

NO QUARTER GIVEN

With no room to manoeuvre and no room to yield, both sides advance from their corners across the shattered landscape. The orders are absolute: hold every position, destroy everything that moves and ensure the enemy pays dearly for every inch of ground they dare contest.

SET-UP

5 objectives are used in this mission. Both players roll a die. The highest scorer places one objective anywhere on the table. Then the opponent places an objective, and the players continue to place objectives until all objectives are placed. All objectives must be more than 12" from each other and 6" from a table edge.

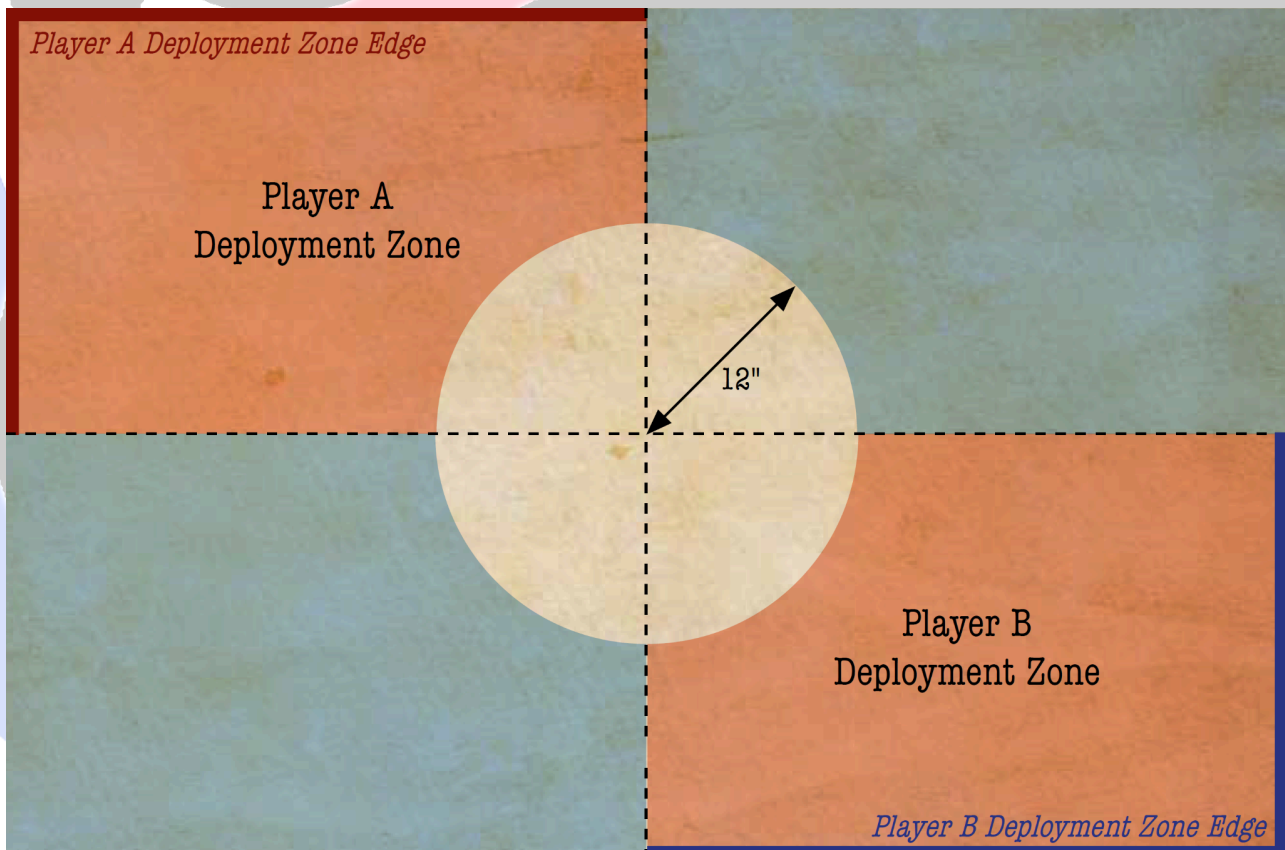
Both players roll a die, the highest scorer chooses a quarter for their DZE and declares which of their units (if any) are embarked on transports, which units are being left in reserve - this can be up to half of the units in their army, rounding down, and which units are outflanking. The other player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

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 is 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



OBJECTIVE

The players must try to capture as many objectives as possible, whilst clearing the enemy from the field.

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

Once you have captured an objective, mark it as yours with an appropriate model or token (a flag is ideal!). It will remain under your control until the end of the game, or until an enemy unit captures it back, as described above.

Players score:

- 1 VP for each enemy unit destroyed.
- 3 VP for each objective they hold.

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.