

SCENARIOS

In the ancient world battles were fought in all kinds of circumstances other than straightforward encounters where both sides drew up in front of each other. The following scenarios give different sorts of games of which the most straightforward is the Hidden Deployment. Each scenario is intended to be used in conjunction with army lists, as the scenarios utilise the points values of the troops as the basis for working out the opposing forces. Either pick a scenario to play or randomly select a scenario by rolling dice.

1. Skirmish
2. Scouting Clash
3. Hidden Deployment
4. Rearguard
5. Out Scouted
6. Meeting Engagement
7. River Crossing
8. Attack on the Camp
9. Flank Attack
10. Ambush
11. Raid
12. They Shall Not Pass

1. SKIRMISH

A Skirmish is basically a small action, usually between lightly equipped troops. The game represents two scouting patrols meeting unexpectedly, troops clashing as they forage or search for water, or perhaps a situation where a patrol encounters bandits, raiders or renegade barbarians.

Scenery

Players set up the scenery in one of the ways shown in the rulebook. In a Skirmish it is often more satisfying to use additional terrain items, so that the troops can take full advantage of the cover they afford. A total of up to 10 pieces of terrain can therefore be used. One piece, preferably a meaningful item such as a bridge, well or road junction, is designated as the Objective. This should be placed somewhere along the table centreline. A spot on it should be marked, to be used as a measuring point at the end of the game.

Armies

Armies are chosen from the army lists up to a maximum value of 250 points of skirmishers and open order infantry and including up to one unit of formed cavalry. No Commanders should be used.

Deployment

Armies are deployed no closer than 24" to each other and no closer than 12" to the side edges of the table. To introduce a random element each player rolls a dice and the side with the highest score places one unit, both players roll again and the highest roll places a unit, and so on until one player has placed all of his troops. The other player can then place any remaining units.

Turns

The players may elect to play for 9 turns or, alternatively, until one player concedes or until all of his units are destroyed or fleeing.

Victory

At the end of the game the player with uncontested control of the objective gains a Major Victory. Uncontested control means a non-skirmish unit within 2" of the measuring point on the Objective, with no enemy units within 6" of it. If a player has contested control, that is more units within 6" of the Objective than the enemy, then he gains a Minor Victory. If neither player can achieve this, then the player with the most Victory Points gains a Minor Victory. See "Winning the Game" on page 10 of the rulebook for the Victory Points schedule.