

# A Short Back and Sides

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This is a short scenario for Kenzar & Company's Fairy Meat for 1 to 4 players originally published in Ragnarok issue 33.

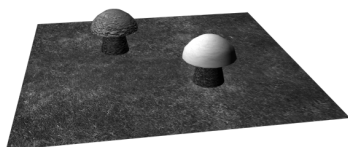
*"Are you sitting comfortably? Then I'll begin.*

*Well away from the big house, near the old tree by the wall the fairies lived undisturbed by the big folk. There was the occasional can or crisp packet that came over the wall. Carelessly discarded by the big folk walking down the road they were easy enough to avoid. Generally though life was good. In the distance little Grittle could hear the whirring growel growing louder that would spell the end of their peaceful existence. The terrifying sound of the trimmer was getting closer. Far closer than it has ever come before."*

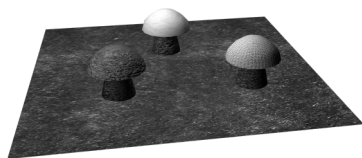
In this scenario two to four fairy clans attempt to save their precious things. Other fairies precious things are tempting too though. Can they grab someone else's stuff too? Will any of them survive the dreaded trimmer of doom?

**The Fairies:** Each player has a force of 80 points.

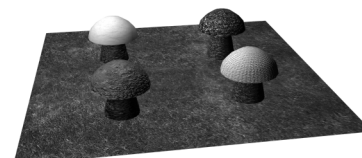
**Playing Area:** The playing area should be 4 foot by 4 foot. It represents an area of overgrown garden and should be peppered with a variety of terrain including crisp packets, empty cans and tall weeds. Each player has a giant mushroom that is their clan's home. The mushrooms should be placed as follows:



2 Player



3 Player



4 Player

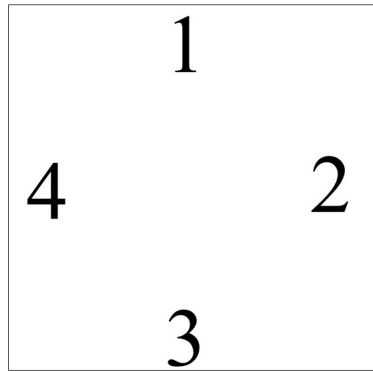
**Setting Up:** Players's fairies start anywhere within three inches of their mushroom home. At each mushroom place a stack of four identifiable counters. Each counter represents a piece of a fairy clan's horded treasure.

**The Battle:** The game ends once the trimmer has cut the entire board or when only one player has living fairies.

If only one player has living fairies they win as their clan now controls the bottom of the garden. If more than one player has living fairies the one with the most points wins. Points are awarded as follows:

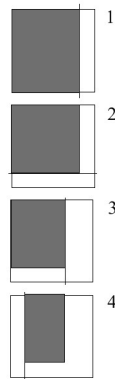
Each fairy a player's clan has killed	1 point
Each piece of own clan's treasure rescued	2 points
Each piece of other clan's treasure rescued	3 points

**The Trimmer:** At the end of each turn roll 1d6. On a roll of 5 or 6 the trimmer doesn't cut any of the grass on the board this turn. On a roll of 1, 2, 3 or 4 a swathe is cut along one edge of the board. The edge that the swathe is cut from is illustrated below:



If nothing has been cut from an edge the cut is taken from the edge of the board. If a cut has been taken from an edge start the cut from the inner edge of the last cut. Remove everything from the board in a four-inch strip across the board where the trimmer has been. All scenery, including mushrooms is removed. Any fairies in the strip are killed. Any carried treasure is dropped. Any treasure on the ground already is destroyed.

For example if the first cut rolled is a 2, then a 3 then another 2 and finally a 4 the cuts would go like this:



**Rescuing Treasure:** Any fairy can carry a single piece of treasure. When a fairy carrying treasure reaches the edge of the playing area they can leave the board to take their treasure to safety. They come back onto the board at the end of the next round after the trimmer has cut its swathe of death and destruction. They can re-enter the fray anywhere along the edge they left from.