

SCENARIO 1: MOONLIGHT MAYHEM

Ideally play all scenarios twice, swapping sides with the same armies, to get an overall result.

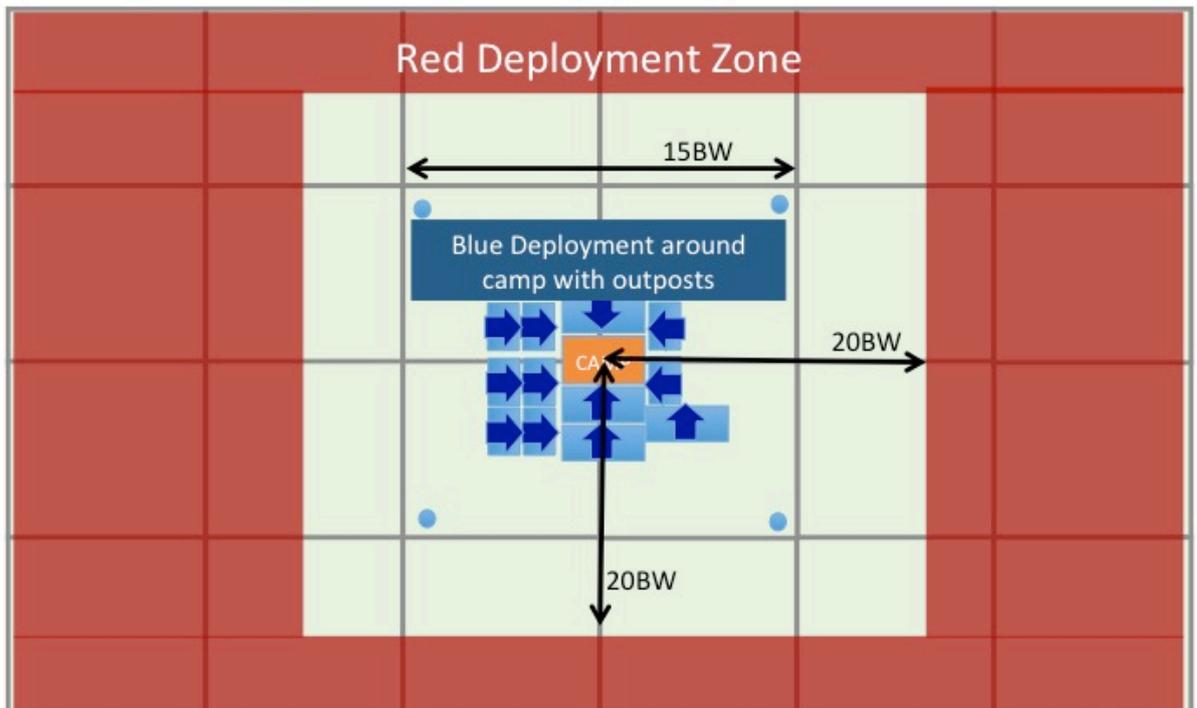
OVERVIEW

An invading army (blue) has forced marched into enemy territory and as a result has not had the time or energy to set up a properly prepared camp! It has camped hastily in a clearing, and put look outs around the camp for protection. The invaded army (red) has been tracking the them and has massed a vanguard to make a night attack on the camp in the moonlight, aiming to take advantage of the limited visibility before dawn and overrun the invaders.

MAP

Set up a table as normal with the usual terrain system BUT the central zone of 15BW square cannot have any terrain within it at all. For set up use *Difficult* as the terrain square and *Forest* as the *Territory Type*. You should therefore have an entirely clear area for the camp of the invading army and quite a range of rough and difficult terrain around it.

SCENARIO 1: MOONLIGHT MAYHEM



MORTEM ET GLORIAM



ARMIES

- The scenario should be played with two armies of the same date, but otherwise can be played between any pair of armies. By playing the game twice there is no major issue of army choice or balance as you are comparing results in the same scenario.
- The blue army should have 10,000pts and the red army 8,000pts using the MeG ARMY BUILDER and ARMY LISTS. This should give a fairly even fight given the element of surprise with average results and with relatively small armies.
- The invading army cannot have a *Talented* or *Legendary Army Commander* - no such general would get caught without a proper camp in the middle fo a forested area!

DEPLOYMENT

- The blue army deploys first:
 - Place your camp in the centre of the table and all your generals begin the game inside that camp area. They can move out from it later.
 - Deploy all your UGs with their front edges facing towards the camp and in a contiguous block. Every UG must be in base-to-base contact with another UG and be able to trace a line through UGs to the camp. This represents them being sleeping, resting and vulnerable at the time of the attack in a grid system.
 - You have no commands at the outset as the army is not set up for battle.
 - You can deploy four outposts, each of a single base of any type in your army. These can go anywhere within the central sector to use as guards.
- The red army deploys second:
 - Deploy anywhere in the red deployment zones so you start with no troops within 20BW of the centre of the table. Declare commands as normal.
 - Use the six ambush cards (i.e. from both players packs) and mark them with UGs or leave blank as bluffs. You can move them if they are real (and make them into blocks), and you can move bluffs as if they are tribal loose order foot troops.
 - You can leave any troops off table and bring them on at any time from any table edge as re-enforcements, adding them to commands as they arrive.

SCENARIO RULES

- Roll 2 dice at the beginning of the game. This is the number of turns until dawn. Put these dice to one side and reduce them by 1 every TURN END phase.
- Visibility is only 2BW until two turns before dawn. So shooting is difficult, and the ambush cards will not be identified easily. This does NOT affect command ranges. Visibility rises to 4BW one turn before dawn, 8BW at dawn and we after that we have normal visibility.
- The red army starts and moves normally. The blue army can use any RED cards to move its outposts 4BW in any direction, and YELLOW cards 2BW (from any general).
- The **alarm is sounded** if at any time blue army troops are within visibility of any red army UG, or if any mounted red army bases move within 4BW of any blue army bases (the noise of horses etc. causing alarm).
- Once the alarm has been raised the blue army can move with the following restrictions due to not being battle ready:
 - The CinC can use his cards to command any UGs as if under direct command,
 - Sub-Generals initially treat all UGs as *Out of Command*.
 - As an UG is moved for the first time it can be allocated to one of the Sub-Generals who thereafter consider them as in their command.
- Outposts fight as fanatics and have to be killed - they are desperate to sound the alarm and give their friends time to fight and survive. High quality ones may get in the way for a while and buy time.

SCENARIO SCORING AND REPORTING

- Army breaks follows the normal rules, as does scoring. Add up your total score for both games to get an overall result.
- Please report any battle results to the scenario section of the forum - people enjoy seeing what has happened as you play out the scenario (not least me).