

## FRAGO

*No plan survives contact with the enemy, let's hope you do.*

*Your orders are clear: hold the position, what is unclear is where that position is. You therefore need to continuously adapt your strategy as you receive timely changes to your existing orders.*

### SET-UP

Both players roll a die, the highest scorer chooses a table quarter and declares which of their units (if any) are embarked on transports, which units are being left in reserve - this can be up to half of the units in their army, rounding down, and which units are outflanking. The other player then does the same, with the exception of picking a DZ.

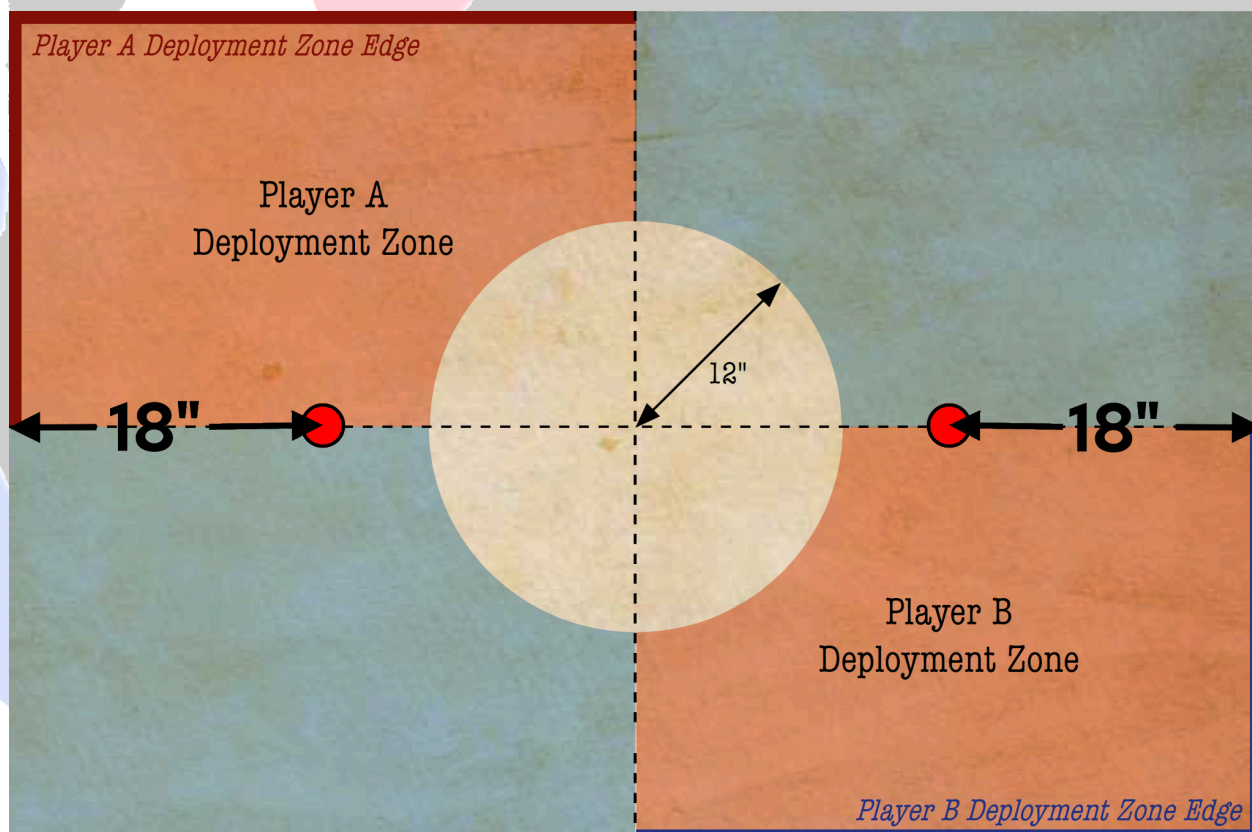
Both players then set up an objective on the centre line 18" from their short table edge (as per the map).

Both players put an order die in the bag for every unit that is not in reserve, not embarked on a transport, and not infiltrating, and therefore needs to be deployed. Then draw a die and that player must deploy one of their units in their quarter and at least 12" from the centre of the table (see the Quarters map). Units can use the Hidden Deployment rules (see page 300). Continue to do this until all units that are not in reserve have been deployed.

**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.**

### BATTLEMAP



## PREPARATORY BOMBARDMENT

**One player rolls a die:** on a 2+, a preparatory bombardment strikes both players' positions. On a result of 1, the barrage fails to materialise, but you have your orders and the attack must go ahead as planned.

## OBJECTIVE

The players must try to capture and control the objectives for as long as possible throughout the entire duration of the battle as the objectives shift.

**VPs must be tallied throughout the duration of the battle as per the victory conditions, rather than just at the end.**

## BATTLE COMMENCES

**At the start of each game turn (including the first turn of the game),** each objective scatters D6". Roll separately for each objective. If the objective would leave the table, it stops at the table edge where it would leave.

**For the first turn, roll this scatter before any dice are pulled from the bag but after all other pregame mechanics have occurred (e.g. after infiltration, Lead the Way, etc...)**

## 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.