

8. ATTACK ON THE CAMP

In this scenario a small force has been placed to guard a strategic road on the army's line of communication. It has constructed a fortified camp from which to mount patrols of the area. The enemy is bent upon its destruction...First determine which player is to be the defender.

Scenery

Place 4 terrain pieces at random (but not within 12" of the camp). Place a camp on the defender's side of the table, 6" from the centre line and at least 12" from a side edge. The camp is 12" across and is surrounded by a ditch and turf rampart which counts as a defended obstacle.

Armies

Armies are chosen from the army lists, the Attacker should have 50% more points than the Defender and forces of 1000 points and 650 points are recommended.

Deployment

The Defender deploys his troops in the camp. The Attacker then deploys anywhere on his own half of the table. Note the Attacker will have the initiative in the first three turns, thereafter revert to the normal method of determining initiative.

Turns

The game should be played for 9 turns.

Victory

The Attacker must rout the Defender from the camp and capture it to secure a Major Victory. If the Defender reaches Army Break Point, but the camp has not been captured, it is a Minor Victory. The Defender must rout the Attacker by reducing him to Army Break Point to secure a Major Victory. Any result other than the three shown above is a Minor Victory to the Defender.

9. FLANK ATTACK

In a Flank Attack the players have the option of holding back a quarter of their army at deployment in order to outmanoeuvre the enemy and unleash a cunning blow against his army's flank.

Scenery

In a Flank Attack battle the players place 4 pieces of terrain in a one of the ways shown in the rulebook. However, no scenery may be placed within 12" of the short sides of the table edge.

Armies

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

Deployment

The players divide their armies into a main force and a flanking force. The main force must contain no less than 75% of his total points, for example in a 1,000 point army it must contain at least 750 points. Armies are deployed no closer than 24" apart and no closer than 12" to the side edges. Both armies' main forces are deployed in accordance with a sketch map as described for a Hidden Deployment. Once both sides have completed deployment, all skirmishers may be moved 4" further onto the table.

The players also write down whether they intend to make a flank attack, and if so on which flank. If they decide not to make the attack, their flanking force is placed on the battlefield in the "remaining moves" phase of the third turn. They arrive anywhere in the central 2' of the players' own base line.

If the attack is made, the player rolls for the successful arrival of the force starting in the third turn. They will arrive on a throw of 5 or 6 on turn 3, or 4,5,6 on turn 4, and on anything but a 1 on turn 5. If a 1 is thrown that turn, the force has become lost and will not reach the battlefield.

When the force arrives, the player places as many units as he can along the chosen side edge, but no closer than 6" to either player's table edge. Units may move this turn but may not declare charges. If there is not enough room to deploy the entire flanking force in one turn, then further units may be brought onto the same flank in the movement phases of subsequent turns once there is room for them to deploy.

Both players may have chosen to make a flank attack on the same side of the table, in which case each force is deployed on arrival in its turn and the mayhem commences! In this situation think carefully whether you want the initiative or not.....

Turns

The game is played to Army Break Point, or the players may elect to play for an agreed number of turns; it is recommended that this be a minimum of 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.