

Tournament Mission Pack

2026

TABLETOP TOMMIES



This pack is designed to allow tournament organisers to use a variety of balanced missions, whilst ensuring clarity for players. The missions are derivations of the standard balanced rulebook missions and custom missions. These missions have been curated and/or written by Jonny, and playtested extensively.

Additional credit and thanks for ideas and/or playtesting to (in alphabetical order):

- Ben Andrews
- Phil Brewer
- Sam Layzell
- Michael Smith

Updated: April 2026

Scenarios:

		Kill Points		Objectives		Movement	
		Deployed	First Wave	Deployed	First Wave	Deployed	First Wave
Kill Points	Long Edge	No Man's Land	Meeting Engagement				
	Quarters	Dead Man's Corner	Meet Me on the Corner				
Objectives	Long Edge	Scorched Earth	At What Cost?	A Sticky Situation...	Hold Your Positions!		
					Top Secret Objectives		
	Quarters	Scorched Quarter	No Quarter Given	Sticky Corner	Hold Your Corner!		
					Confidential Corner		
Movement	Long Edge	Segments	Behind Enemy Lines	—	Fire and Maneuver	—	The Big Push
	Quarters	Sectors	Hit 'em Where They Least Expect It!	Frigo	—	—	Flying V

Attacker / Defender
Striking Cobra
Kitchen Sink
Grand Designs

NO MAN'S LAND

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

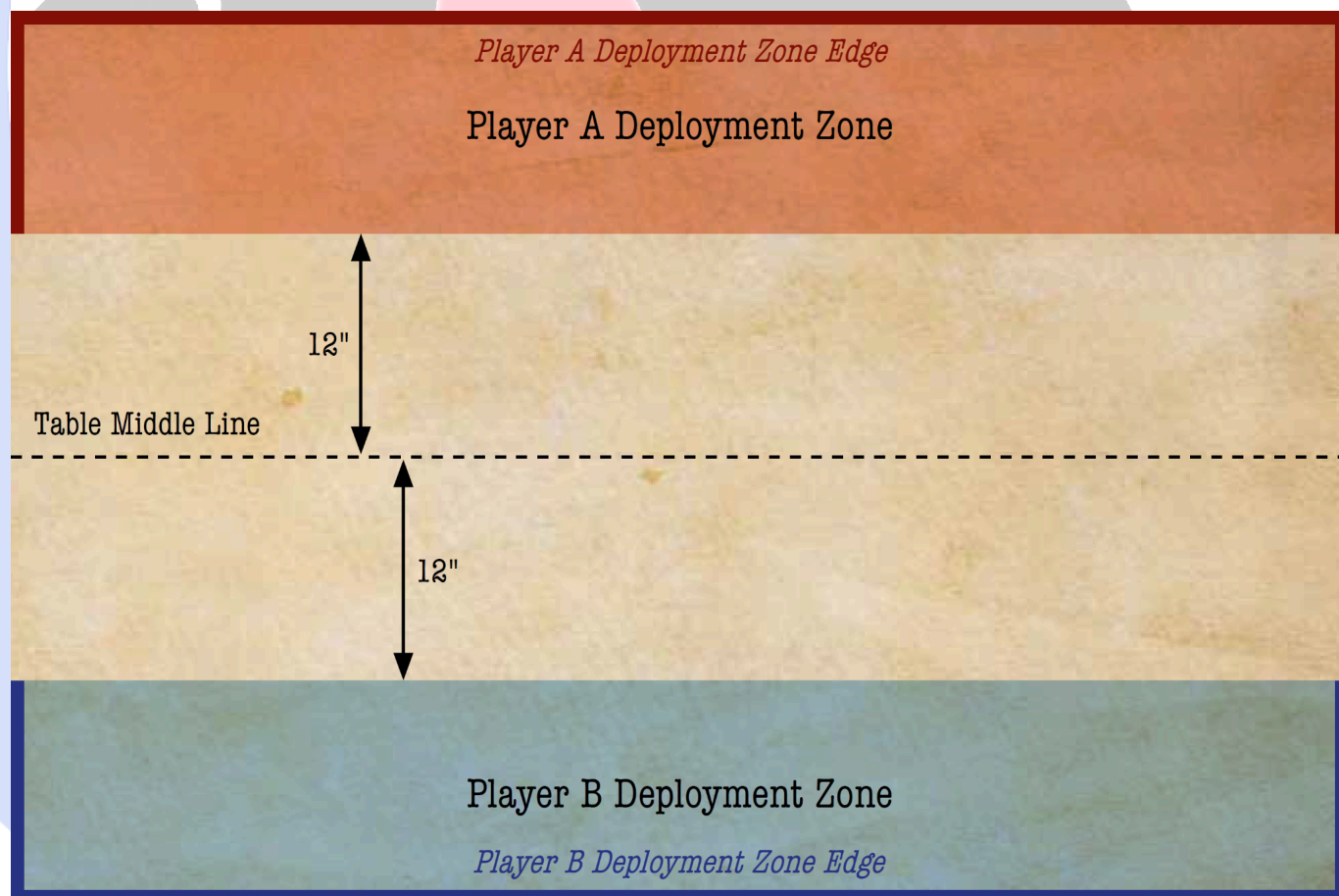
Both players roll a die, the highest scorer chooses a long table edge for their DZE and declares which of their units (if any) are embarked on transports, which units are being left in reserve - this can be up to half of the units in their army, rounding down, and which units are outflanking. The other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

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 deployment zone (see 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 objective is simple - both sides must attempt to 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

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

Players score 1 VP for every enemy unit destroyed.

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.

DEAD MAN'S CORNER

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

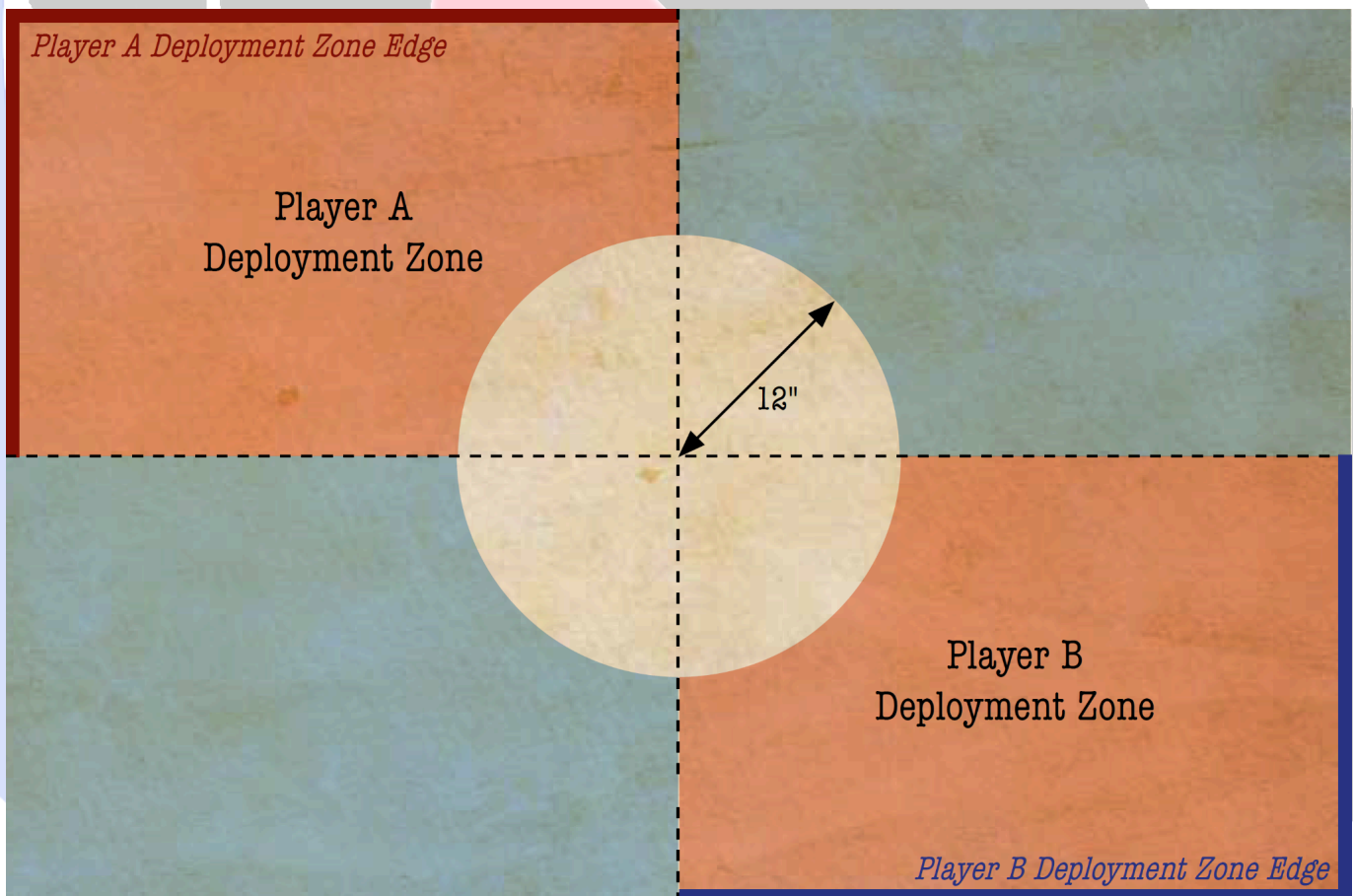
Both players roll a die, the highest scorer chooses a quarter for their DZE and declares which of their units (if any) are embarked on transports, which units are being left in reserve - this can be up to half of the units in their army, rounding down, and which units are outflanking. The other player 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 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 objective is simple - both sides must attempt to 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

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

Players score 1 VP for every enemy unit destroyed.

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.

MEETING ENGAGEMENT

Your orders are brutally simple - locate and engage the enemy forces, and inflict maximum damage.

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, 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 objective is simple - both sides must attempt to destroy the other whilst preserving their own forces.

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

Players score 1 VP for every enemy unit destroyed.

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.

MEET ME ON THE CORNER

Your orders are brutally simple - locate and engage the enemy forces, and inflict maximum damage.

SET-UP

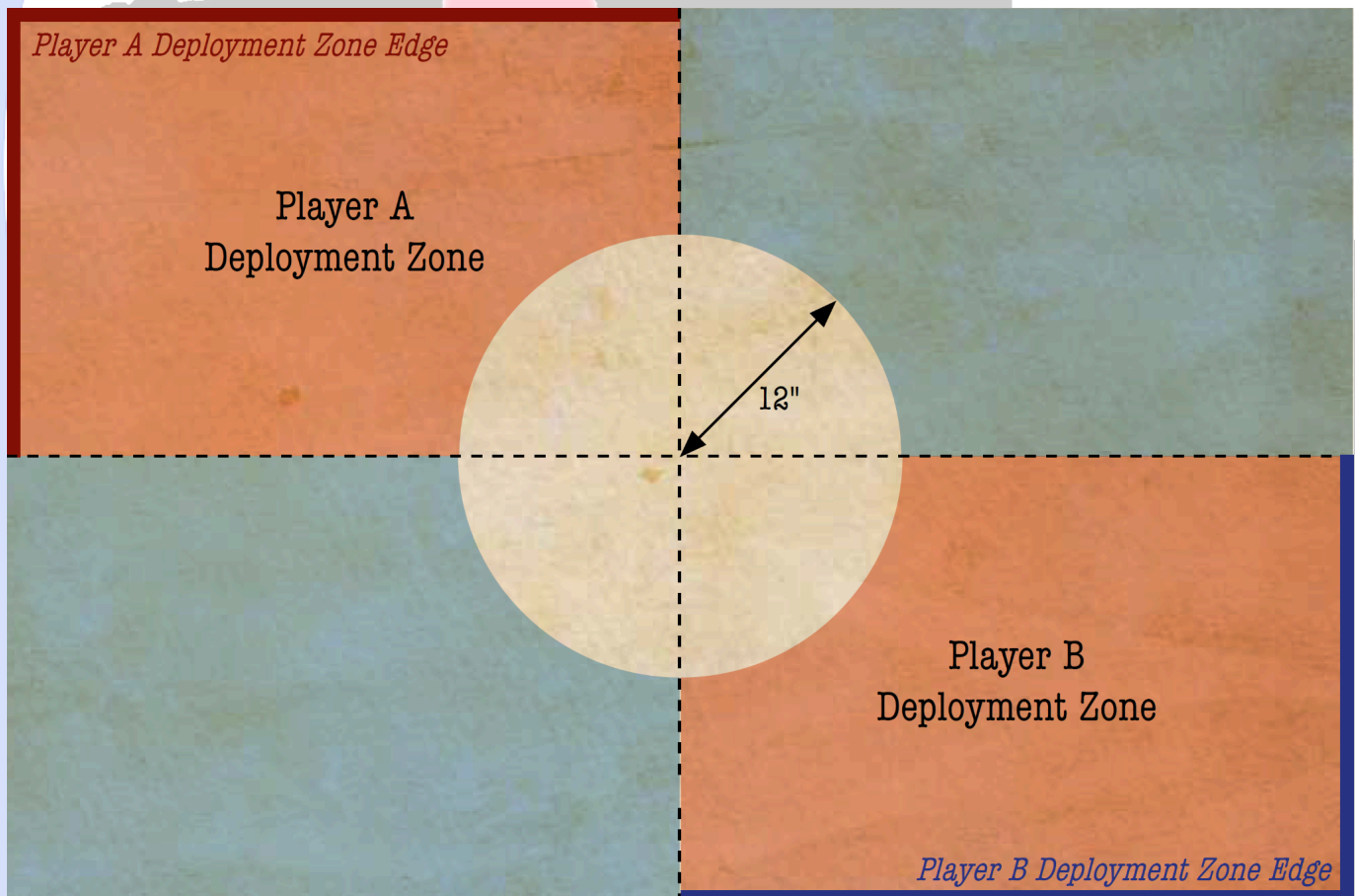
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No units are set up on the table at the start of the game. Any units not left in reserve form the player's first wave.

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

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.

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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

Players score 1 VP for every enemy unit destroyed.

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.

HOLD YOUR POSITIONS!

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

5 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.**

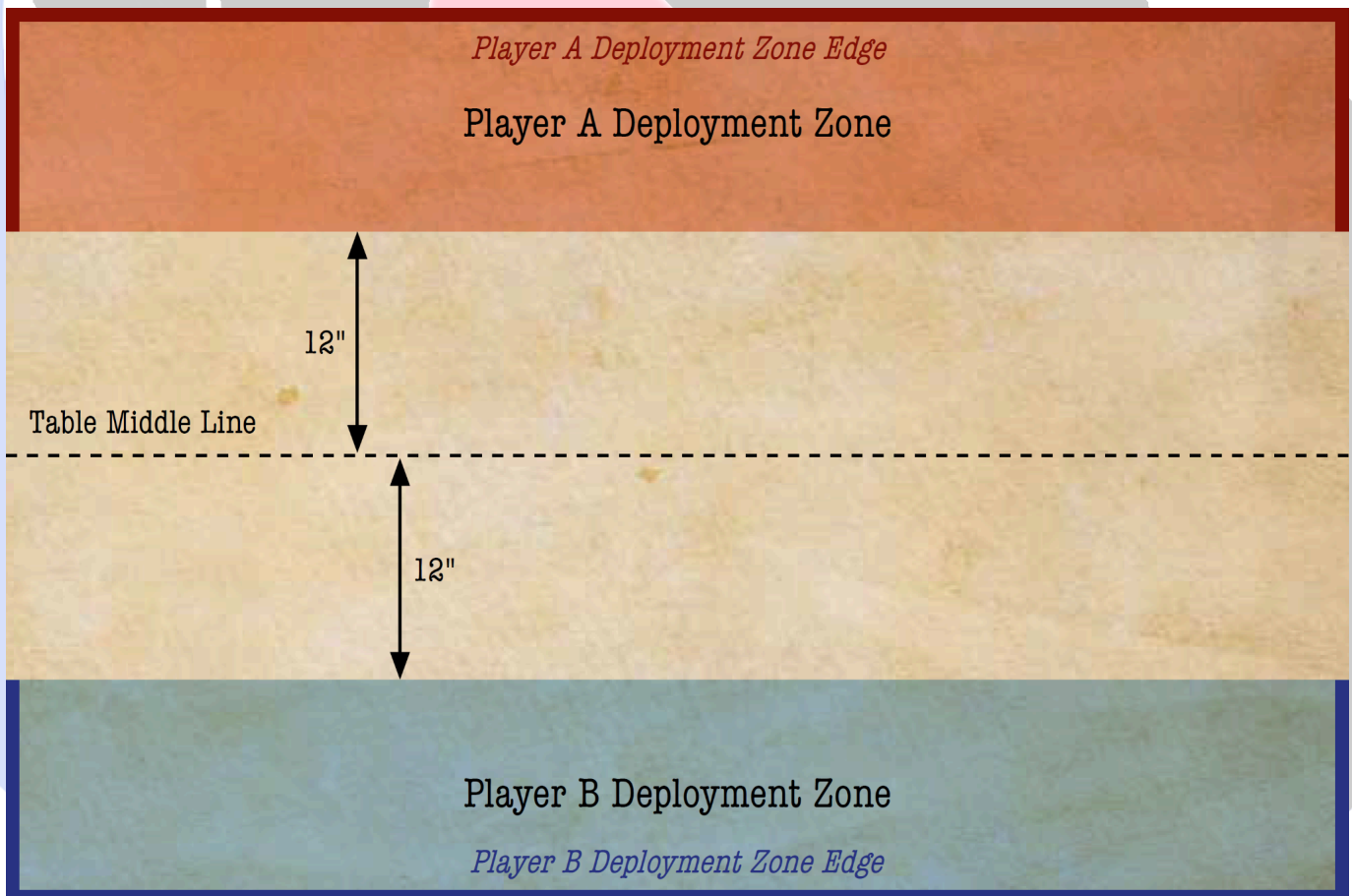
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No units are set up on the table at the start of the game. Any units not left in reserve form the player's first wave.

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 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.

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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.

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.

HOLD YOUR 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

5 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.

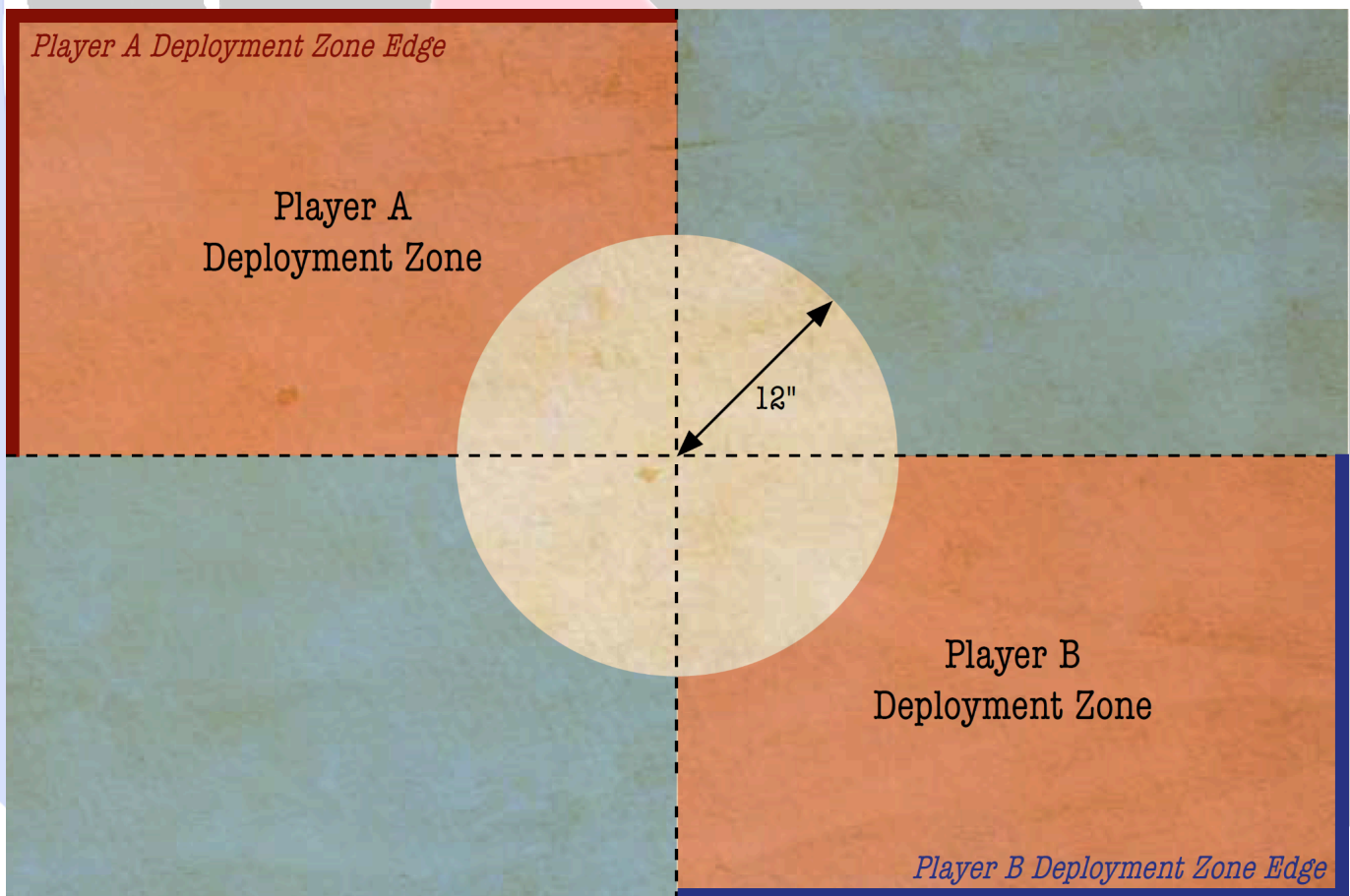
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No units are set up on the table at the start of the game. Any units not left in reserve form the player's first wave.

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 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.

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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.

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.

A STICKY SITUATION...

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.**

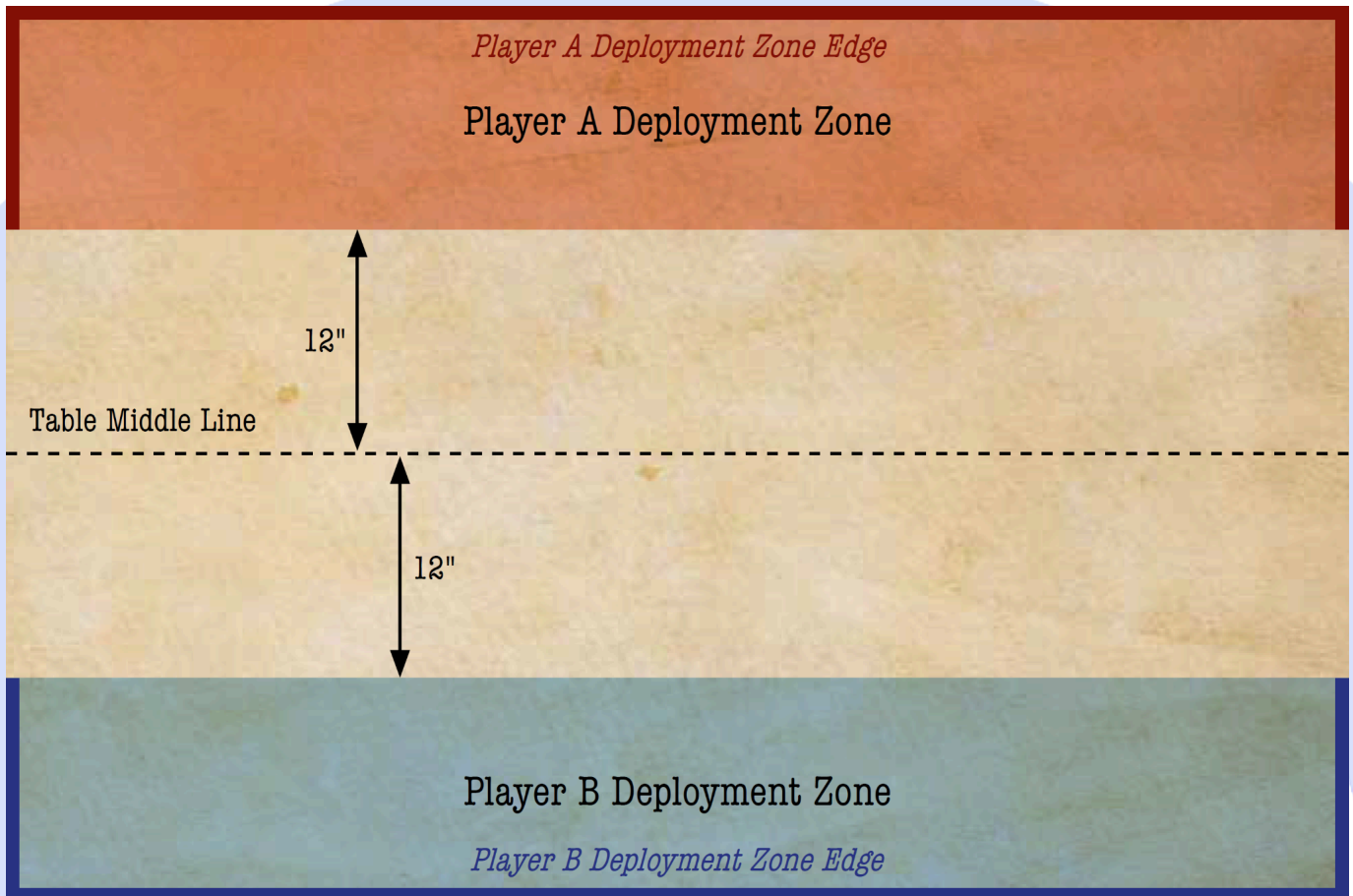
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Both players put an order die in the bag for every unit that is not in reserve, not embarked on a transport and not infiltrating, and therefore needs to be deployed. Then draw a die and that player must deploy one of their units in their deployment zone (see 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.

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.

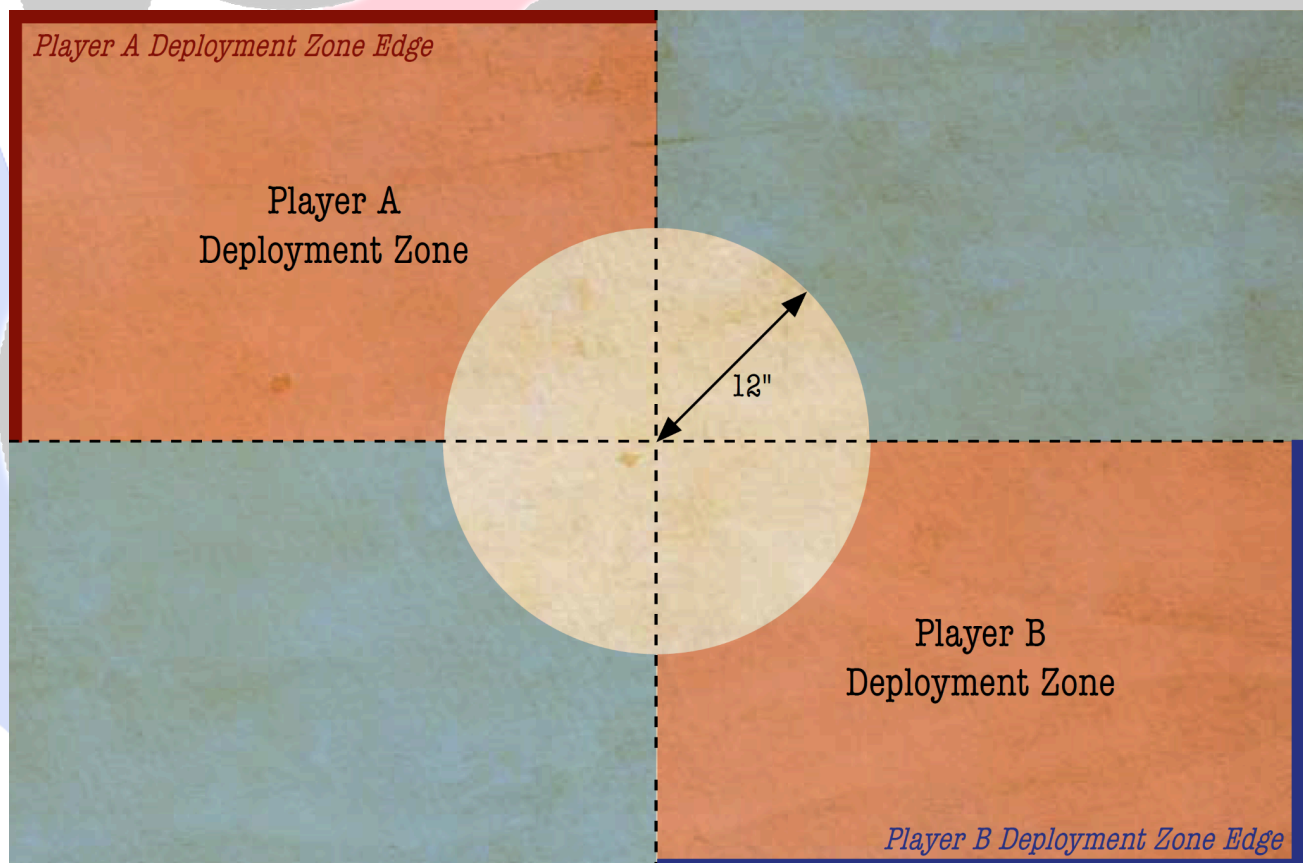
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Both players put an order die in the bag for every unit that is not in reserve, not embarked on a transport, and not infiltrating, and therefore needs to be deployed. Then draw a die and that player must deploy one of their units in their quarter and 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.

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.

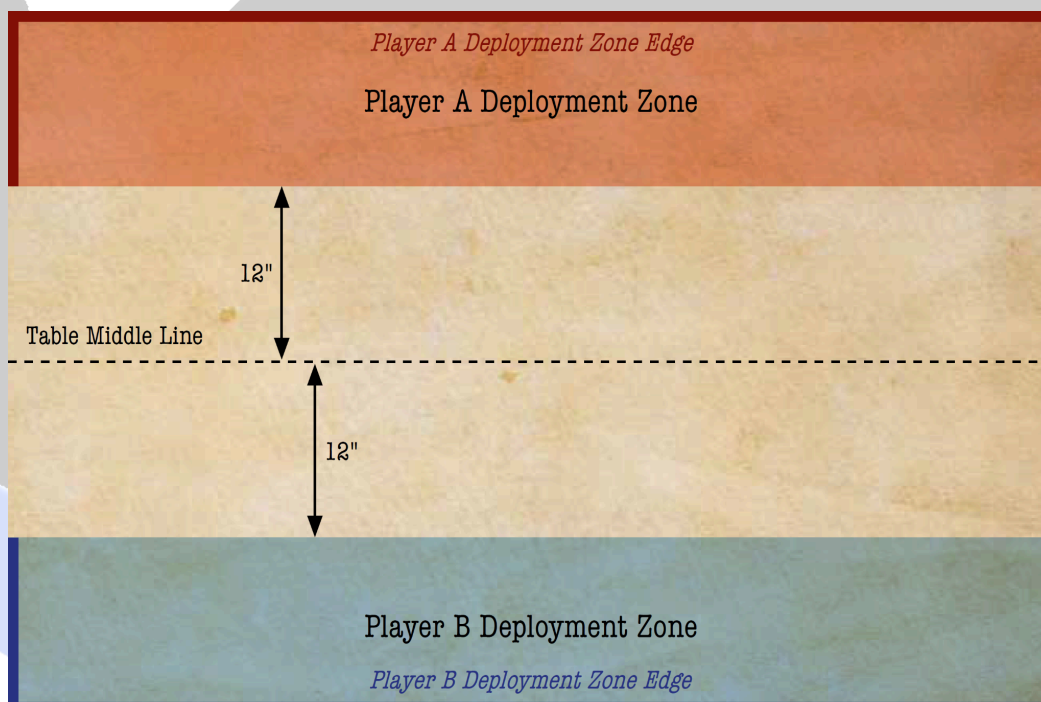
Once the objectives have been selected, both players roll a die, the highest scorer chooses a long table edge for their DZE and declares which of their units (if any) are embarked on transports, which units are being left in reserve - this can be up to half of the units in their army, rounding down,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

CONFIDENTIAL 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. 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.

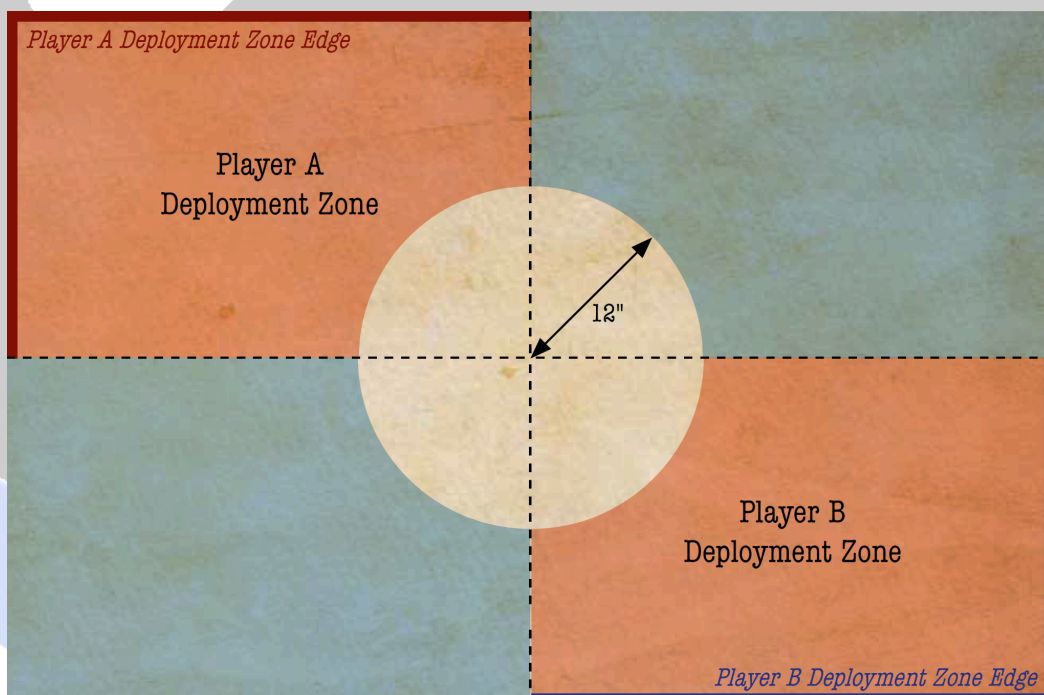
Both players roll a die, the highest scorer chooses a quarter for their DZE and declares which of their units (if any) are embarked on transports, which units are being left in reserve - this can be up to half of the units in their army, rounding down, and which units are outflanking. The other player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

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.

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.

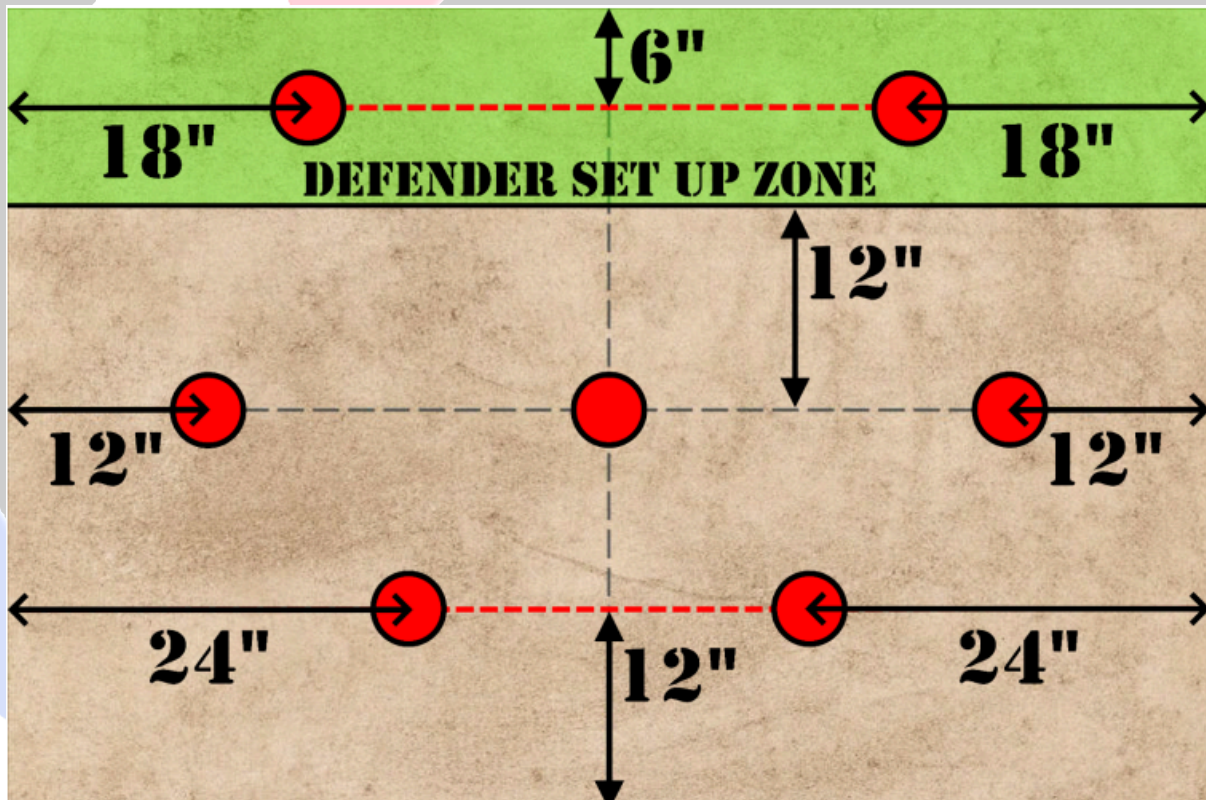
The attacker then selects which of their units will form the First Wave and which, if any, are being left in Reserve: this can be up to half of the units in their army, rounding down. **No attacking units can be set up on the table.**

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.

THE BIG PUSH

Seizing terrain fast is key to strategic victory.

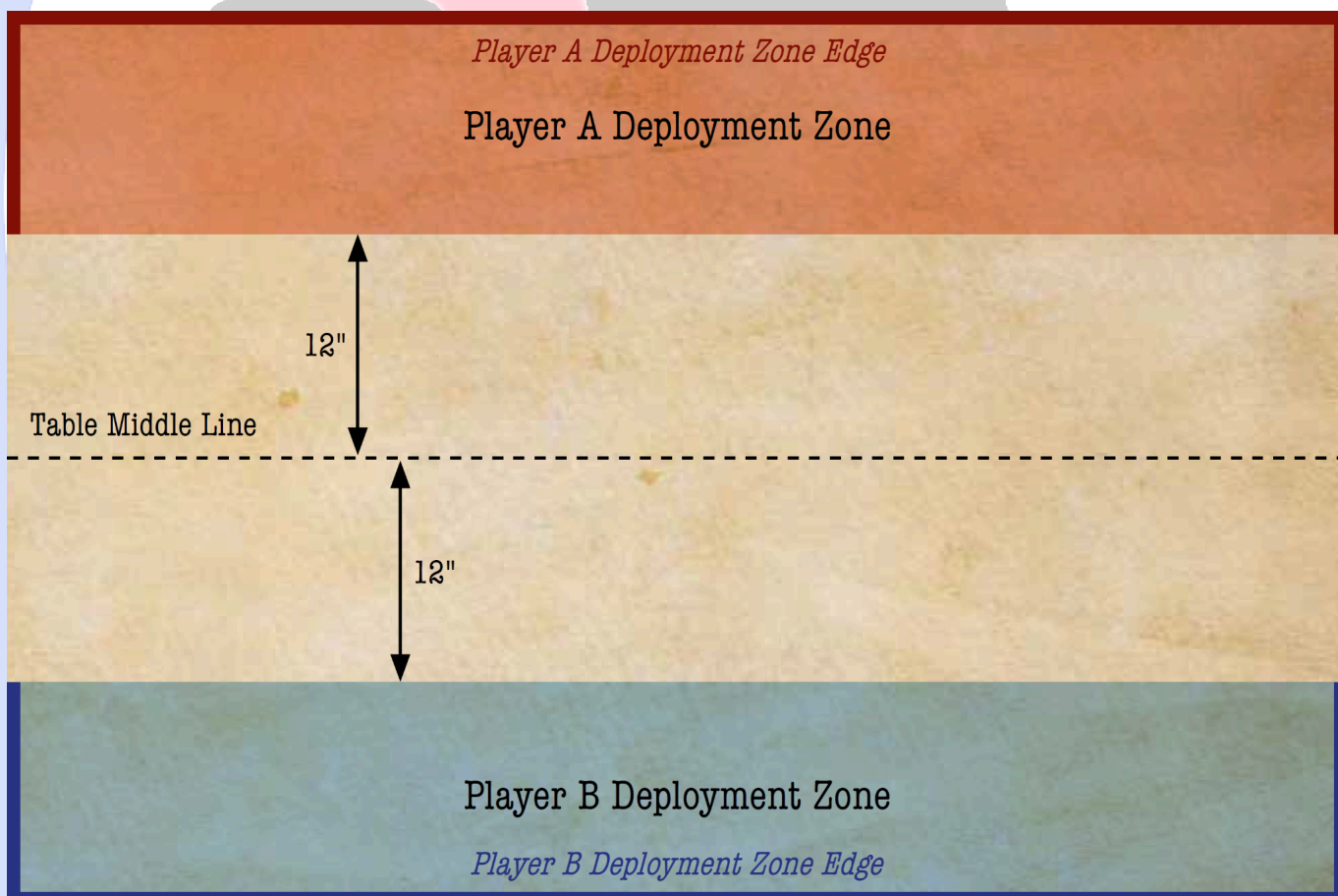
SET-UP

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.

FLYING V

Seizing terrain fast is key to strategic victory.

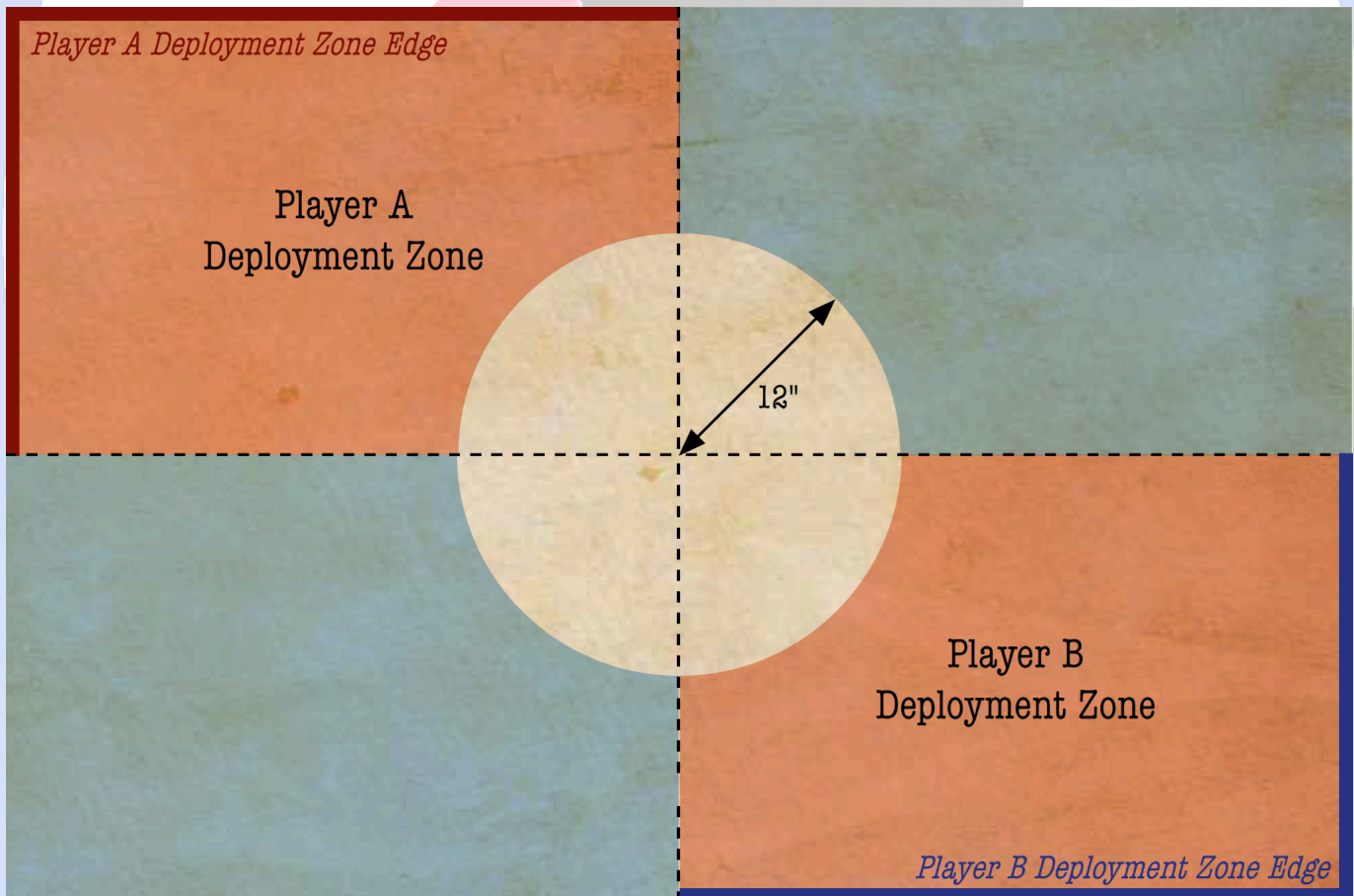
SET-UP

Both players roll a die, the highest scorer chooses a table quarter 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, 12" from any point on their DZE & 12" from any enemy unit.

BATTLEMAP



OBJECTIVE

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

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

Updated: April 2026

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 **DZE** 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 **DZE** 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.

AT WHAT COST?

Ground is seized in moments, but the cost in blood may echo for generations. Both sides have been ordered to take and hold the key positions across this battered landscape — yet the enemy must be driven back just as hard. Victory demands sacrifice, and every yard of ground comes at a price.

SET-UP

5 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.

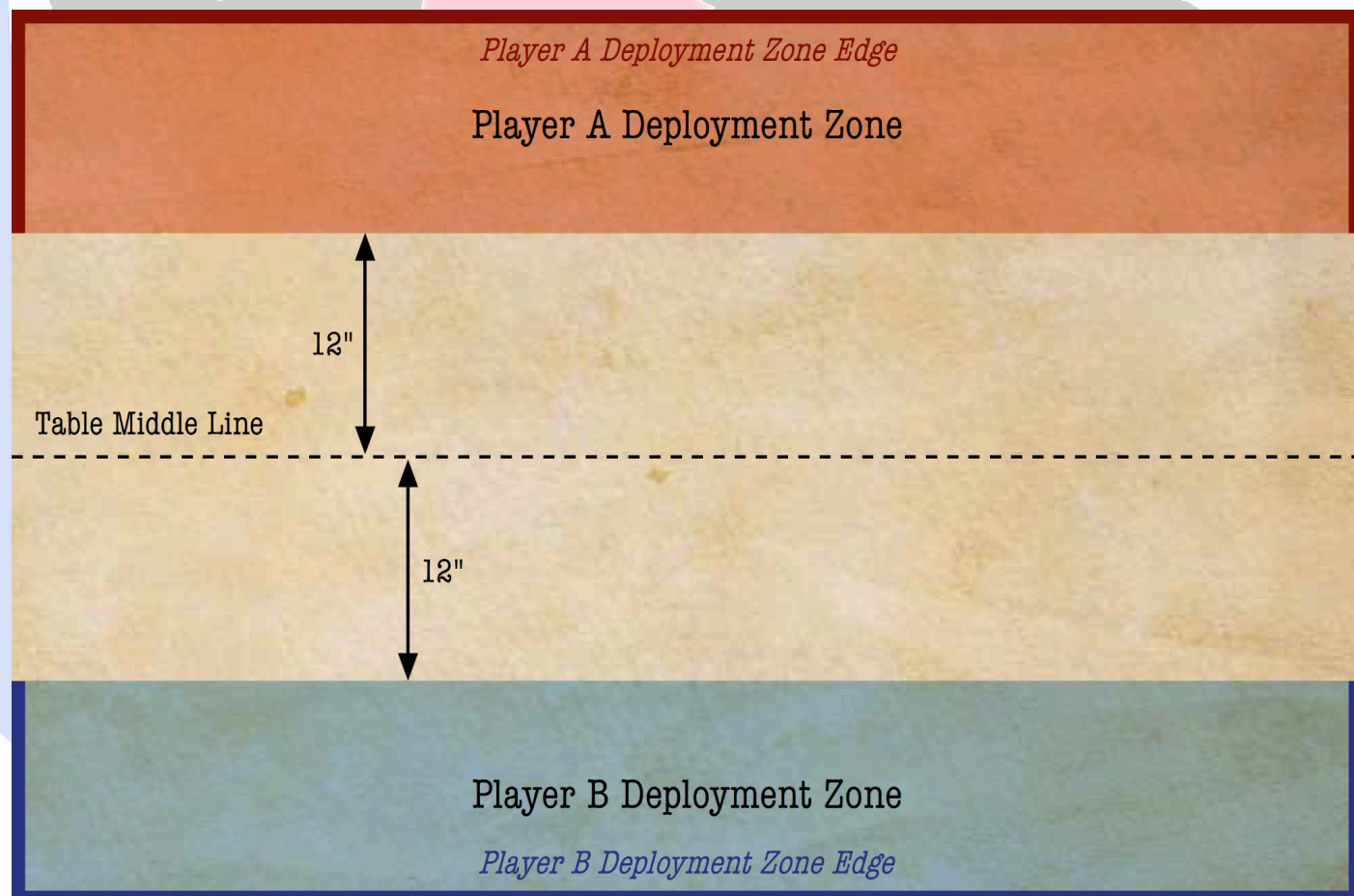
Both players roll a die, the highest scorer chooses a long table edge for their DZE and declares which of their units (if any) are embarked on transports, which units are being left in reserve - this can be up to half of the units in their army, rounding down, and which units are outflanking. The other 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 objectives as possible, whilst clearing the enemy from the field.

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

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.

Players score:

1 VP for each enemy unit destroyed.

3 VP for each objective they hold.

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.

NO QUARTER GIVEN

With no room to manoeuvre and no room to yield, both sides advance from their corners across the shattered landscape. The orders are absolute: hold every position, destroy everything that moves and ensure the enemy pays dearly for every inch of ground they dare contest.

SET-UP

5 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.

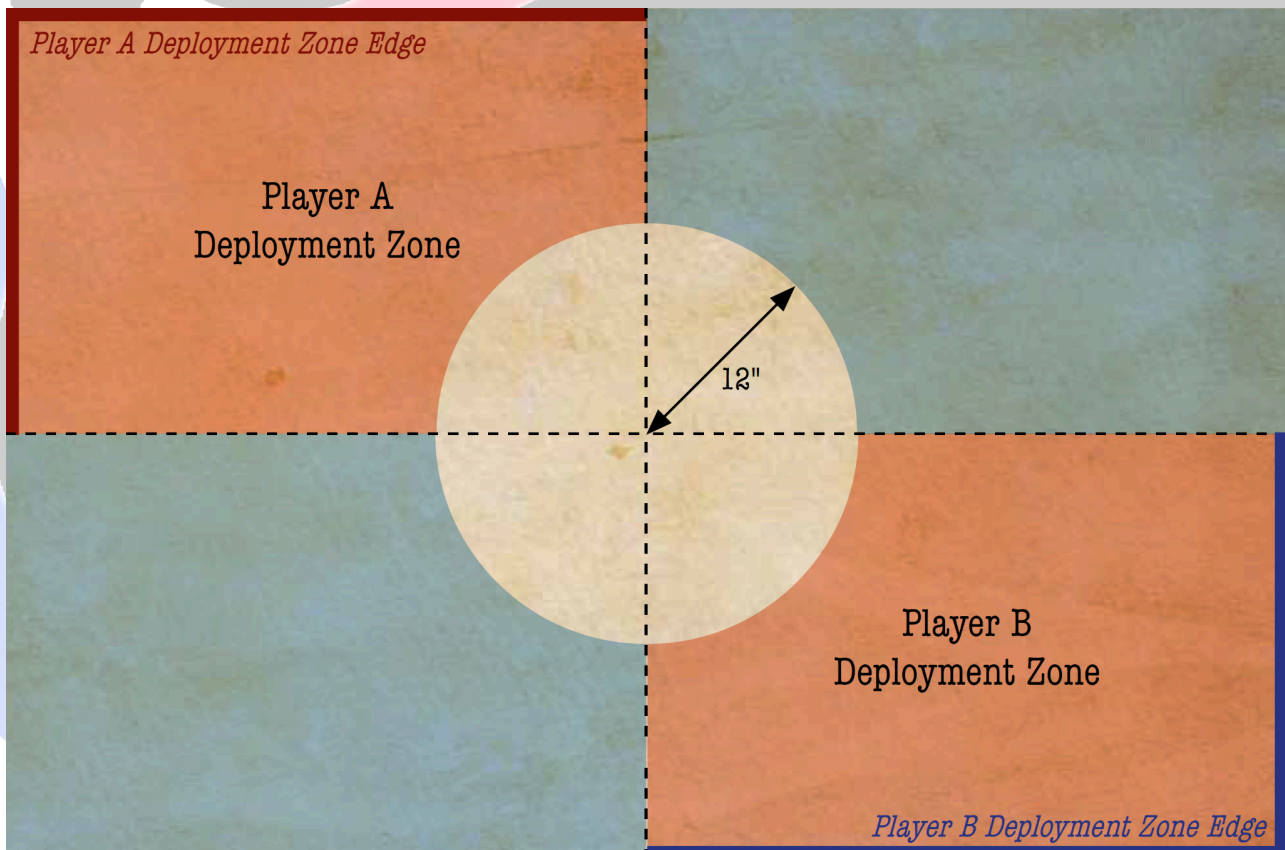
Both players roll a die, the highest scorer chooses a quarter for their DZE and declares which of their units (if any) are embarked on transports, which units are being left in reserve - this can be up to half of the units in their army, rounding down, and which units are outflanking. The other player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

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 objectives as possible, whilst clearing the enemy from the field.

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

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.

Players score:

- 1 VP for each enemy unit destroyed.
- 3 VP for each objective they hold.

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.

SCORCHED EARTH

The order is simple and absolute: find the enemy position and leave nothing standing. Push through their defences, destroy their headquarters and ensure they cannot regroup. Your own position must be held at all costs — the enemy has the same orders.

SET-UP

Both players roll a die. The highest scorer chooses a long table edge for their DZE and places their base at least 4" from any table edge. The same player then 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 deployment zone (see 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

Both sides are attempting to destroy the enemy base.

BATTLE COMMENCES

There is no first wave in this mission. 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.

Note: if a base is destroyed, there is one more turn for the opponent to attempt to match the feat of heroism, e.g. if the first base is destroyed in turn 4. The game will end at the end of turn 5.

SCORING

A base is destroyed if, at the end of any turn, any enemy infantry or artillery unit is touching the base with a Rally order. This will therefore require a squad to get into contact with the base one turn, then weather another turn while touching it in order to destroy it.

Players score:

1 VP for each enemy unit destroyed.

10 VP for destroying the enemy base.

VICTORY CONDITIONS

Win/Draw/Loss		Major/Minors	
2+ VP more than opponent	Win	4+ VP more than opponent	Major Victory
All other results	Draw	2+ 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.

SCORCHED QUARTER

From opposing corners both forces advance with the same ruthless objective: reach the enemy's command post and burn it to the ground before they do the same to yours. There is no line, no front — only the race to destroy.

SET-UP

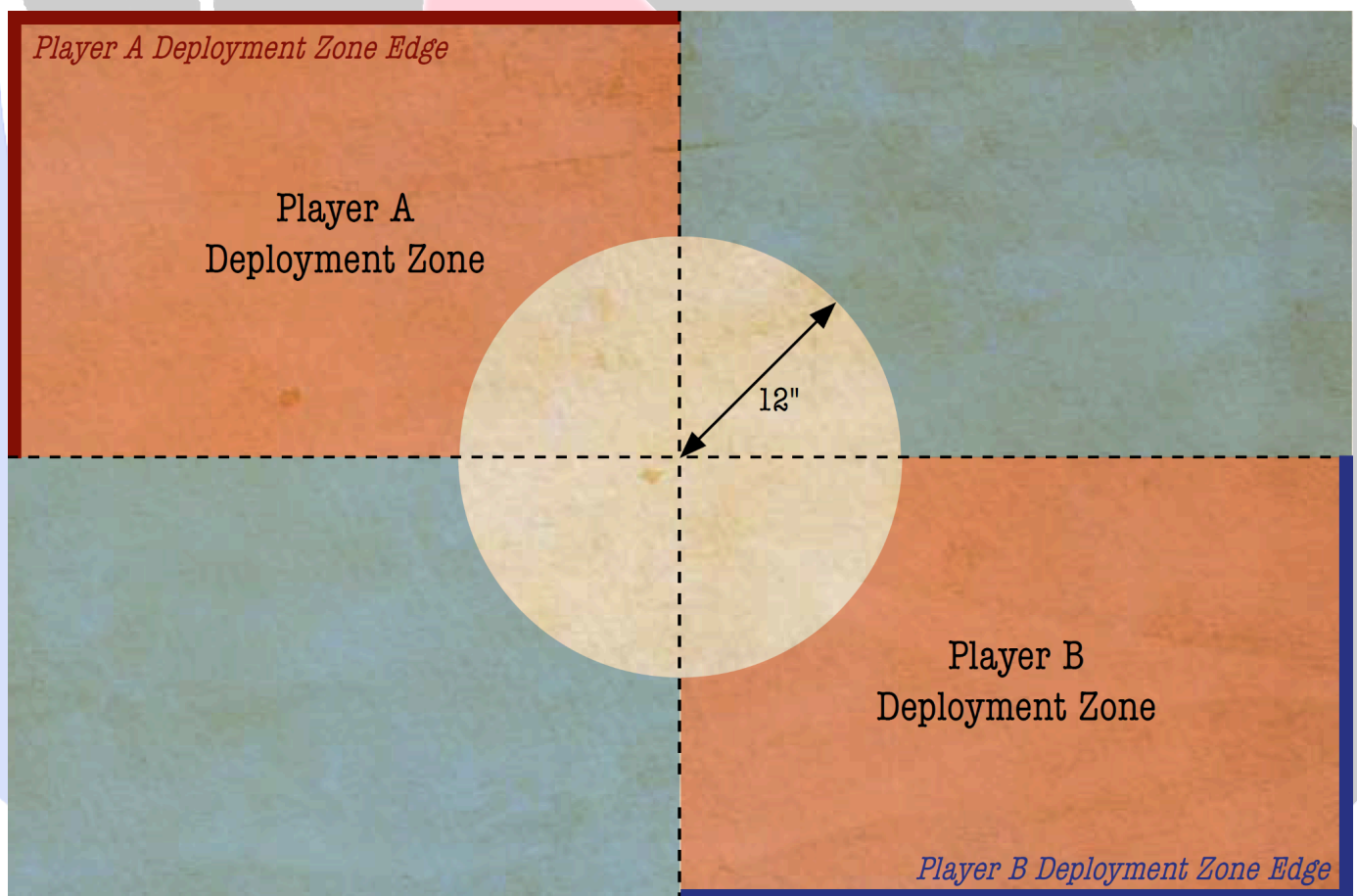
Both players roll a die. The highest scorer chooses a quarter for their DZE and places their base at least 4" from any table edge. The same player then declares which of their units (if any) are embarked on transports, which units are being left in reserve - this can be up to half of the units in their 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 deployment zone (see 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

Both sides are attempting to destroy the enemy base.

BATTLE COMMENCES

There is no first wave in this mission. 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.

Note: if a base is destroyed, there is one more turn for the opponent to attempt to match the feat of heroism, e.g. if the first base is destroyed in turn 4. The game will end at the end of turn 5.

SCORING

A base is destroyed if, at the end of any turn, any enemy infantry or artillery unit is touching the base with a Rally order. This will therefore require a squad to get into contact with the base one turn, then weather another turn while touching it in order to destroy it.

Players score:

1 VP for each enemy unit destroyed.

10 VP for destroying the enemy base.

VICTORY CONDITIONS

Win/Draw/Loss		Major/Minors	
2+ VP more than opponent	Win	4+ VP more than opponent	Major Victory
All other results	Draw	2+ 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.

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

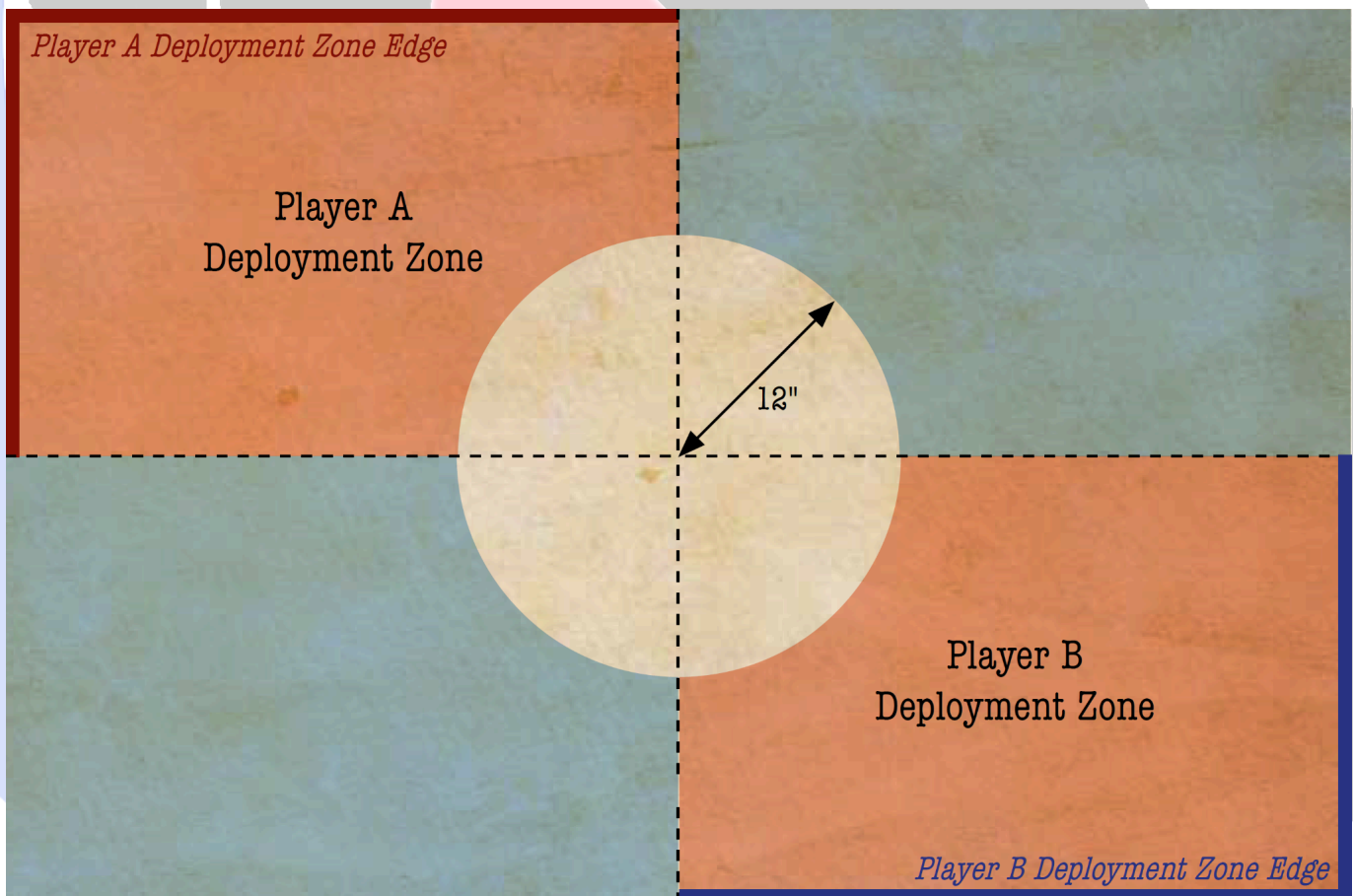
Both players roll a die, the highest scorer chooses a quarter for their DZE and declares which of their units (if any) are embarked on transports, which units are being left in reserve - this can be up to half of the units in their army, rounding down, and which units are outflanking. The other player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

SEGMENTS

The two armies attempt to seize control of important segments of land, while maintaining sufficient forces to hold their gained ground.

SET-UP

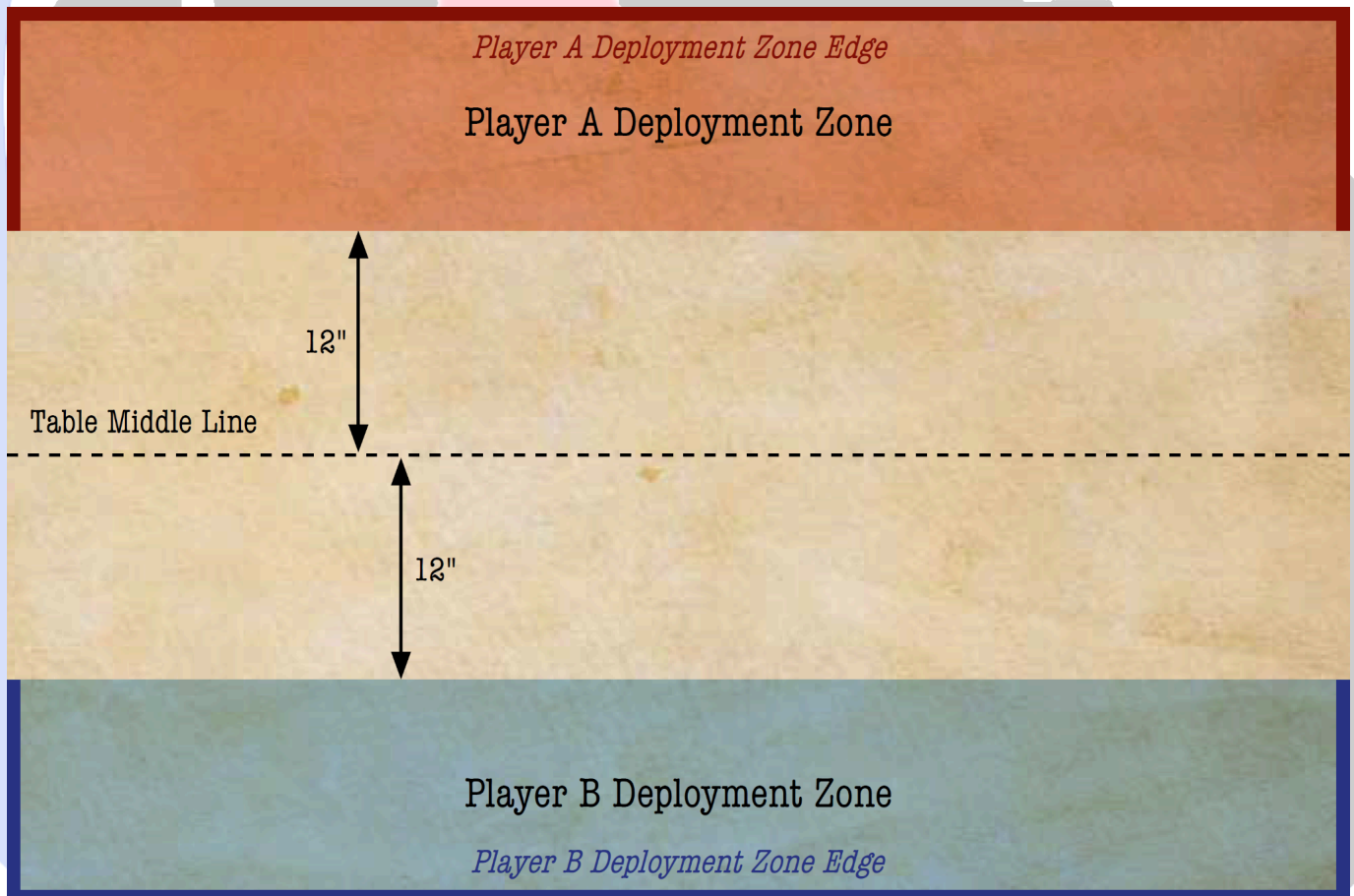
Both players roll a die, the highest scorer chooses a long table edge for their DZE and declares which of their units (if any) are embarked on transports, which units are being left in reserve - this can be up to half of the units in their army, rounding down, and which units are outflanking. The other 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 deployment zone (see 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.

BEHIND ENEMY LINES

*Break into the enemy's rear to create a trail of destruction and distraction.
Optimal solution: cut off the head of the snake.*

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. **The highest ranked officer must be part of the player's first wave.**

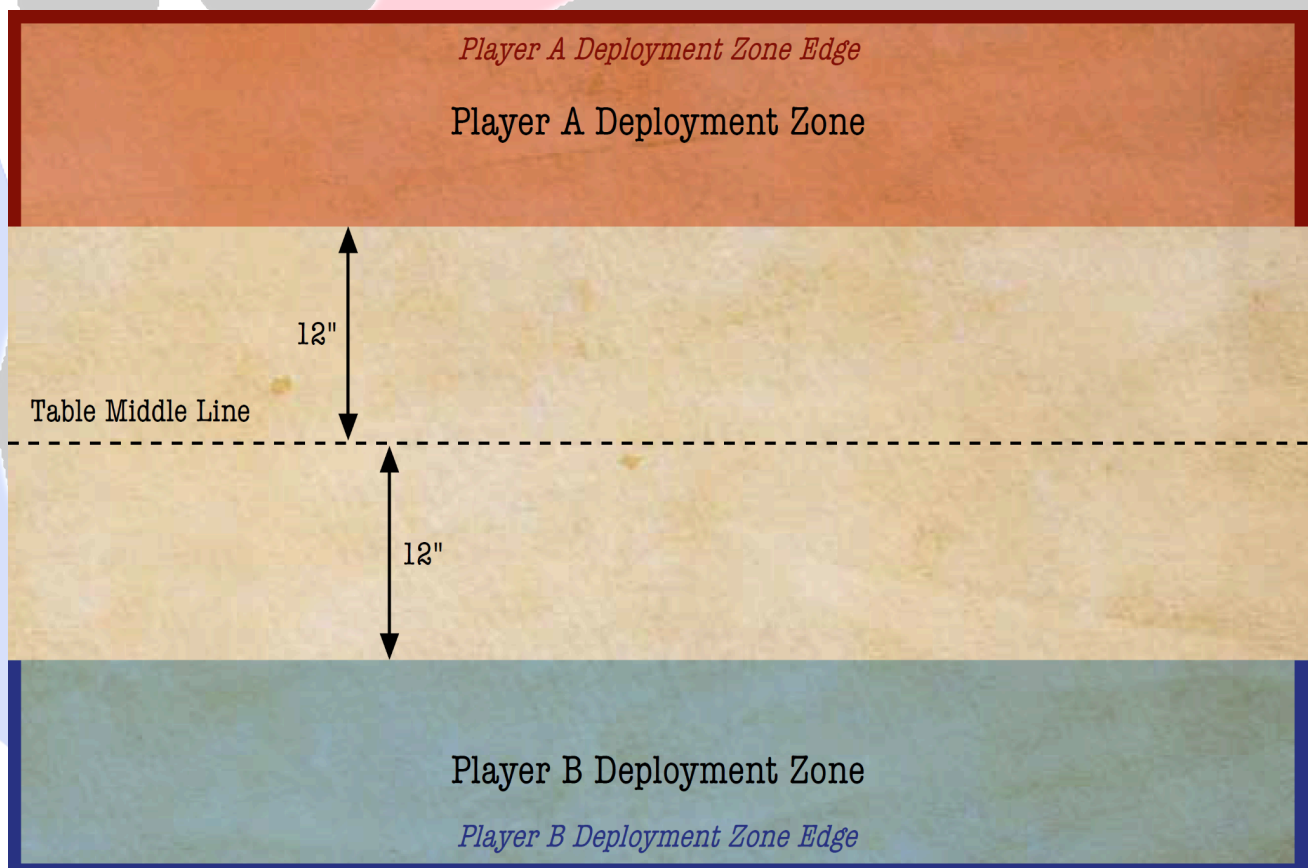
No units are set up on the table at the start of the game. Any units not left in reserve form the player's first wave.

- **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.**
- **Units with the "Behind Enemy Lines" special rule may outflank as normally defined in the rulebook (see page. 172).**
- **Infiltrators can be set up anywhere on the table outside of the opponent's DZ and 12" from any enemy unit.**

HIGHEST RANKED OFFICER

If all are equal rank, the one which cost the most points, if all are equal points, randomise it by rolling a die.

BATTLEMAP



OBJECTIVE

Both players must try to move as many of their units forward and into the opponent's DZ, ideally destroying their leadership to sow further confusion.

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

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

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

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

5 VP for getting their highest ranked officer into their opponent's DZ area

5 VP for destroying the enemy's highest ranked officer

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.

HIT 'EM WHERE THEY LEAST EXPECT IT

Seizing terrain fast is key to strategic victory.

SET-UP

Both players roll a die, the highest scorer chooses a table quarter 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. **The highest ranked officer must be part of the player's first wave.**

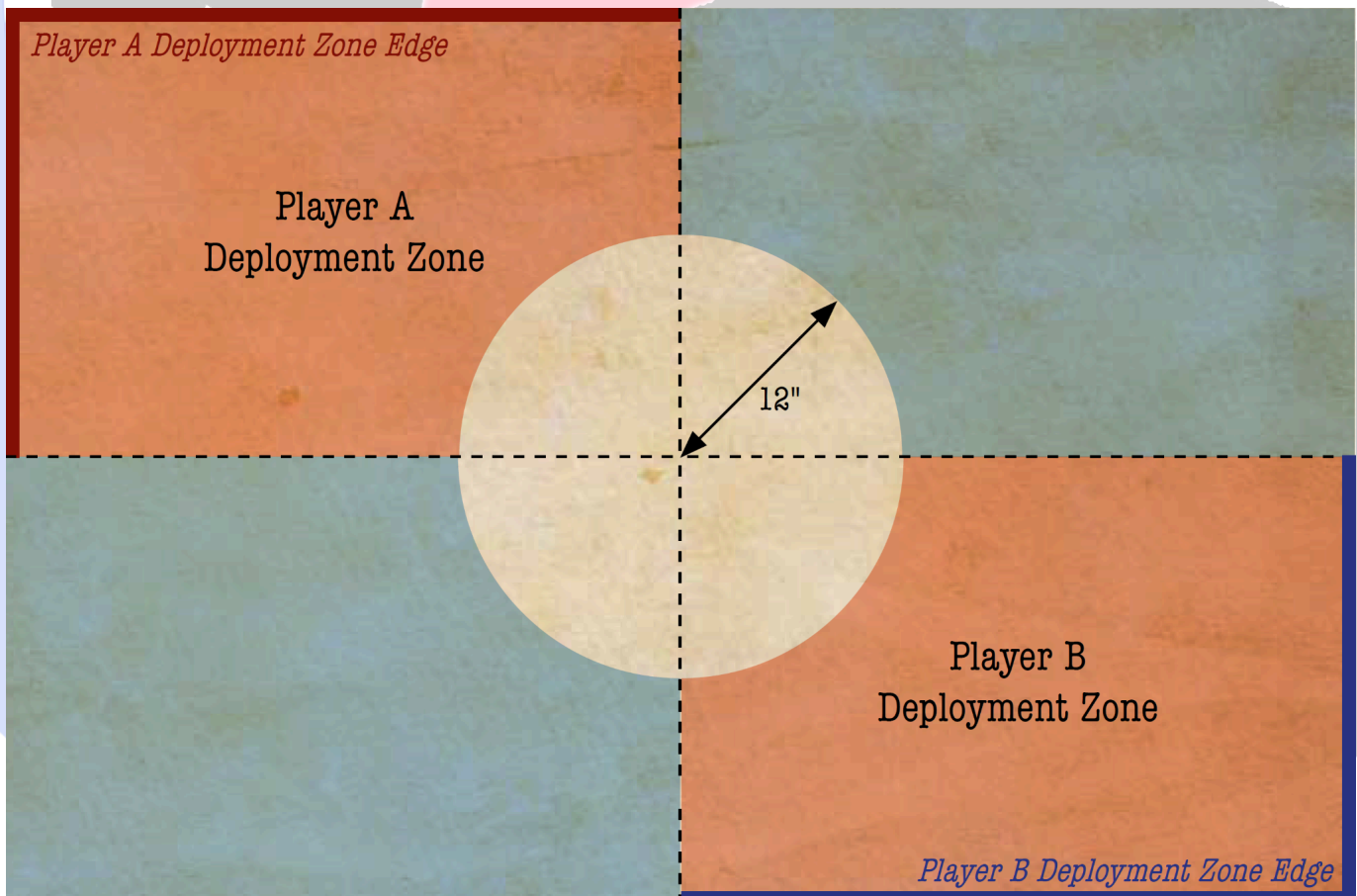
No units are set up on the table at the start of the game. Any units not left in reserve form the player's first wave.

- 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.
- Units with the "Behind Enemy Lines" special rule may outflank as normally defined in the rulebook (see page. 172).
- Infiltrators can be set up anywhere on the table outside of the opponent's DZ and 12" from any enemy unit.

HIGHEST RANKED OFFICER

If all are equal rank, the one which cost the most points, if all are equal points, randomise it by rolling a die.

BATTLEMAP



OBJECTIVE

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

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

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

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

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

5 VP for getting their highest ranked officer into their opponent's DZ area

5 VP for destroying the enemy's highest ranked officer

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.

FRAGO

No plan survives contact with the enemy, let's hope you do.

Your orders are clear: hold the position, what is unclear is where that position is. You therefore need to continuously adapt your strategy as you receive timely changes to your existing orders.

SET-UP

Both players roll a die, the highest scorer chooses a table quarter 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.

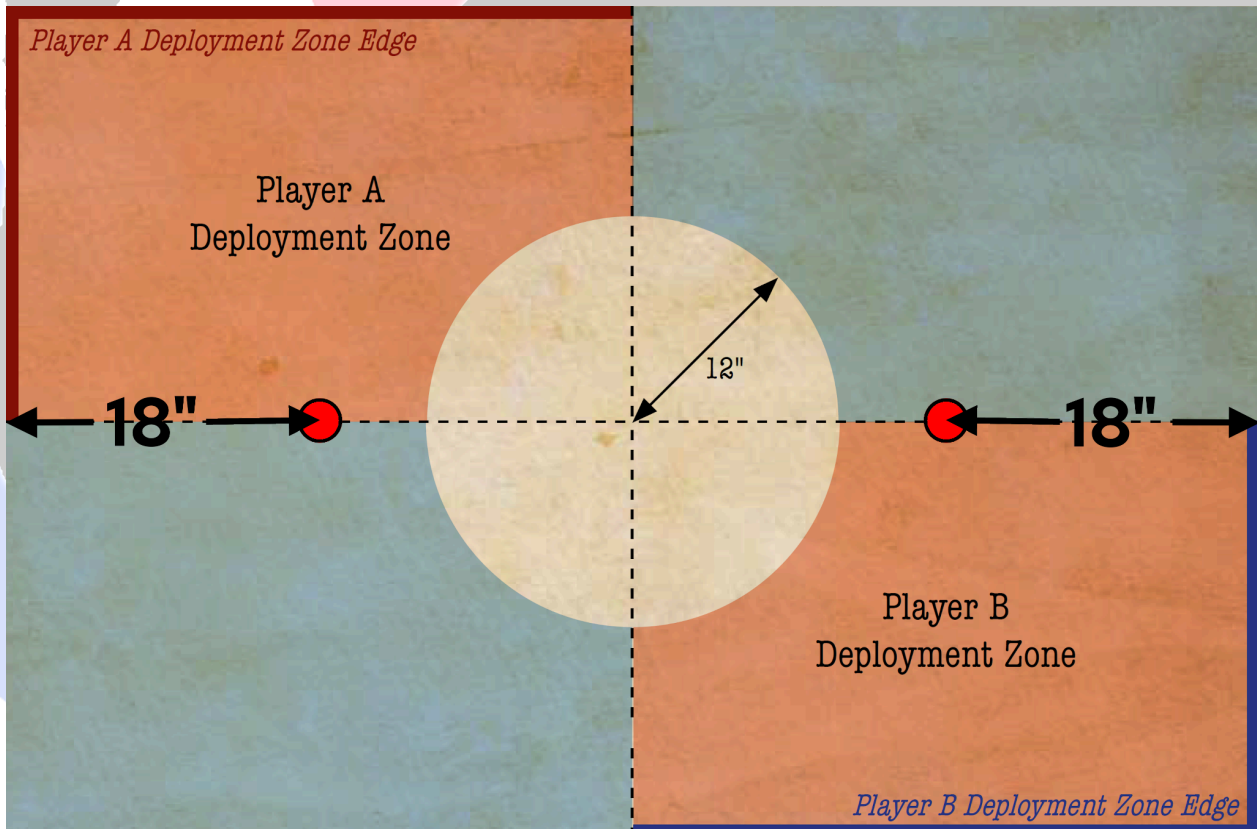
Both players then set up an objective on the centre line 18" from their short table edge (as per the map).

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



Updated: April 2026

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.

OBJECTIVE

The players must try to capture and control the objectives for as long as possible throughout the entire duration of the battle as the objectives shift.

VPs must be tallied throughout the duration of the battle as per the victory conditions, rather than just at the end.

BATTLE COMMENCES

At the start of each game turn (including the first turn of the game), each objective scatters D6". Roll separately for each objective. If the objective would leave the table, it stops at the table edge where it would leave.

For the first turn, roll this scatter before any dice are pulled from the bag but after all other pregame mechanics have occurred (e.g. after infiltration, Lead the Way, etc...)

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 each **game turn** players will score 1 victory point for each objective they hold, players must therefore keep track of the running total of victory points earned in each round throughout the game.

To hold an objective, at least one of your infantry or artillery units (not aboard a transport) must be within 3" of the objective, and there must be no enemy unit of any type (medics, chaplains and empty transports) within 3" of it.

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

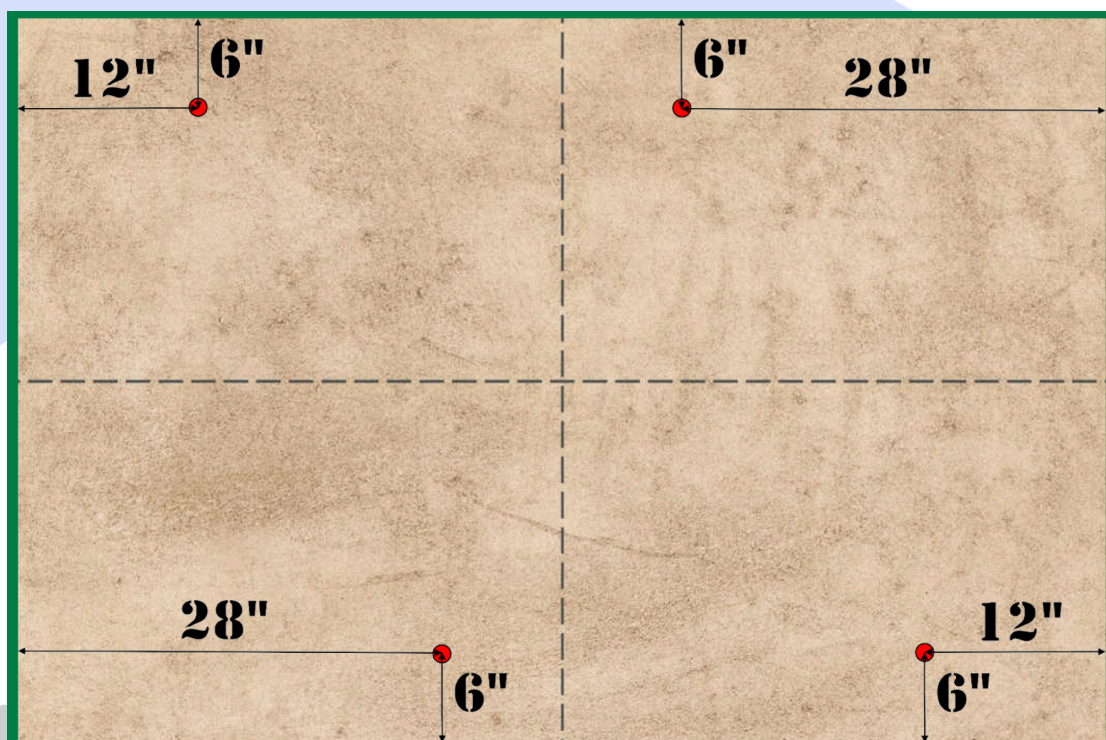
All distances to/between objectives are measured from the centre of the objective. Horses, bicycles and motorcycles (we can dream) are not transport vehicles and so dismounting is not required to capture an objective.

FIRE & MANEUVER

SET-UP

4 objectives are placed on the table as per the map (note this can be mirrored).

Both players roll a die, the highest scorer picks a long table edge. The other player places an objective 12" from one of their short edges, 6" from their long edge and their other objective 28" from the opposite short edge and 6" from their own table edge.



The player who chose a long table edge then declares which of their units (if any) are being left in reserve - this can be up to half of the units in their army, rounding down. 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 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.

OBJECTIVE

The players must try to capture and control as many objectives as possible for as long as possible throughout the entire duration of the battle as the objectives move up the table. VPs must be tallied throughout the duration of the battle as per the victory conditions, rather than just at the end.

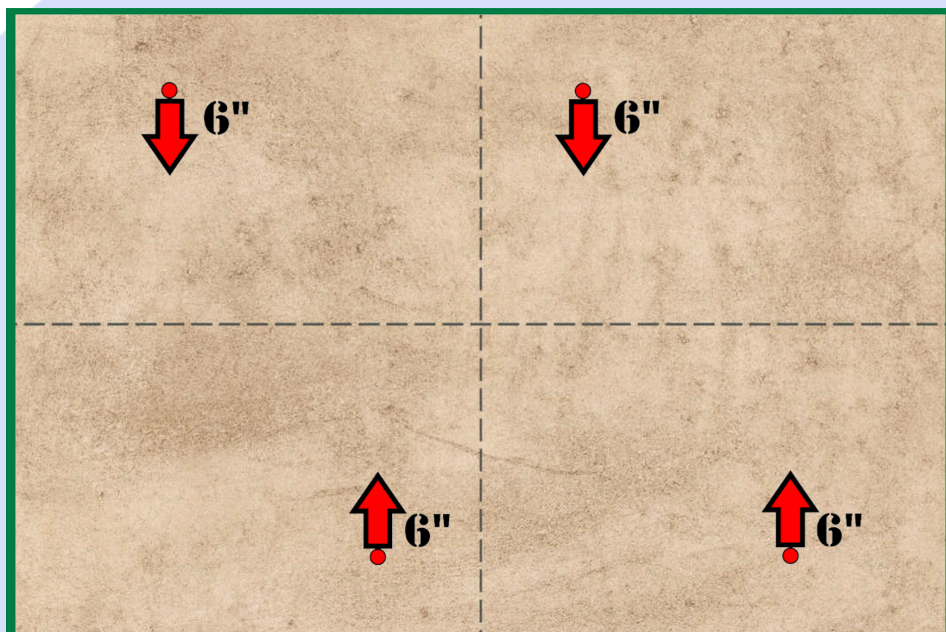
BATTLE COMMENCES

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.

SECOND TURN

At the start of turn 2, move each objective 6" up the table as per the map below, and at the start of each subsequent turn move each objective 6" up the table.



Distance from table edge at the start of turn:

Turn 1: 6"
 Turn 2: 12"
 Turn 3: 18"
 Turn 4: 24"
 Turn 5: 30"
 Turn 6: 36"
 Turn 7: 42"

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 each **game turn** players will score 1 victory point for each objective they hold, players must therefore keep track of the running total of victory points earned in each round throughout the game.

To hold an objective, at least one of your infantry or artillery units (not aboard a transport) must be within 3" of the objective, and there must be no enemy unit of any type (medics, chaplains and empty transports) within 3" of it.

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.

GRAND DESIGNS

Command has issued their orders. All of them. Every objective, every contingency, every priority - simultaneously. Somewhere in the chaos, there is a plan. Good luck finding it.

SET-UP

Set up a Strategic Objective marker in the centre of the table.

Place the Top Secret Objective in the centre on top of the Strategic Objective (a briefcase or similarly suitable marker on a 1" diameter base).

There are 4 objectives. Both players roll a die. The highest roller places one objective anywhere on the table at least 12" from another objective (including the Strategic Objective) and at least 6" from the table edge. The other player places another objective using the same restrictions. Players alternate until all objectives are placed. If an objective cannot be placed by the above criteria, then it is not placed and the game is played with fewer objectives.

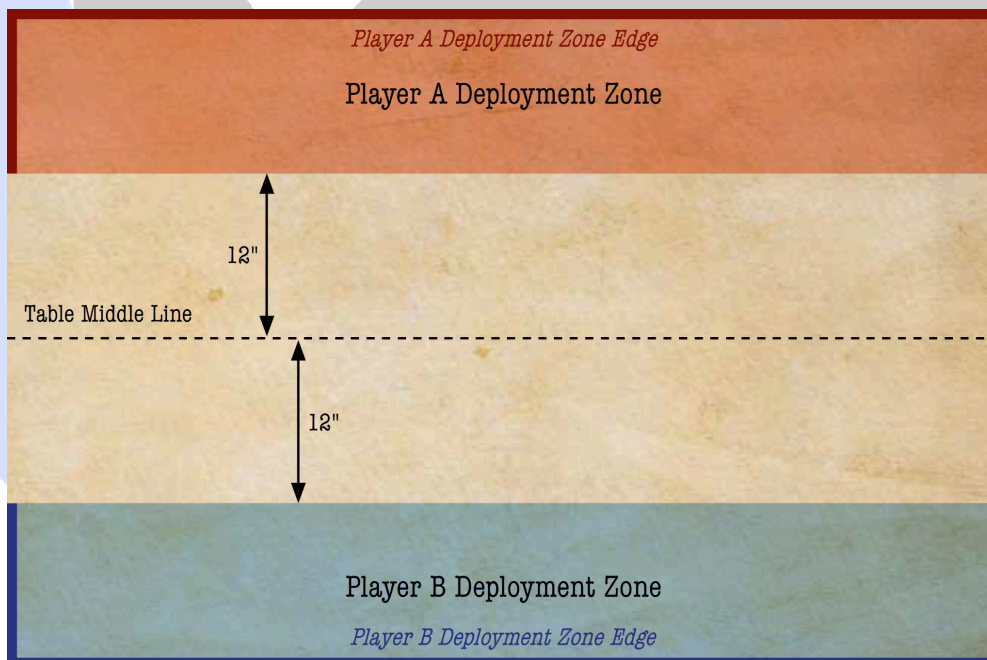
Both players roll a die, the highest scorer chooses a long table edge for their DZE and places their base (2" diameter base) at least 4" from their long table edge, then declares which of their units (if any) are embarked on transports, which units are being left in reserve - this can be up to half of 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 not 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



Updated: April 2026

OBJECTIVE

The objective is simple - both sides must attempt to destroy the other whilst preserving their own forces, whilst also moving, and also capturing objectives, and capturing intelligence, and destroying the enemy base, and killing their officer. But that is all, very simple.

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.

At the end of the game, calculate which side has won by adding up victory points as follows:

- 1 VP per enemy unit destroyed.
- 1 VP for each of their units in the neutral zone.
- 2 VP for each of their own units that is inside their opponent's DZ.
- 3 VP for each of their own units that has moved off their opponent's long table edge.
- 3 VP per objective controlled (except the strategic objective).

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.

- 3 VP for killing the opponent's highest ranking officer.

If all are equal rank, the one which cost the most points, if all are equal points, randomise it by rolling a die.

- 5 VP for retrieving the Top Secret documents.

To seize the briefcase, an infantry unit must Advance or Run and end its move with one model touching the briefcase (or occupying the building section where the briefcase is). That model immediately picks up the briefcase and will carry it as its unit moves. If the model carrying the marker is killed, the marker is immediately transferred to any other model in the unit. If the entire unit is destroyed/removed from play, the briefcase is left there for someone else to pick up later. If the unit carrying the briefcase is destroyed in an assault, the enemy unit that destroyed it can immediately claim the briefcase and place it next to one of their models before they make their regroup move. If the briefcase ever ends up in impassable terrain (e.g. a building it is in is set on fire), then units pick it up by moving into contact with that impassable terrain. To retrieve the briefcase the unit carrying it must deliberately move off its own table edge - to do so, the unit must be successfully ordered to Advance or Run, and then all the models in the unit need to move into contact with their own table edge.

- 5 points if the enemy base is destroyed.

At the end of any game turn, roll a die for each of your infantry or artillery units that is not Down, or on a transport vehicle, and is touching the enemy base (even if there is an enemy unit of any type touching it!). On a roll of 4+, the base is destroyed.

- 5 points for control of the strategic objective. To capture an objective, one of your infantry or artillery units must end the game within 3" of the objective, and there must be no enemy unit of any type within 3" of it.

VICTORY CONDITIONS

Win/Draw/Loss		Major/Minors	
2+ VP more than opponent	Win	4+ VP more than opponent	Major Victory
All other results	Draw	1+ VP more than opponent	Minor Victory
		All other results	Draw

SECONDARY OBJECTIVES

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.