

Supply Run

Orders:

Your platoon has been sent out by HQ to scour the battlefield for supplies and hold them until transports can arrive.

Set Up:

Both players roll a die. The highest scorer decides whether to be attacker or defender. The defender picks table side. There are five objective markers to be placed.

The defender places one objective marker in the middle of the table or as close as possible to the centre. Starting with the defender, each player then takes turns to place an objective marker no closer than 12 inches from their deployment edge and no closer than 12 inches to any other objective marker. Only infantry units can claim objectives. Objectives cannot be moved.

An objective is claimed when an infantry unit comes into contact and no enemy infantry unit is closer than three inches. ***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.*** At the end of the game if a friendly and enemy unit are within three inches of the objective it counts as contested and neither side can claim the victory point.

No units start on the table at the start of the game. Both sides must nominate at least half of their force to form their first wave. This can be the entire army if desired. Any units not deployed are left in reserve (see Reserves p119). Snipers / spotters / etc can use the hidden set-up rules after each side has deployed. These troops count towards the first wave.

First Turn:

The battle begins. During turn 1 both players bring on their first wave onto the table. These units can enter the table from any point on their side's table edge, and must be given either a *run* or *advance* order. No order test is required to move units onto the table as part of the first wave.

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:

The centre objective marker is worth two victory points. The other four objective markers are worth one victory point each. The player with most victory points wins game.

Difference of three points or more - major win.

Difference of two points - minor win.

Difference of one point or equal – draw. Attrition tie break applies