

# Ambush the Camp!



A Company of beasts has set up an overnight camp in a ruined farm building. But enemies are closing in on all sides...

## Terrain:

On a 3' x 3' table, set up some ruins in the centre - no more than 12" square. Include something to represent an Equipment Pile.

## Setup:

The defender must place all his models within the ruins. The attacker's models may start anywhere within 6" of the table edge.



## Special Rules:

The defender's models have a -1 modifier to all Tests until they make base contact with the Equipment Pile.

## Starting the Game:

The attacker starts first, and may act with 3 models before play passes to the defender..

## Ending the Game:

The battle ends when either Company Routs, or when the defender has three-quarters of his models Taken Out.

## Experience:

If a model survives the battle they get +1 Experience.

The leader of the winning Company gains +1 Experience.

A character earns +1 Experience for each enemy he Takes Out.

An attacker who reaches the Equipment Pile gains 2d6 Crowns of loot.

If the Company with the lower Company Rating wins, all their characters gain +1 Experience.