

# Scenario 7



## THE BATTLE AT MOUNT AGNED



*'The eleventh battle was fought on the slopes of Mount Agned...'*  
*– Nennius, Historia Brittonum*

### Situation

On the border between two enemies' lands runs the old Roman road, which is used for transport of trade but, more commonly, invading warriors. The road passes a ruined and abandoned Roman fortress and the imposing hill of Mount Agned, topped by the old watch tower with its commanding views of the area. As the raiding season arrives, the rival kings have decided to march on each other's lands. The strategic watch tower on Mount Agned must be taken!

### Armies

Both players choose an army of up to 1,500 points in value.

### Deployment

The players roll a dice – the highest scorer chooses which side of the table he will approach from (ie, deployment zone 1 or 2).

Next, the high scorer places his first unit in his deployment zone; the lowest scorer then places one unit, then other units are deployed alternately. All characters are deployed next. Finally, Concealed troops are deployed. Concealed troops may be used by both players in this game, but they cannot be deployed within 12" of the watch tower.

Skirmishing troops may be moved up to 4" after deployment.

Boats may not be used in this scenario.

### Who Goes First

The highest scorer takes the first turn.

### Length of Game

Six turns.

### Victory Conditions

The battle is a struggle for the control of the Roman watch tower on Mount Agned, regardless of casualties.

The battle is a Mighty Victory if one side is occupying the watch tower unopposed at the end of the game (ie, has troops in sole occupation of the watch tower, and there are no enemy troops within 12" of the watch tower).

It is a Close Run Victory if one side is occupying the watch tower at the end of the game, but there are still enemy in the vicinity (ie, has troops in sole occupation of the watch tower, but there are some enemy troops within 12" of the watch tower).

It is a Bloody Stand-Off if the watch tower is still contested at the end of the game (ie, neither side has sole occupation of the watch tower).

### SPECIAL RULES

#### Rocky terrain and ruined fort

The rocky terrain and ruined fort are difficult terrain.

#### Roman Road

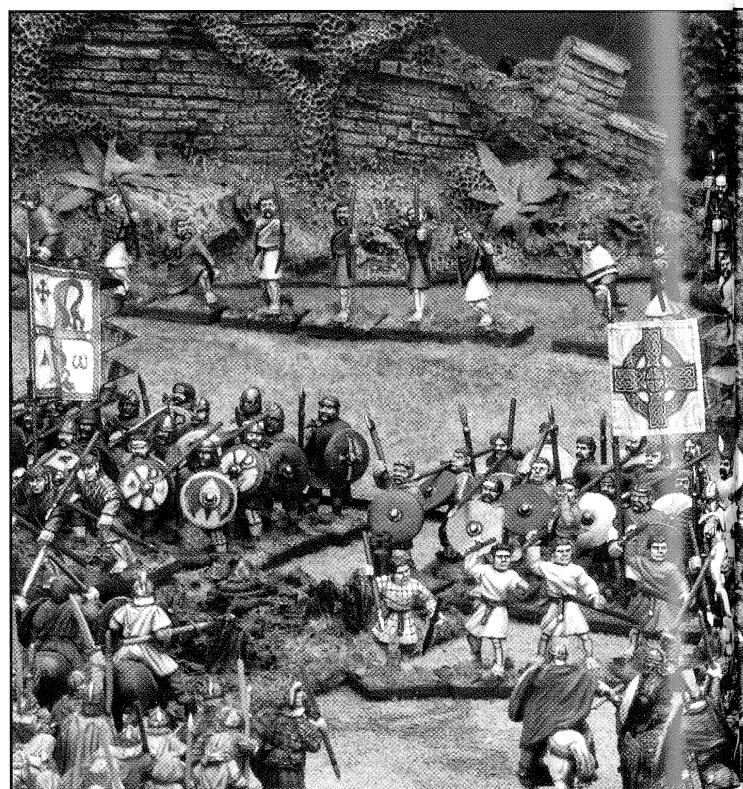
The Roman road is still in excellent condition. A unit fast marching along the Roman road may add +D6" to its movement in a turn in which it marches along the road.

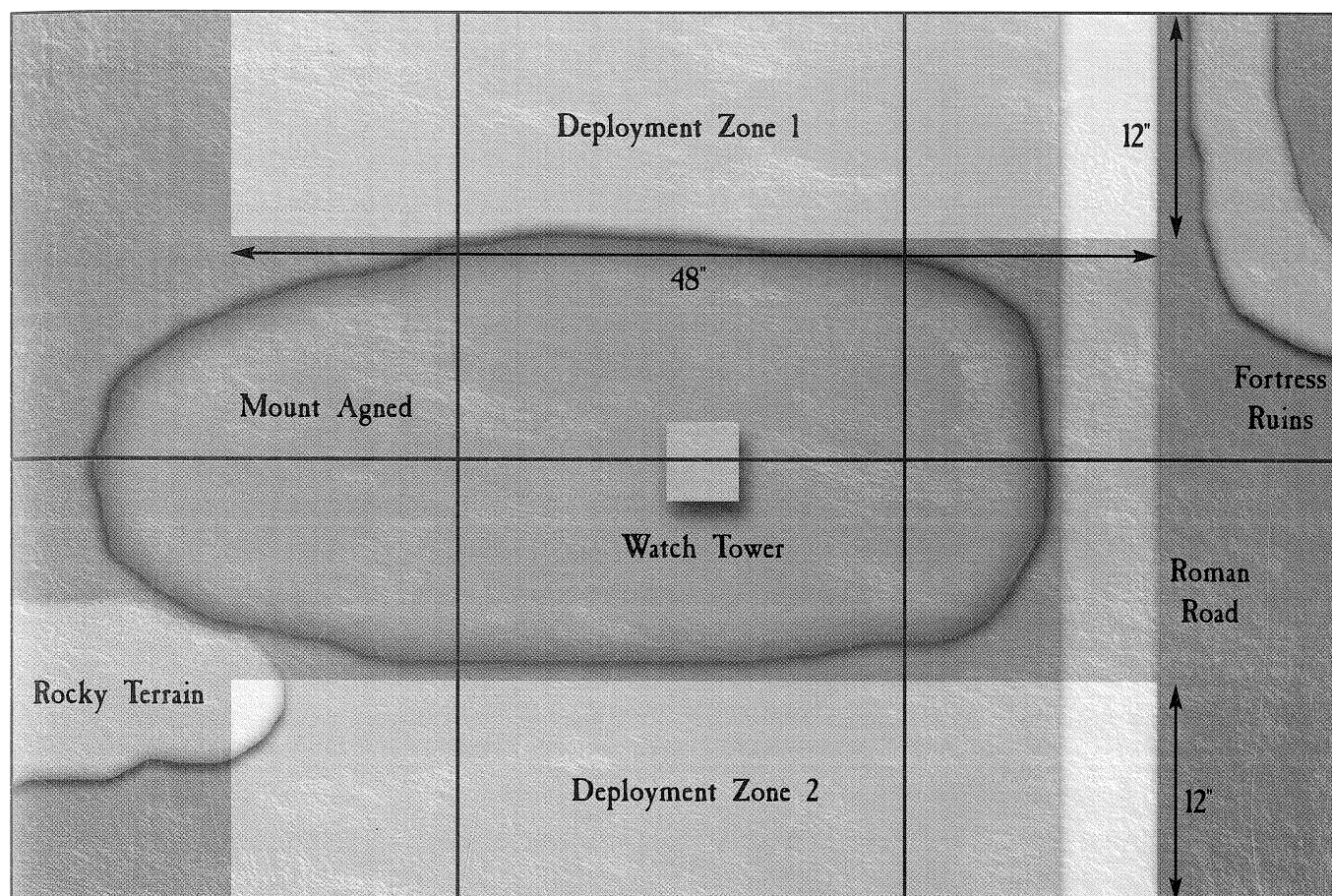
#### The Watch Tower

Any infantry unit may break formation into skirmish order to enter the watch tower, even if they are not normally allowed to do so. If they wish to reform at a later time, they must have a Musician model in the unit as usual.

Infantry defending the watch tower count it as a Defended Obstacle (ie, they need a 6 to be hit in combat)

Infantry defending the watch tower can count it as Hard Cover against missiles.





*Welsh warriors mass for battle.*