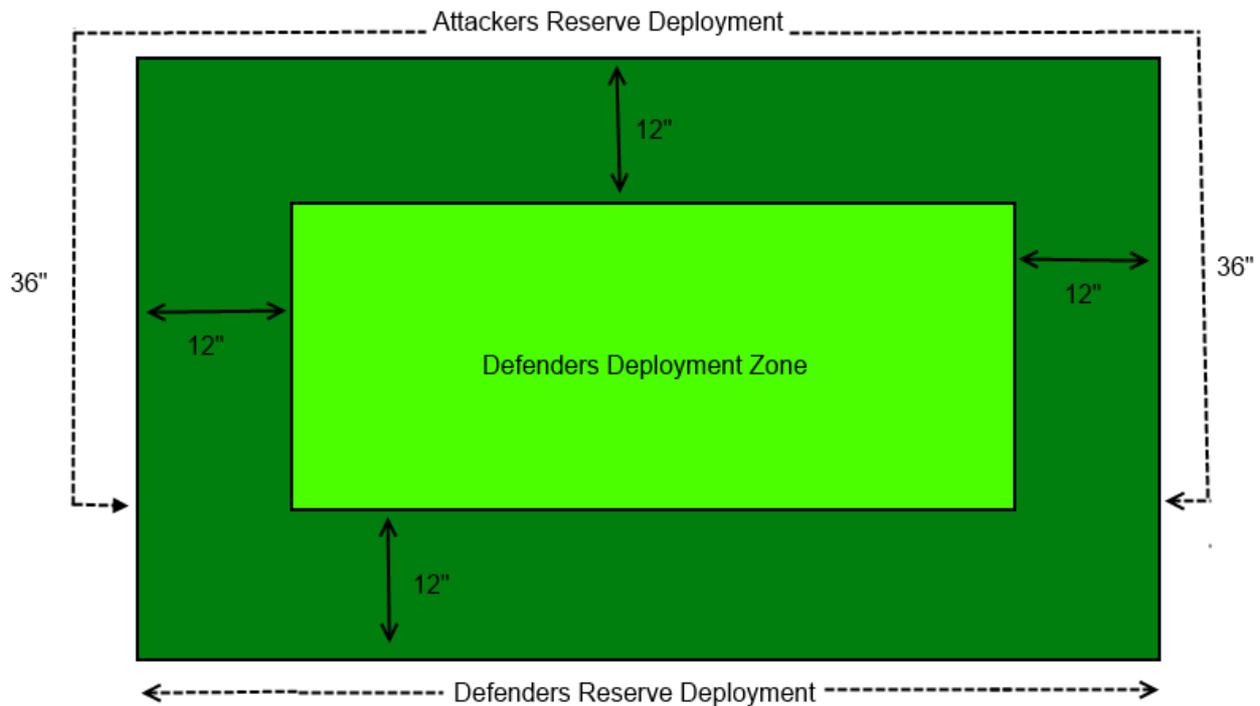


A Decisive Battle

Forces have engaged over a vital contested landscape for weeks. The attacker believing the defender to be weakened has decided to push for a decisive blow to finally end the stalemate. Unknown to the attacker fresh reinforcements are arriving to help the besieged defender. A bloody battle begins.

Map:



Set Up:

Each player rolls a d6, the highest chooses whether to be attacker or defender.

Defender Deployment:

The defender places two objectives within their deployment zone and no closer than 12 inches to each other. The defender chooses a long table edge as their reserve edge and must place at least half their force no closer than 12 inches to any table edge and these units start the game hidden. The rest of the defenders force are in reserve and will not arrive until turn 2 (any spotters, snipers, scouts, rangers etc not deployed cannot enter the game until turn 2). From turn 2 onwards the defender can attempt to bring on their reserves along their reserve edge. Defenders can not Out Flank.

Attacker Deployment:

The attacker starts the game in reserve. No units are pre deployed including spotters, snipers, scouts, rangers etc.

Beginning from turn 1 the attacker can attempt to bring on any of their reserves along the reserve edge shown on the below map. The reserve edge is the entire long length of the board and up to 36 inches on each short edge. If a unit fails its reserve roll that unit is committed to the nominated edge and when attempting to enter the game that unit must enter from that edge.

Gaining the Objective:

The defender starts the game by controlling both objectives. To capture and control an objective or contest an objective a player must have a unit of 3 or more infantry (includes artillery) within 3 inches. And no enemy unit of 3 or more infantry (includes artillery) within 3 inches.

Game Duration:

Keep a count of how many turns have elapsed as the game is played. At the end of turn six, roll a die, on a result of one, two or three the game ends, on a roll of four, five or six play one further turn.

Victory points.

Controlling both objectives; Major victory. 3 campaign points.

Controlling one objective and having a objective contested; minor victory 2 campaign points.

Both players control an objective each; Draw, attrition value breaks the draw.

1 campaign point.

Note: Vehicles immobilize count as half points, free units give no points. Only count full units destroyed for attrition value.