

STRIKING COBRA

After days preparing for the big push against dug-in defenders, the time has come to advance forward and seize ground. Will the attackers take and hold, can the defenders stall the assault or, better still, will they throw the attackers back in disarray?

SET-UP

Both players roll a die and the highest scorer decides whether to be the attacker or defender.

The defender picks a long table edge and 7 objective markers are set up as shown.

The defender then decides which, if any, of their units are being left in Reserve: this can be up to half of the units in their army, rounding down. The defender then deploys their units not being held in Reserve at least 12" from the table middle line. Units can use the hidden set-up rules.

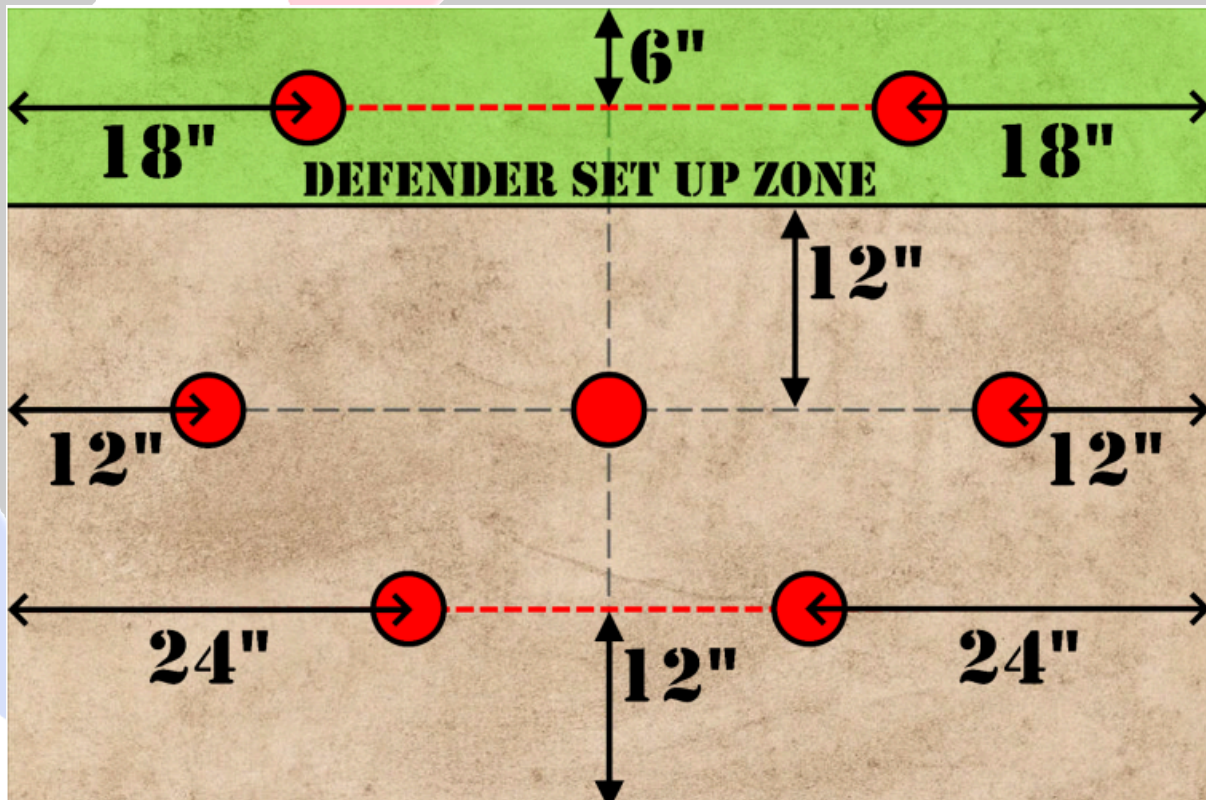
The attacker then selects which of their units will form the First Wave and which, if any, are being left in Reserve: this can be up to half of the units in their army, rounding down. **No attacking units can be set up on the table.**

Outflanking is not allowed for either side.

- Units in reserve can enter from any point on the controlling player's DZE from turn 2 onwards.
- Defender's infiltrators can be set up anywhere on the table at least 12" from the attackers long table edge.

Objectives are flipped to the colour of the defender to show they have control of all objectives at the start of the game.

BATTLEMAP



OBJECTIVE

The mission is simple: the attacker must take as many objectives as possible from the defender, whilst the defender must prevent the attacker from doing so.

PREPARATORY BOMBARDMENT

The attacker rolls a die: on a 2+ a preparatory bombardment strikes the defender's position, otherwise the barrage fails to materialise.

BATTLE COMMENCES

The battle begins. During turn 1 the attacker must bring their First Wave onto the table. These units can enter from any point along the attacker's table edge and must be given an Advance or Run order. Note that no order test is required to move units in First Wave onto the table.

The defender may attempt to bring on Reserves from turn 1, but must pass a successful order test with the usual modifiers to do so.

The attacker's Reserves may attempt to enter the table from turn 2 as usual.

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.

