

Scenario 4: Meeting Engagement!

Scenario Description: It is not uncommon for two armies to cross paths unexpectedly and immediately deploy from Marching Columns into battle lines. More often than not, the fighting starts while rear elements of the armies are still marching towards the battlefield. In such a sudden clash, there is little time for careful consideration or planning.

Deployment: Once the battlefield has been set up, the winner of a roll-off chooses which player will deploy the first unit. The winner of this roll-off must also choose their deployment zone (A or B), as shown on the map opposite. Players deploy their armies using the alternating units method.

Before deploying their army, each player rolls a D6 for each unit, including each character and war machine, in their army. On a roll of 1, the unit must be held back as reserves (see below). Once a roll has been made for each unit, those that are not held in reserve can be deployed. Players deploy their armies using the alternating units method, as described on page 285.

First Turn: Once deployment is complete, the winner of the roll-off takes the first turn. The player that finished deploying their army first adds +1 to their roll.

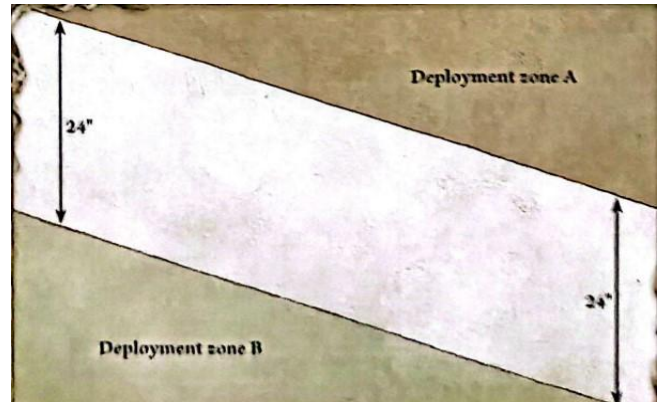
Game Length: Two hours and thirty minutes or Six Turns, whichever comes first.

Victory Conditions: The winner is determined by victory points.

Scenario Special Rules: Reserves: Reserves are not deployed at the start of the battle. Instead they can enter play during the Compulsory Moves sub-phase of any turn – other than the first – of their controlling player’s choosing. When they arrive, reserves may enter the battlefield from any point on the long battlefield edge within their deployment zone, and move on using the rules for reinforcements (as described on page 134)

Secondary Objectives: Strategic Locations(3) and Domination

Battlefield:



Scoring and Victory Conditions (P.286)

| Win by | Winner | Loser |
|-------------|--------|-------|
| 0 – 100 | 10 | 10 |
| 101 – 200 | 11 | 9 |
| 201 – 400 | 12 | 8 |
| 401 – 600 | 13 | 7 |
| 601 – 800 | 14 | 6 |
| 801 – 1000 | 15 | 5 |
| 1001 – 1200 | 16 | 4 |
| 1201 - 1400 | 17 | 3 |
| 1401 – 1600 | 18 | 2 |
| 1601 - 1800 | 19 | 1 |
| 1801+ | 20 | 0 |

"You're Not in Kansas any more, Toto!"

At the end of each game, each player is awarded a number of Victory Points (VP) according to the rules below:

Dead or Fled: The most usual way to win Victory Points is by destroying, routing or significantly reducing the fighting strength of enemy units:

- Each enemy unit that has been destroyed or that has fled off the battlefield is worth a number of Victory Points equal to 100% of its points cost.
- Each enemy unit that is fleeing at the end of the battle is worth a number of Victory Points equal to 50% of its points cost (rounding fractions up). For example, a unit that cost your opponent 351 points to field would be worth 176 Victory Points to you if it is fleeing when the battle ends.
- Each enemy unit that has been reduced to less than 25% of its starting Unit Strength at the end of the battle is worth a number of Victory Points equal to 25% of its points cost (rounding fractions up).

The King is Dead:

- If the enemy General is slain, has fled off the battlefield or is fleeing when the game ends, you win a bonus of 100 Victory Points.

Trophies of War:

- You win a bonus of 50 Victory Points for every enemy standard claimed as a trophy, as described on page 200. Additionally, if the enemy Battle Standard Bearer is slain, has fled off the battlefield or is fleeing when the game ends, you win another bonus of 50 Victory Points.