

Retake the Camp!

Private Coleman rested on his rifle, his eyes scanning the horizon. A slow drizzle fell from the sky soaking all it touched. Coleman sighed and brushed the raindrops from the end of his nose. He hated sentry duty, with that thought he glanced over his shoulder to the fires and the sound of laughter from within the camp. He was soaked to the skin and thoroughly miserable. Coleman shook his head and returned his gaze to the landscape in front of him. Though the gloom he fancied that he could see movement. Coleman squinted into the distance, yes there it was again. Coleman turned to shout a warning into the camp, but at that moment a shot rang out. Coleman never saw the Frenchman who shot him, but as he fell he did see the French column approaching his camp.



The French have taken a key British camp, cutting off vital supplies to the troops out in the field. French troops are now looting the camp and stealing those vital supplies for themselves. Can the British forces drive the French from the area and save the supplies so vital for the war effort?

Objectives

BRITISH – The British player must drive (or destroy) the French force from the field of battle. To achieve this, the French force must have taken at least 75% casualties. If the French take 75% casualties then they are considered not to have enough man power left to loot the camp.

FRENCH – The French player must fend off the attacking British for 15 turns. If by the end of turn 15 they still have over 25% of their force intact they are considered to have given the looters enough time to ransack the camp and make off with the supplies.

Special Rules

LOOTERS – At least one company of French Infantry must remain within the boundaries of the camp during the 15 turns required. This company may NOT engage in any ranged attacks, but may fight in close combat if engaged.

Set Up

This scenario is designed to be played on a 6` x 4` table. The British camp is set up in one corner of the table. Other scenery can be anything from your collection – hills, rivers, roads. This is how we at Firezone Studios played it.



The French army can be setup anywhere on the table, but remembering that one company of French troops **MUST** be within the boundaries of the camp.

The British forces enter the table from the opposite corner.

Forces

The scenario is designed to be played with equal sized forces.

We recommend that the point's value be no more than 600 per side and that no artillery be used.

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