

SECTORS

The two armies have been facing each other off for days now. But today, at the first light of dawn, the time has come to break the impasse - the battle soon escalates as both sides try to crush the enemy.

SET-UP

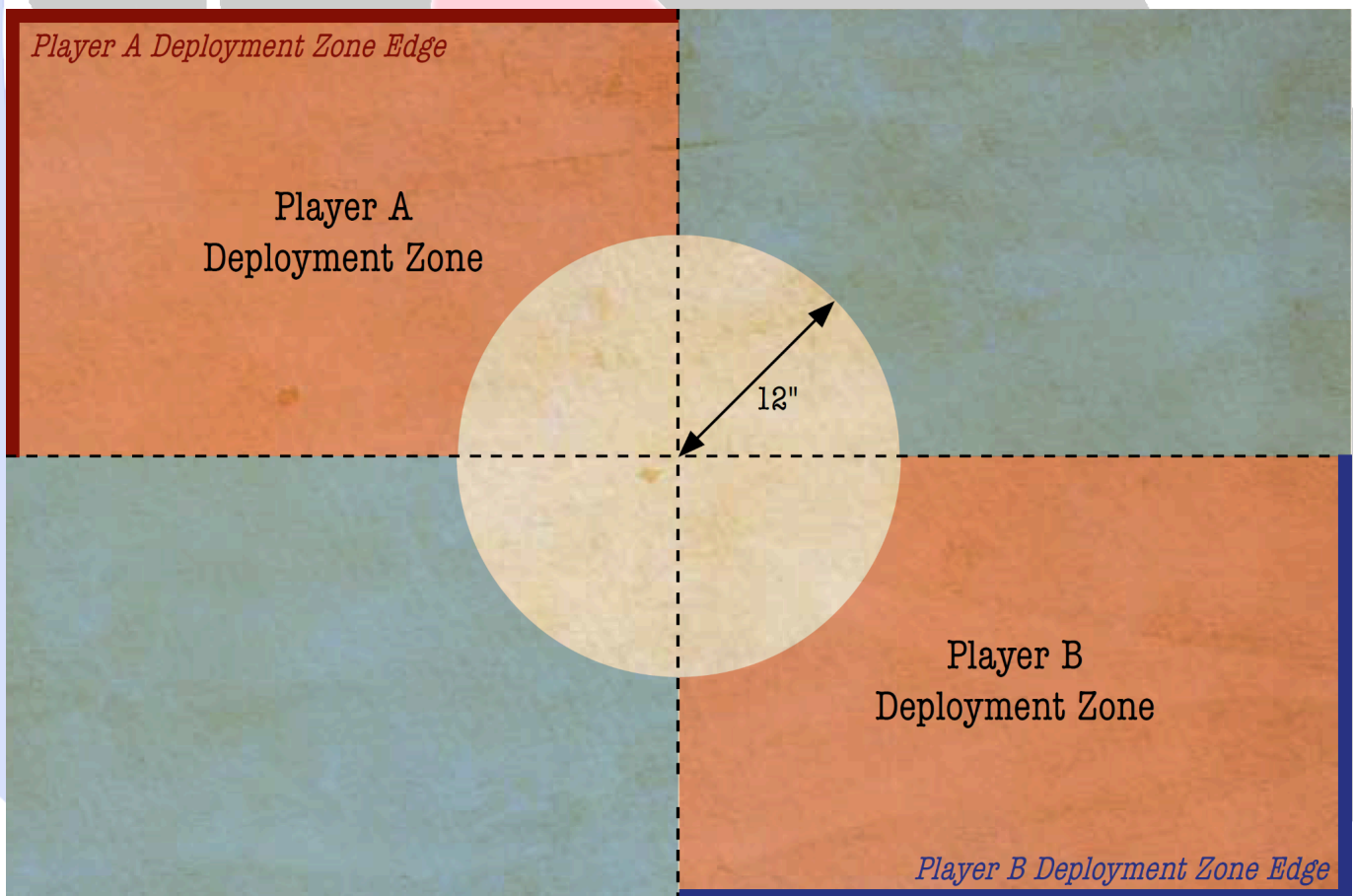
Both players roll a die, the highest scorer chooses a quarter for their DZE and declares which of their units (if any) are embarked on transports, which units are being left in reserve - this can be up to half of the units in their army, rounding down, and which units are outflanking. The other player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

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



OBJECTIVE

The objective is simple - both sides must attempt to seize ground and destroy the other whilst preserving their own forces.

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.

BATTLE COMMENCES

There is no first wave in this scenario. 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.

SCORING

To count as "in" an area, such as the neutral zone or 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.

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

3 VP for each of their own units in the opponent's DZ.

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.