

2. SCOUTING CLASH

This scenario represents the initial contact between the vanguards of the opposing armies, after the two sides' scouts have located each other and called in assistance. The forces must jockey for position on the likely battlefield, seeking the tactical advantage for their general in the main engagement to come.

Armies

Armies are chosen from the army lists to a maximum value of 350 points. No more than one Commander should be included, and the Army General cannot be used.

Scenery

Players set up the scenery in one of the ways shown in the rulebook. A total of up to 6 pieces of terrain can be used. Include one piece, perhaps a high hill, enclosure or waterhole, which will be the players' Objective; this should be placed somewhere on the centre line of the table. A spot on it should be marked, to be used as a measuring point at the end of the game.

Deployment

Armies are deployed no closer than 24" to each other; only skirmishers may be 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 its troops. The other player can then place any remaining units.

Turns

The game is played for 7 turns, or until a turn in which one player places a unit on the objective and the other cannot move a unit into contact with it in the current or following turn.

Victory

If one player places a unit on the objective and the other cannot move a unit into contact with it, a Major Victory is scored. Otherwise if a player ends the game with twice the base strengths of his opponent within 6" of the objective, a minor victory is scored.

3. HIDDEN DEPLOYMENT

This is a pitched battle between the forces, each seeking a decisive victory.

Scenery

Players set up the scenery in one of the ways shown in the rulebook. A maximum of 4 pieces of terrain should be used unless by mutual agreement. Note this is a different number to that shown in the rulebook for competitive play.

Armies

Armies are chosen from the army lists to an equal points value agreed before the game. 1000 points is the best choice for a 6' x 4' table.

Deployment

Each player makes a rough sketch of the battlefield upon which he indicates where his various units will be deployed. Once both players have completed their maps they are revealed to their opponent and the armies are set out as indicated on the map. Armies are deployed no closer than 24" to each other and only skirmishers may be closer than 12" to the side edges of the table.

Another way of deploying in secret is to erect some kind of barrier across the table so that troops can be arranged unseen by the opponent.

Once both sides have completed deployment, all skirmishers not falling into one of the two following categories may be moved 4" (infantry) or 8" (cavalry) further onto the table. Next Mounted Infantry may be moved in accordance with the Riding Horses and Riding Camels rules. Finally, troops with the Special Deployment rule may be moved in accordance with that rule.

If you have previously played the Scouting Clash scenario, the winner can now move any one other unit (Minor Victory) or any two other units (Major Victory) forward up to 8" before the game starts.

Turns

The game continues until one side reaches Army Break Point, or to an agreed time limit, or to an agreed number of turns; we recommend at least 9.

Victory

A Major Victory is scored by forcing the opposing player to Army Break Point. Otherwise a Minor Victory goes to the player who has accumulated the most Victory Points at the end of the game. See "Winning the Game" on page 10 for the Victory Points schedule.