

4. REARGUARD

After the main battle, the defeated army might attempt to withdraw to its camp, although if closely pursued it would more likely scatter in rout. In this scenario a defeated army is trying to make an orderly withdrawal but a courageous rearguard needs to hold off the pursuing enemy long enough for the main body to rally.

Scenery

Players set up the scenery in one of the ways shown in the rulebook. A maximum of 6 pieces of terrain should be used unless by mutual agreement.

Armies

Armies are chosen from the army lists to a points value agreed before the game. The pursuer should outnumber the rearguard by 50%, so for example if the rearguard is of 650 points, the pursuer should have 1000 points.

Deployment

The pursuer deploys all his forces first, no closer than 18" to the centre line of the table. The rearguard then deploys its visible troops, anywhere in its half of the table. Troops that are not visible to the deployed enemy can be held off table, their positions marked on a sketch map. They are deployed once they become visible to the enemy, or if they shoot or charge. They cannot move before they are spotted, other than by charging, unless accompanied by a Commander.

Turns

The game is played for 9 turns. Note the Pursuer has the choice of Initiative in the first three turns, before reverting to the normal way of determining Initiative.

Victory

The rearguard must remain as a "force in being" to prevent the pursuers from slipping past them and catching the main body before it can reform. Therefore if the rearguard has not reached Army Break Point before the game ends, it wins a Major Victory; otherwise the pursuers win a Major Victory.

5. OUT SCOUTED

Some armies had few troops in their establishment that were useful for scouting; others were simply inept! On occasions armies blundered into action with no clear idea of the size or composition of the enemy force.

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.

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. For the purposes of this scenario, each mounted Skirmish unit counts as 3 Scouting Points, and each foot Skirmish unit counts as 1 Scouting Point.

Deployment

Compare Scouting Points. If one army has 50% more Scouting Points than the other, then it outscouts its opponent. Otherwise, roll a D6, highest scorer out scouts the other player. The outscouting side chooses which table side to deploy on. All units must commence the game no more than 12" from their own table edge.

Starting with the out scouted player, each in turn deploys a skirmisher unit until one player has placed all of his skirmishers. The out scouted player then deploys all of his remaining troops, before his opponent does likewise. The out scouting player may then move his skirmish units and Mounted Infantry as in the Hidden Deployment scenario, before the out scouted player moves any units with the Special Deployment rule. Finally the out scouting player moves his units with the Special Deployment rule.

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 in this case.

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.