

TOP SECRET OBJECTIVES

The battlefield includes a series of positions that are strategically vital for the continuation of the campaign and must be seized at all costs. Furthermore due to a complete failure of intelligence, the movements and objectives of the enemy are completely unknown.

SET-UP

4 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. **Each objective is unique, and visibly corresponds to an objective card. Each player chooses 3 objectives from separate sets of 4 objective cards. These are kept secret until the game ends.**

Each player only scores VPs for holding the objectives on the cards they drew, but can however contest every objective.

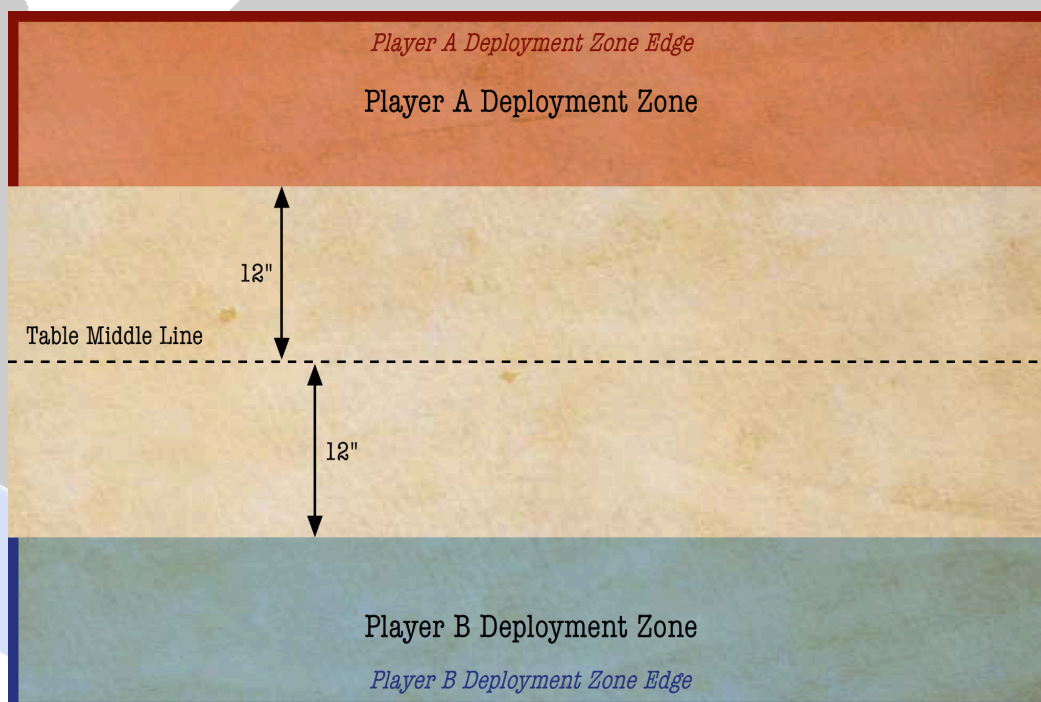
Once the objectives have been selected, both players roll a die, the highest scorer chooses a long table edge for their DZE and declares which of their units (if any) are embarked on transports, which units are being left in reserve - this can be up to half of the units in their army, rounding down,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

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.

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 of their objectives as possible.

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

At the end of the game, you control an objective if at least one of your 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.

Each player only scores VPs for holding the objectives on the cards they drew, but can however contest every objective.

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:

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.