

# The Dawn Attack

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## Armies

Both players chose armies up to 2800 pts.

## Deployment

The defender's entire army is first placed in the camp (a 30" x 18" area on top of the hill). To represent the fact that his forces have only just woken and are unprepared for battle, all of the defender's units are deployed in skirmish order – even if they would not normally be allowed to do so. Characters may be placed anywhere within the camp, and are not attached to units at this stage (as the defending units are all deployed in skirmish order).

Next the attacker deploys his forces; however, his troops have been marching in darkness and mist, so may have become separated. Therefore the army is deployed using the following procedure:

The attacker chooses a unit – if it is accompanied by a character. Then the character must also be placed with the unit. Individual characters may be deployed separately if the player wishes, but a separate die roll must be made for each – so the risk the chance of becoming isolated.

The attacker then rolls a dice to see which 12"x12" deployment zone the unit (and character, if any) arrives in – see the Battlefield Map for details (the zones are numbered 1-6; if you roll a 2, you deploy in zone 2, etc). The unit may be placed in any formation within its 12"x12" deployment zone.

If the attacking unit deployed contains the Army General, the player may dice twice and choose which deployment zone he wishes to place the unit and General in. If the player rolls the same number twice, then he must deploy in that zone.

The attacker then chooses another unit and/or character to place, until all units and characters have been deployed.

If a unit cannot physically be deployed in the zone it has arrived in, it may re-roll the dice until it lands in a zone with sufficient space. Placed skirmishing models may be shifted a few inches within the deployment zone if it is needed to fit another unit in.

## Who Goes First

The attacker takes the first turn. Note that no charges may be made on the first turn by either side (see Special Rules below).

## Length of Game

Seven turns.

## Victory Conditions

As normal, but no points are scored for table quarters in this scenario.

There is a bonus of 250 Victory points for sole possession of the camp at the end of the game. To count as in sole possession, there must be no unbroken enemy units of five or more models within the camp, and the victor must have at least one unbroken unit of five or more models in camp.

## Special Rules

### The Camp

The camp is an area 30"x18" on top of the hill. Its perimeter should be marked out with a few appropriate tent, baggage and campfire models. All of these are purely for visual effect, and the camp counts as normal terrain for the purposes of movement during the game.

### Visibility

The early morning mist and low sun make conditions difficult for both sides at the start of this scenario; therefore no charges by either side may be declared on Turn 1.

### Defenders in Confusion

The defender's army are deployed in skirmish order to simulate their confusion and unreadiness for battle. If the units have Musicians, they may attempt to reform during their Movement phase.

Unfortunately, the camp is in panic and so the opportunity to reform into ranks is not automatic in this scenario! Any unit wishing to reform from skirmish order must successfully make a Leadership test in order to do so. However, to represent the efforts of the defending heroes to rally their men to battle, any character may use his Leadership value (rather than the troops') to reform any one unit within 2". If more than one unit is within 2" of the character, the player must choose which unit will use his Leadership score.

Units that have attempted to reform and failed may move as usual, but may not declare charges or shoot in that turn.

As Warband tests are taken before any ordinary movement is made, it is possible that a unit subject to Warband psychology will be forced to make a charge in skirmish order before it has a chance to reform into ranks.

