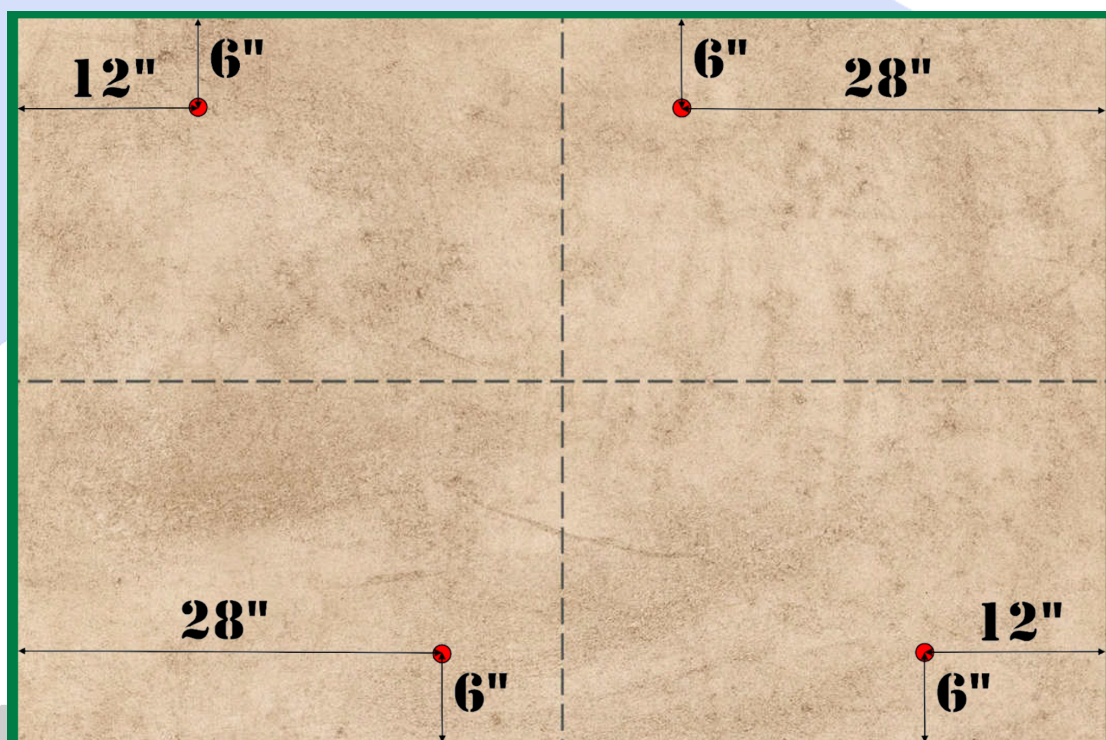


FIRE & MANEUVER

SET-UP

4 objectives are placed on the table as per the map (note this can be mirrored).

Both players roll a die, the highest scorer picks a long table edge. The other player places an objective 12" from one of their short edges, 6" from their long edge and their other objective 28" from the opposite short edge and 6" from their own table edge.



The player who chose a long table edge then declares which of their units (if any) are being left in reserve - this can be up to half of the units in their army, rounding down. The other player then does the same, with the exception of picking a DZ.

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.

Outflanking and infiltration are allowed.

- Units in reserve can enter from any point on the controlling player's DZE from turn 2 onwards.
- Infiltrators can be set up anywhere on the table outside of the opponent's DZ & 12" from any enemy unit.

OBJECTIVE

The players must try to capture and control as many objectives as possible for as long as possible throughout the entire duration of the battle as the objectives move up the table. VPs must be tallied throughout the duration of the battle as per the victory conditions, rather than just at the end.

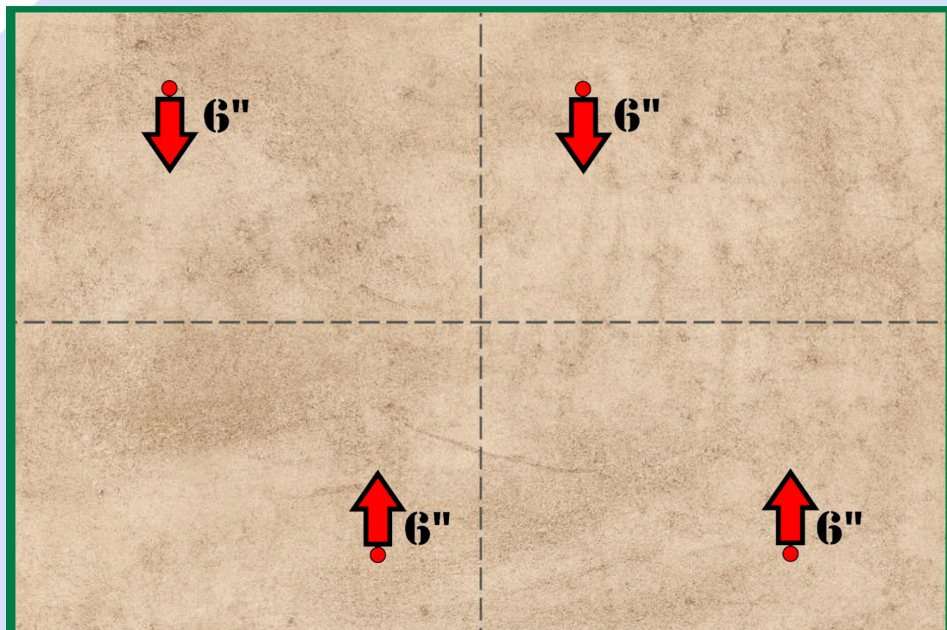
BATTLE COMMENCES

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.

SECOND TURN

At the start of turn 2, move each objective 6" up the table as per the map below, and at the start of each subsequent turn move each objective 6" up the table.



Distance from table edge at the start of turn:

Turn 1: 6"
 Turn 2: 12"
 Turn 3: 18"
 Turn 4: 24"
 Turn 5: 30"
 Turn 6: 36"
 Turn 7: 42"

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

At the end of each **game turn** players will score 1 victory point for each objective they hold, players must therefore keep track of the running total of victory points earned in each round throughout the game.

To hold an objective, at least one of your infantry or artillery units (not aboard a transport) must be within 3" of the objective, and there must be no enemy unit of any type (medics, chaplains and empty transports) within 3" of it.

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.