

SCORCHED QUARTER

From opposing corners both forces advance with the same ruthless objective: reach the enemy's command post and burn it to the ground before they do the same to yours. There is no line, no front — only the race to destroy.

SET-UP

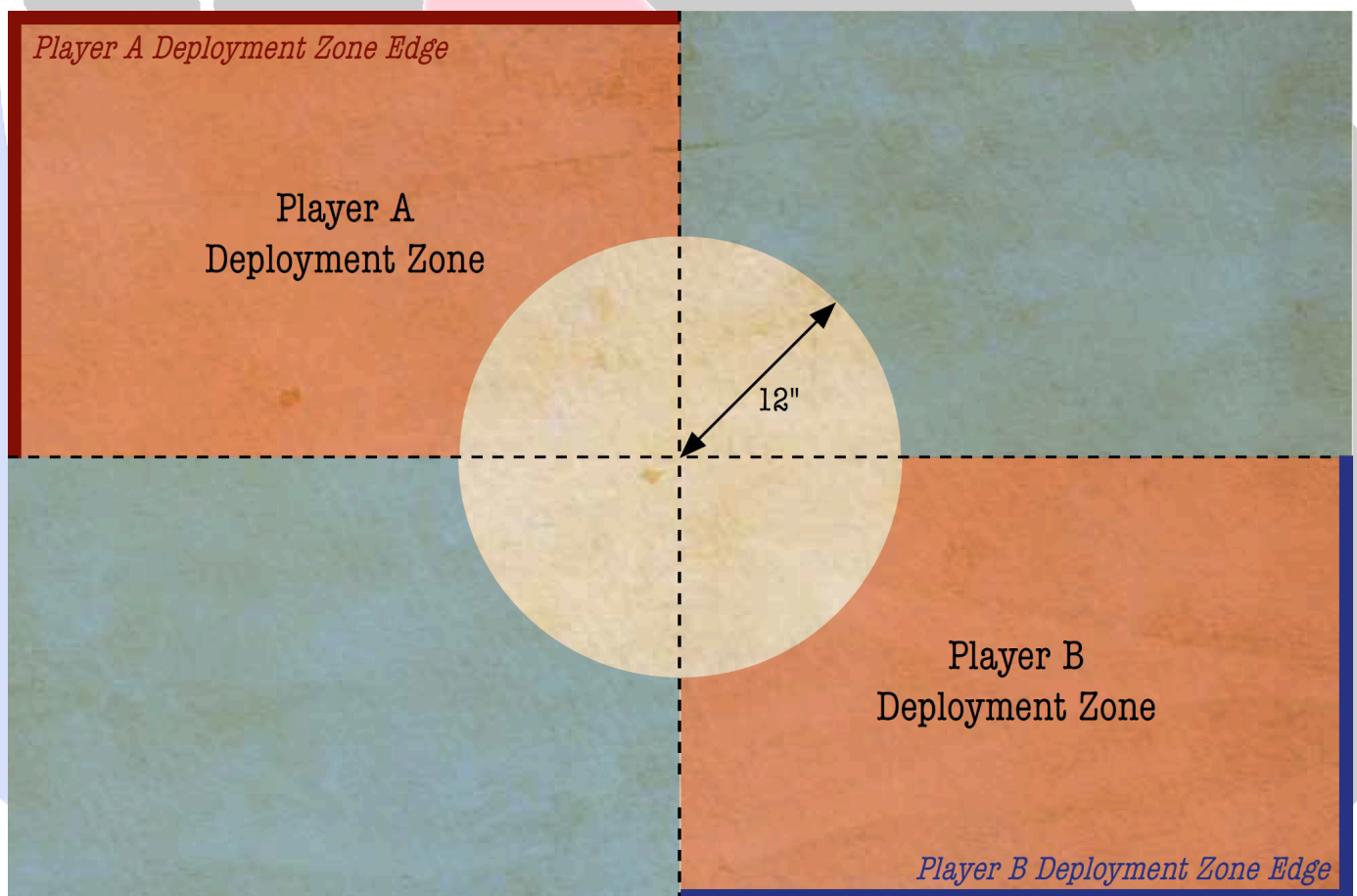
Both players roll a die. The highest scorer chooses a quarter for their DZE and places their base at least 4" from any table edge. The same player then declares which of their units (if any) are embarked on transports, which units are being left in reserve - this can be up to half of the units in their army, rounding down, and which units are outflanking. The other player then does the same, with the exception of picking a DZ.

Both players 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 deployment zone (see 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 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

Both sides are attempting to destroy the enemy base.

BATTLE COMMENCES

There is no first wave in this mission. All units not held in reserve are deployed at the start of the game.

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.

Note: if a base is destroyed, there is one more turn for the opponent to attempt to match the feat of heroism, e.g. if the first base is destroyed in turn 4. The game will end at the end of turn 5.

SCORING

A base is destroyed if, at the end of any turn, any enemy infantry or artillery unit is touching the base with a Rally order. This will therefore require a squad to get into contact with the base one turn, then weather another turn while touching it in order to destroy it.

Players score:

1 VP for each enemy unit destroyed.

10 VP for destroying the enemy base.

VICTORY CONDITIONS

Win/Draw/Loss		Major/Minors	
2+ VP more than opponent	Win	4+ VP more than opponent	Major Victory
All other results	Draw	2+ 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.