

BEHIND ENEMY LINES

*Break into the enemy's rear to create a trail of destruction and distraction.
Optimal solution: cut off the head of the snake.*

SET-UP

Both players roll a die, the highest scorer chooses a long table edge for their DZE and declares which of their units (if any) are embarked on transports, declares their reserves, outflanks and infiltrators. The other player then does the same, with the exception of picking a DZ. **The highest ranked officer must be part of the player's first wave.**

No units are set up on the table at the start of the game. Any units not left in reserve form the player's first wave.

- **Units in reserve can enter from any point on the controlling player's long table edge from turn 2 onwards.**
- **Units in outflank can enter from any points on the controlling player's long table edge and 12" up the short table edge chosen from turn 3 onwards.**
- **Units with the "Behind Enemy Lines" special rule may outflank as normally defined in the rulebook (see page. 172).**
- **Infiltrators can be set up anywhere on the table outside of the opponent's DZ and 12" from any enemy unit.**

HIGHEST RANKED OFFICER

If all are equal rank, the one which cost the most points, if all are equal points, randomise it by rolling a die.

BATTLEMAP



OBJECTIVE

Both players must try to move as many of their units forward and into the opponent's DZ, ideally destroying their leadership to sow further confusion.

BATTLE COMMENCES

During Turn 1 both players must bring their first wave onto the table. These units can enter the table from any point on the player's DZE, and must be given either a Run or Advance order. Note that no order test is required to move units onto the table as part of the first wave and that troops are not allowed to make an assault when they enter the table.

Units that require an order test to activate even when unpinned, such as shirkers, still require a test to enter the table. If this is failed, they will enter reserves. One man turret vehicles can attempt to enter with an advance with an order test, and if they fail their test, they will also go into reserves.

GAME DURATION

Keep a count of how many turns have elapsed as the game is played. At the end of turn 6, roll a die. On a result of 1, 2 or 3 the game ends, on a roll of 4, 5 or 6 play one further turn.

SCORING

To count as "in" an area, such as the neutral zone between the DZs, or the opponent's DZ, all models in the unit must be wholly within that area. If a unit straddles two or more areas it counts as being in the lowest points scoring area.

Players score:

1 VP for each enemy unit destroyed

2 VP for each of their units in the neutral area (neither players' DZ)

3 VP for each of their units that is in their opponent's DZ area

5 VP for getting their highest ranked officer into their opponent's DZ area

5 VP for destroying the enemy's highest ranked officer

VICTORY CONDITIONS

Win/Draw/Loss		Major/Minors	
2+ VP more than opponent	Win	3+ VP more than opponent	Major Victory
All other results	Draw	1+ VP more than opponent	Minor Victory
		All other results	Draw

SECONDARY OBJECTIVE

If secondaries are in use:

At the end of the game one side has captured the secondary objective if at least one of their infantry or artillery units (not aboard a transport) is within 3" of the objective, and there is no enemy unit of any type (with the exception of medics, chaplains and empty transports) within 3" of it.

NOTE

All distances to/between objectives are measured from the centre of the objective. Horses, bicycles and motorcycles (we can dream) are not transport vehicles and so dismounting is not required to capture an objective.