

Meeting Engagement

"Hurry to meet death before your place is taken", Melchisdek, 'The Thirteenth Warrior'

Two armies unexpectedly encounter each other and rapidly deploy for battle.

Force Sizes

Each player selects an army of up to 2,800 points.

Battlefield

Roll off to determine the board edges.

Deployment

Each player selects up to 2,100 pts worth of his troops to deploy. The remainder of the player's troops are placed off table.

The players next roll off. The winner decides to be the attacker or defender.

Starting with the attacker, the players alternate placing units. Each unit must be deployed anywhere within 12" of his chosen edge, such that no troops are within 12" of the short side of the battlefield.

Who Goes First

The players roll off to determine who goes first. The player that finished setting up first adds +1 to his roll. The winner decides to go first or second.

Length of Game

Eight turns.

Special Rules

Each turn roll a dice for each unit that started the battle off the table. As soon as the unit arrives, it moves on to the table from anywhere along the table edge of the player's deployment area. It may move normally, and may march or fast march, but may not charge in the turn it arrives.

Turn No	Dice score required for the off table unit to arrive this turn
1	5, 6
2	4, 5, 6
3	3, 4, 5, 6
4	Unit automatically arrives

Note: Units that test prior to movement such as **War Band** and **Unreliable** are assumed to pass and move normally the turn that they enter.

Victory Conditions

As normal; table quarters are each worth 100 points; purchase points of fleeing or destroyed units; 50% points of characters/units reduced to 50% or less; 100 pts General slain or fleeing.;100 pts per captured standard. 200 pts captured Battle Standard.