

Scenario 4: Hurry Forward (Reinforcements/Shieldwall)

The rapid advance of the defenders has left their army strung out along the route of march. The advance units arrive at a position overlooking the enemy who seeing the defender's army surge forward launching their attack. Messengers flood back to the units yet to arrive, "Hurry forward. The enemy is sighted and battle joined."

Force Sizes

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

Battlefield

Roll off to determine the board edges. The defender may move any one terrain item to anywhere within 24" of his board edge.

Deployment

The defender deploys up to 2,100 pts worth of his troops anywhere within 24" of his chosen board edge but so that no unit is within 12" of the short sides of the battlefield. The remainder of the defenders troops are placed off table.

The attacker then deploys his troops 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 defender goes first.

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 defenders 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, except that each of the table quarters bordering the defenders chosen edge is worth 200 Victory points. (The quarters on the attacker's side are each worth 100 points. 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.)