Martian Empires
A Day in the Desert

This scenario involves a small British force which is moving through the desert in a column attempting to return to their camp. The Imperial Martian opposition are generated randomly and the scenario could be played out solo if required.

Scenario Setup

The table for this scenario should be generated at random with D6+3 terrain features created and deployed using the Terrain setup rules. The terrain features should be numbered.

British Briefing

The British force consists of up to 1200 points and at least 8 units and 2 commanders. The British are deployed on the short edge of the table and their aim is to exit the other short edge with a minimum of 5 units intact.

Martian Briefing

The Martian forces are generated randomly. Roll on the following table once per turn:

2-3 No Enemy Sighted
4-6 One Enemy unit
7-9 Two Enemy units
10-12 Three Enemy units

Roll on the following table to determine the unit type:

2-3 Infantry with swords
4-5 Infantry with guns
6-7 Cavalry with lances
8-9 Cavalry with guns
10-11 Artillery
12 Flier

The first time a Martian unit appears, a Martian Prince will accompany it and then for every 6 units generated, another Martian commander will be added.

Roll 2D6 to determine the starting point of each unit; any number rolled that is greater than the number of terrain features will place the Martian unit ahead of the British in the nearest terrain feature.

The Martian Units, once in place, will attempt to move towards the British and engage them in fire combat initially and then if successful at causing casualties will close to close combat.