

12. THEY SHALL NOT PASS

History records several stirring tales of resolute resistance against overwhelming odds, probably the most famous being the defence of the pass of Thermopylae by the 300 Spartans and other Greek contingents.

Scenery

The game is played along the length of the table. Only the centre section is actually needed so it is possible to play this scenario on a 2' x 2' board.

The 2' centre section of the table is covered by impassable steep hills, with a pass 12" wide and 2' long through the middle of them.

Armies

The attacker is given 3 times as many points as the defender, e.g. Defender 500 points, attacker 1,500 points. The Armies are chosen from the army lists but the Defender is not obliged to take any cavalry.

Deployment

The Defender deploys his troops first in the pass. The Attacker then deploys at least two thirds of his troops within 12" of his table edge; the remainder may be held off table (i.e. outside the pass) and brought on in any of his turns, or may be used in a flanking manoeuvre as below.

Turns

The game is played for 9 turns.

Victory

The Defender scores a Major Victory if he still holds the pass at the end of the game and has not reached Army Break Point, and a Minor Victory if he still holds the pass but has reached Army Break Point. (Unusually this scenario does not end when the Defender reaches Army Break Point). The Attacker scores a Major Victory by forcing the pass and reducing the defender to Army Break Point and a Minor Victory by forcing the pass without doing so.

The pass has been forced if it would be possible for the Attacker to move a 120mm wide unit through it without coming within 1" of an unbroken defending unit.

Special Rules for this Scenario

There is a secret path through the difficult terrain (of course) that is revealed to the Attacker by a local upon the score of a 6 on a D6 on turn 1, a 5 or 6 on turn 2, a 4,5,6 on turn 3 and 3,4,5,6 on turn 4. If the Attacker doesn't know the path by that point it will never be revealed. Two turns after the discovery (i.e. turn 3 is the earliest possible) the Attacker may begin placing his flanking force on either long table edge immediately beyond the pass, should he have kept one back.