

## THE BIG PUSH

*Seizing terrain fast is key to strategic victory.*

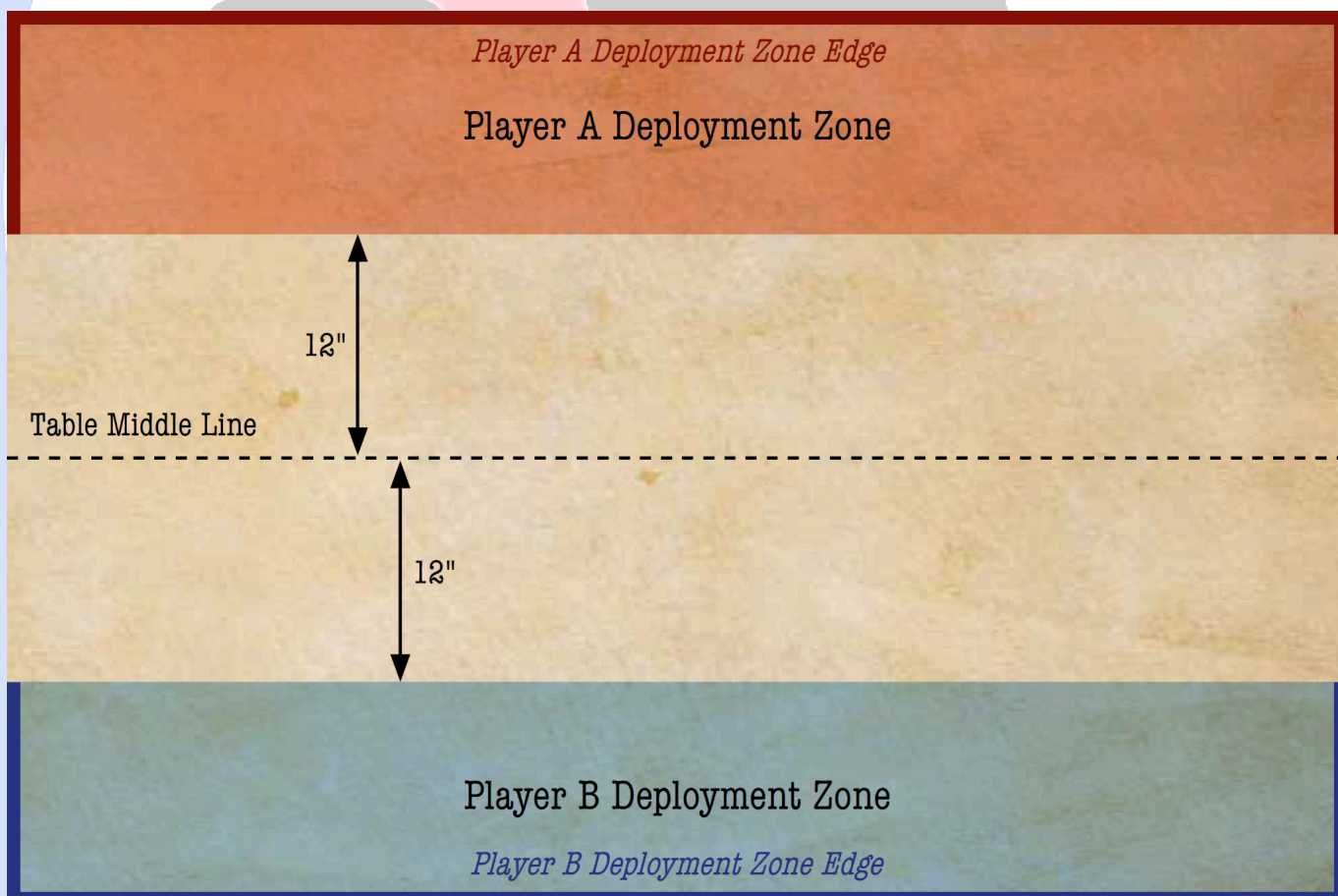
### SET-UP

Both players roll a die, the highest scorer chooses a long table edge for their DZE and declares which of their units (if any) are embarked on transports, declares their reserves, outflanks and infiltrators. 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.

- **Units in reserve can enter from any point on the controlling player's long table edge from turn 2 onwards.**
- **Units in outflank can enter from any points on the controlling player's long table edge and 12" up the short table edge chosen from turn 3 onwards.**
- **Infiltrators can be set up anywhere on the table outside of the opponent's DZ and 12" from any enemy unit.**

### BATTLEMAP



### OBJECTIVE

Both players must try to move as many of their units forward and into the opponent's set-up zone, and even off the opposing side's table edge.

### 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

Note that in this scenario, units are allowed to deliberately move off the table from the opponent's **long table edge** to reach their objective - to do so, they need to have sufficient movement for the entire base of every model to be off the table, vehicles must have sufficient movement for their entire hull to leave the table.

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.

Units who *Panic* due to a FUBAR and run off the table still count as destroyed, and do not score VPs for the controlling player.

Players score:

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

2 VP for each of their units that is in their opponent's DZ area

3 VP for each of their units that has moved off their opponent's **long table edge** before the end of the game.

#### 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.