

10. AMBUSH

In an Ambush one army is arrayed in column whilst his enemy attacks unexpectedly from prepared positions. The most famous of all ancient battles of this type was Kadesh where an Egyptian army was caught on the march by Hittites. Another well-known example is Teutoberger Wald where an entire Roman army was destroyed when attacked in column of march. These were large battles, but one can imagine that ambushes were more common where small forces were involved, such as patrols, foraging parties, or accompanied messengers, and where no record of the battle survives.

Scenery

First determine which player will be the Defender. In an Ambush the players set up the scenery in a mutually agreeable manner leaving a clear path 12" wide extending right across the long edge of the Defender's side of the table. This is the path along which the ambushed army is travelling. Use up to 6 pieces of terrain.

Armies

Armies are chosen from the army lists to a points value agreed before the game. The ambushed side is allowed half as many points again as the ambusher – for example ambusher 800 points – ambushed 1,200 points.

Deployment

The ambushed army is deployed along the clear path along the edge of the table no further than 12" from the long edge and no closer than 12" to the short edge. The ambushed player deploys his entire army first. His units must be formed into columns no more than two bases wide, facing in the direction of travel (either to the left or right – roll a dice to determine which). Once the ambushed player has finished his deployment the ambusher deploys his army no closer than the table centreline and no closer than 12" to the side edges. Up to two units may be deployed closer to the Defender than this if they can be concealed from the Defender's sight by a terrain feature. Their positions should be marked on a sketch map in this case, and they are placed on table as soon as they are seen or wish to shoot, move or charge.

Turns

The game is played to Army Break Point, or the players may elect to play for an agreed number of turns; we suggest a minimum of 9. Note the Ambusher has the initiative for the first three turns, thereafter revert to the normal way of determining initiative.

Victory

The Ambusher scores a Major Victory by forcing the Defender to Army Break Point. The defender scores a Major Victory by exiting at least half his total points value of troops off the short table edge he is marching towards. 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.

11. RAID

A force is assaulting a poorly protected village, but its warriors are about to return...

Scenery

Lay down 4 pieces of terrain in one of the ways shown in the rulebook, but not within 12" of the Village. The Village is 12" across and surrounded by a low wall, treated as an obstacle. It is placed on the Attacker's side of the table, within 6" of the table centre. Troops will not need to enter house models during the game; looting troops are assumed to move in and out of them but they are not defensible. Simply treat the whole of the village footprint as difficult ground and soft cover.

Armies

The Armies are chosen from the army lists with the Defender having 50% more points than the Attacker. 1000 points for the Defender and 650 points for the attacker is recommended for a 6' x 4' table. The Defender also has a three base unit of villagers, D0 C6 Inferior Fighters armed with spears.

Deployment

The Defender deploys his villagers in the village. The rest of the Defender's troops will enter the table at some time during the game and rush to their relief. The Attacker deploys his troops anywhere on his side of the table, but no closer than 12" to the centre line or 8" of the Village. Throw a D6 at the start of the game; the relieving army will enter the table on the throw of: 1-2= move 2, 3-4= move 3, 5-6= move 4. Units may be in any formation, and enter on any table edge except that from which the Attacker started; they do not all have to come on along the same side.

When the peasants in the village break and run they cannot be rallied. Once this happens each attacking unit within or touching the defences throws a D6: 1, chase the peasants; 2-4 commence looting, 5-6 assume a defensive posture if there are enemy troops within 12" otherwise commence looting. A pursuing or looting unit must pass a Cohesion Test to reform and re-join the battle, if it fails it continues pursuing or looting. Pursuing and looting troops charged by enemy units are treated as if fleeing.

Turns

The game is played for 8 turns.

Victory

Victory Points are scored as follows:

Attacker:

- 100 points for breaching the village defences
- 50 points per unit pursuing or looting per turn
- Normal victory points for units etc (no points are scored for destroying the villagers).

Defender:

- 500 points if the village holds out
- Normal victory points for units etc