

Camp Raid

Ancient armies frequently deployed within a mile or less of their camp. Looting the baggage was a frequent temptation for victorious units.

Deployment: play on an 8x4 table. Players chose camps in opposite corners – each camp being 2x2 ft square. Deploy 2 divisions around the camp, no closer than 18 inches to the middle of the table. Roll die – high die chooses to deploy first or second. Player 1 will place 1 division, then player 2 will place two divisions, finally Player 1 places second division.

Reserve: one division starts off the board. Starting on turn 3, roll 5+ on 1 die to allow division to enter. Add one die per turn until division is allowed to enter. Units must be ordered onto the table top. Units require 2 orders to charge on their first turn on the table; unless enemy units are within 6 inches of the table edge, then initiative orders can be used to charge.

Reserve deployment: the off board division enters from the opposite side of the opponents camp, along 18 inches of the long table edge.

Camp Guard: one unit may be detached from one of the two deployed divisions. This unit must stay in the camp and is self commanded at leadership 7.

Scoring: Loot Camp: If unit is in opponents camp after turn 6 and there are no opponents units also in the camp, score 5 objective points. **OR** If unit is in camp for 2 consecutive turns without being place in proximity, score 5 objective points.

Standard unit scoring: -1 for small, +1 for large. Unit must be broken or withdrawn off table in shaken status to score points.

- Light unit – 2 points
- Medium unit – 4 points
- Heavy unit – 6 points

