

6. MEETING ENGAGEMENT

In a Meeting Engagement, scouts have failed to locate the enemy forces and the rival armies meet whilst they are still in a column of march. The armies begin to deploy into battle lines and fight immediately. Troops must attempt to deploy into the best positions as rapidly as possible. This game combines the need to make a good battle plan with placing units one at a time.

Scenery

In a Meeting Engagement the players set up the scenery in one of the ways shown in the rulebook. As no one has selected the battlefield, use up to 8 pieces of terrain and try to make the table less "convenient" than usual, for example there might be a wood in the middle of it or a series of hills that make it difficult for the armies to see one another.

Armies

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

Deployment

Before the game begins both players make a list of all the units in their army. Each player's list represents his marching order, with the units at the top of the list at the front of the column and units at the bottom of the list at the back. Commander models are always listed together as one entry and must be placed in the middle of the column of march.

Once players have completed their marching order, the player with the most units places the first unit from his list, then his opponent places the first unit from his list. The players continue to alternate placing units from their list until they reach the last entry. Units can be placed anywhere on the player's own half of the table but not within 6" of the centre line or within 18" of an enemy unit that has already been placed. When it comes to placing Commanders these are all placed at once, but models can be positioned in different locations as required.

Turns

The game is played to Army Break Point, or the players may elect to play for 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.

7. RIVER CROSSING

Two opposing armies are marching towards a pair of vital river crossings. As dawn breaks the two forces catch sight of one another, within striking distance of the fords. Both generals understand the situation: if the crossings can be held, the enemy will be forced to turn back, and victory will be certain. The trumpets are sounded as the armies rush to take the river...

Scenery

A river approximately 4" wide runs across the centre of the table from side to side. 12' from each side table edge is a ford 120mm wide. Place 2 other pieces of terrain on each side of the river but not within 6" of it.

Armies

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

Deployment

The deployment zone in this scenario is the entire width of the table and up to 12" from the baseline. Roll a D6. Highest scorer is the defender.

The defender places his first unit in his deployment zone; the attacker then places one unit, then units are deployed alternately. All Commanders are deployed last. Skirmishing units may make an extra 4"/8" move after deployment in this scenario, Mounted Infantry and troops with Special Deployment may not.

Turns

The game is played for 9 turns.

Victory

If one side has a greater base strength total within 6" of a crossing point (measure from the centre of the river) than the other side, score 250 Victory Points. If it has twice the base strength total or more within 6" of a crossing than the other side, score 500 Victory Points. Add normal victory points for units, etc. but not table quarters.

Special Rules for this Scenario

- The ford is treated as normal terrain for all troops.
- All troops treat the river as difficult terrain.
- The riverbank may be defended as if it were a hill – i.e. +1 to Combat resolution for the defending unit.
- In combat, depth bonuses cannot be used by any unit fighting in the river, although they may be used by a unit defending the bank.