Loot *then* Burn

A scenario for Follow Me Men or Fire at Will rules

Lord Boridor of Estreham has been having trouble in his lands around the town of Northbury.

Although the local townfolk say they are loyal to Lord Boridor, but he has some suspicions that not everyone is wholly truthful. If they are not protected from raiders, they may very well decide to change sides – even to swear allegiance to the orcs!

He has just had word that the Orcs of the Ragnarrth tribes has been raiding further and further from their stinking dens, and are threatening the town of Northbury and its surrounding villages – he has summoned his retinue to march there and teach the orcs a lesson!

Lord Boridor's forces
Lord Boridor (hero) + 3 stands of armoured men at arms on foot
The Lord's archers: 3 stands of archers
Lord Greatorex (hero) + 3 stands of armoured men at arms on foot
Mage Hempseed (hero)

Locals
The Town Guard: 4 stands of lightly armoured soldiers
The village levies: 8 stands of peasants

The Raiders

Big Chief Ogg (Hero) + 4 stands of orcs as followers
Ogg's tribesfolk : 5 stands of orcs
Ogg's Wolfriders : 4 stands of wolf riders

Big Chief Fidgittt (hero) + 4 stands of orcs as followers
Fidgittt's tribesfolk: 5 stands of orcs
Grunt the Ogre, follower of Fidget

Objectives
Orc Raiders have the following objectives:

1. **Take heads in battle** : each group of stands that inflicts a casualty in melee will count has having 'taken heads'. It only need to do this once to satisfy it.

2. **Get loot.** For each building entered by a group of raiders, roll 1d6 x 100 for the number of Kopins worth of loot taken. If looting Saint Bury's the Merchant, the roll is 1d6 x 1000. Once looted roll 1d6 – score 1, 2 or 3 for the building to burn.

The tribe with the most heads and the most loot will gain the accolade "Top Tribe".

Lord Boridor's objective is to protect the townsfolk and villagers from loot and pillage. And kill orcs.

SUGGESTED GAME MAP LAYOUT
(The scale can be adjusted to fit space available and the rules used).