distance thrown. The enemy may always attempt a stand and shoot reaction. As long as the distance thrown was sufficient, the unit will always reach the target ship, and the unit enters combat. From this point on, it's possible the unit is partially over water or even the source ship because of combat positioning. If this is the case, assume the unit is entirely on the target ship, with its back directly touching the edge of this ship (the men used the swing to pile into the combat).

**Sudden death**: if an army's general is defeated, the remaining troops automatically surrender.

**Over the edge:** if a unit reaches the edge of a ship as the result of a pursue/overrun move, it automatically stops, facing the edge of the ship. This is because the unit whishes to make sure the enemy unit has succeeded in drowning their sorry asses. At the start of their next movement phase, the unit gets a free wheel (even if the unit has no special rule saying they do).

Victory reward: roll once on the spoils of war table

The team with the most victories, wins the battle at sea and proceeds to the enemy island (be it Risi or Trossachs)

## Battle 2: beach head (2000 pnts attacker, 1500 pnts defender) zaterdag middag

Story: after the battle at sea, the ships attempt to conquer the enemy's beach and establish a foothold.

Duration: 6 turns or 2,5 hours (finish the round after 2.5 hours)
Goal: conquer the bunker on the beachhead (see accompanying map)
*Attacker:*
- The attacking team's player has 5 ships. Each ship can be used to deploy a war machine (max 1 per ship).
- From these ships you can send transport boats to the shore (2 per ship per turn). Each boat can carry a maximum of (4*8 inch) of models. The boats are also 4*8 inch big. The boats have to remain at least 1 inch apart. As long as the units are in the boats, they count has having a toughness of 8.
- The distance of the ships to the beach is 10 inch. The boats have a movement of one **[Artillerydie]** (meaning a throw of 10 on the Artillerydie gets the front of the boat to the coast in exactly one movement, and the unit can move onto the beach in its next movement phase. If the result is a misfire, the models in the boat suffer a total of D6 wounds, spread across as many models as possible (no armour saves allowed).
- When a boat reaches the shore, the units can exit the boat in their next movement phase, with their backs touching the boat. If an enemy unit blocks this movement, an automatic successful charge is performed, involving all units on the boat. The boat remains on the table as scenery until this combat is finished. If the attacking unit wins, it has to move its entire unit on the beach, at which point the boat disappears.
- If a friendly unit is in the way, the boat cannot be emptied and the units will remain in the boat. The boat remains on the table, blocking any others. The units inside can not act in any way (count as reinforcements that have not yet arrived, but can be shot at with a toughness of 8)
- If no units are in the way, the units in the boat can make a normal move (or declare charge, shoot, etc). However, the unit always starts by making at least the minimal movement required to exit the boat. Meaning that in the shooting phase, the unit also counts as having moved.

*Defender:* this player has to defend the bunker. The bunker has at least one warmachine on top (remember to include the warmachine and its point cost on your army list). The defending army can deploy its forces on the land (not including the beach). Units in reserve will enter the board from the bunker.

Table:
- The table is devided in three parts (water, beach and land) as described in BeachheadTableSetup.pdf
- Units that end up in water are destroyed. Just as in Battle at Sea, fleeing units drown, and units performing a pursue/overrun will stop at the water's edge, facing the water, and getting a free wheel at the start of their next turn.
- The mainland counts as a hill

Victory
Roll on the spoils of war table!

## Battle 3 (2000pnts + 500 SoM + 500 Siege) Sunday
Duration: until the fort has been taken or people go crazy.
The fort is deployed on the center of one of the long table edges. The fort has to include 2 arcane fulcrum. 2 other arcane fulcrums are spread over the table, as well as the normal amount of terrain.
For this battle the players of each team form one team, but note alliance rules