

## STICKY CORNER

*The battlefield includes a series of positions that are strategically vital for the continuation of the campaign and must be seized at all costs.*

### SET-UP

7 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.

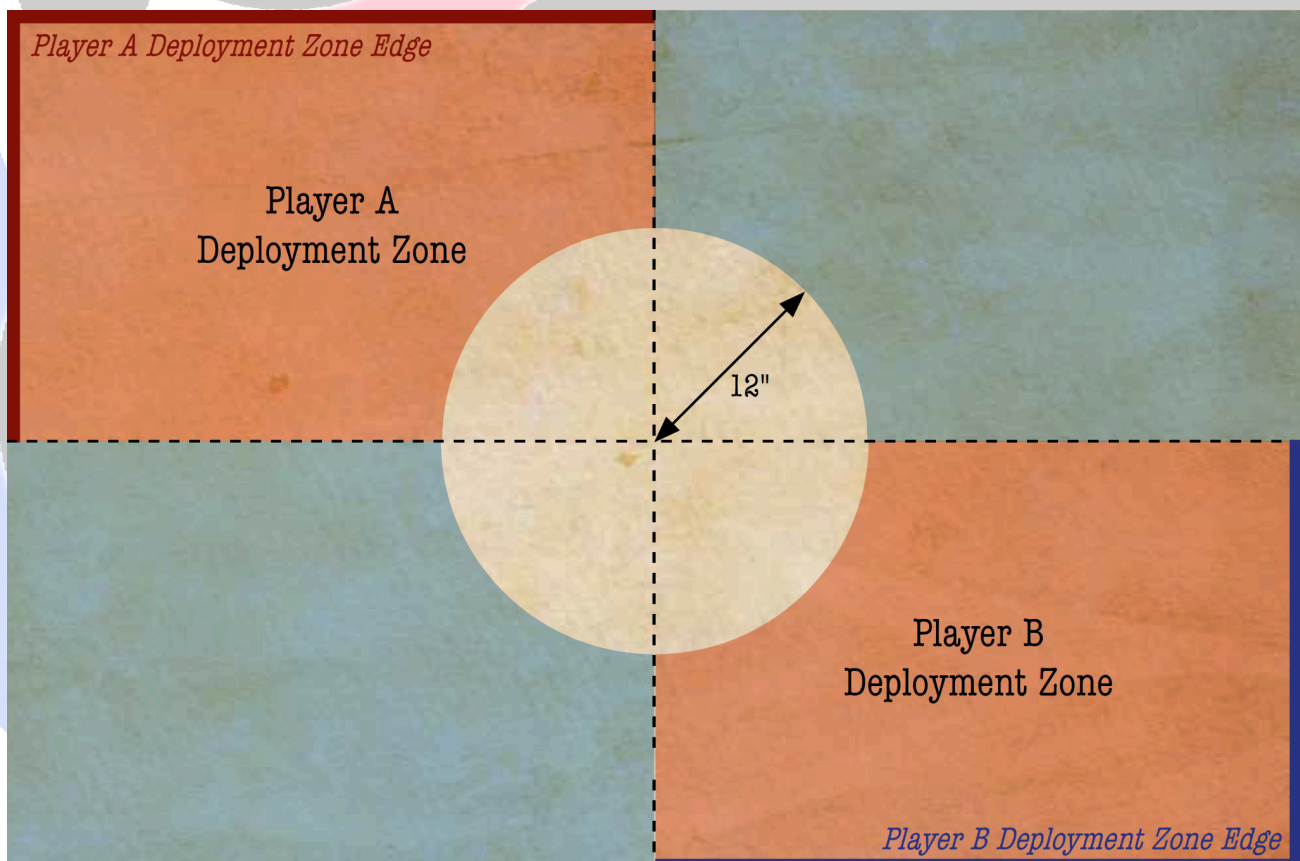
Both players roll a die, the highest scorer chooses a quarter for their DZE and declares which of their units (if any) are embarked on transports, which units are being left in reserve - this can be up to half of the units in their army, rounding down, and which units are outflanking. The other player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

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 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.

## 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

The battle begins. **During turn 1 visibility is limited to 24".**

## 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.

At the end of the game if you control more objectives than your opponent you win, otherwise the game is a draw.

## VICTORY CONDITIONS

Win/Draw/Loss		Major/Minors	
1+ more objectives than opponent	Win	2+ more objectives than opponent	Major Victory
All other results	Draw	1 more objective than opponent	Minor Victory
		All other results	Draw

## SECONDARY OBJECTIVE

If secondaries are in use:

To capture the secondary 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.

## 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.