

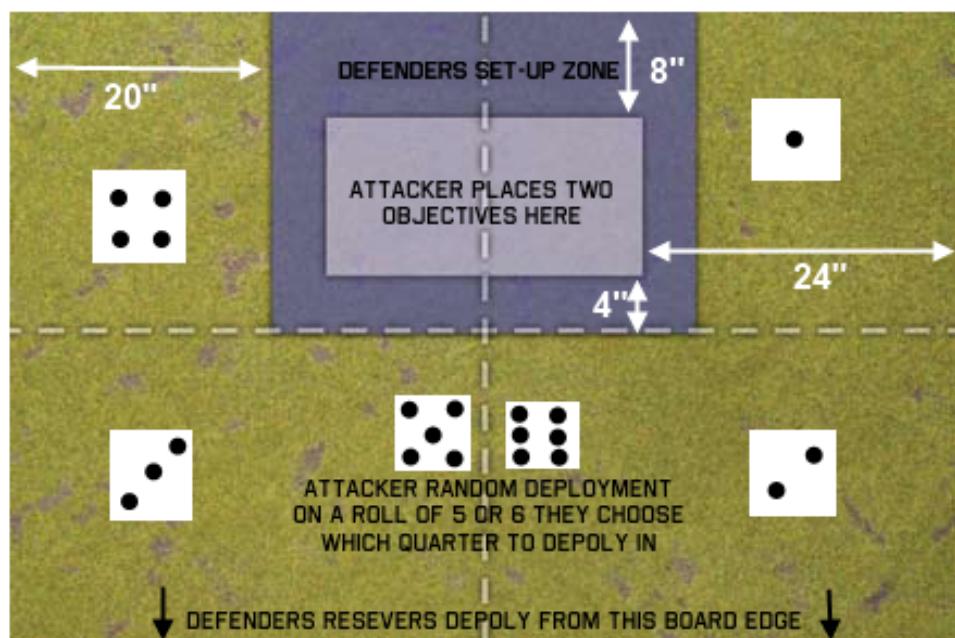
The Morning After

Orders:

Attacker: A massive enemy force has punched through your front line, taking up positions amongst yours during the night. You must attack immediately to restore the situation.

Defender: You have pushed through the front lines during the night and taken vital ground. Now, with dawn breaking you must form a solid defence against the inevitable counter-attack and hold your gains.

Map:



Set Up:

Each player rolls a d6, the highest chooses whether to be attacker or defender. The defending player chooses the long table side where they will defend. Their Deployment Area is this half of the table excluding the area within 20" of the side table edges.

The attacker now places *two* Objective markers in the defender's Deployment Area at least 4" from the centre line of the table, at least 8" from long table edge and at least 24" from the short table edges.

The defender now sets up at least half of their units in the defenders set up zone. These units can use the **hidden set-up** rules (p117). Units that are not set up to start with are left in **reserve**. (p119) These will arrive on the opposite table edge. **No Out Flanking**.

The attacker now nominates at least half of their units to be left in **reserve**. These

will arrive from either short table edge. The attacking player may choose which edge each platoon will arrive from when it arrives from Reserves.

The attackers remaining units are now deployed using a random deployment roll. Roll a d6 for each unit that is starting on the table. A 1,2,3 or 4 you place said unit in the corresponding section on the map. A 5 or 6 the attacker gets to place the unit in which section they so desire. No unit can be placed with-in 6" of a defending unit already on the table.

Snipers, spotters etc must be set-up with the random deployment if not in reserve, they can not pre-deploy. (It was dark out there and no one saw them coming!)

First Turn:

The battle begins. **Night Fight** rule **Dawn Assault** now comes into play. See Night Fight rules below. As there is now first wave and only reserves begin game as normal.

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!

If the attacker has control of any of the objectives at the end of any turn then the attack wins. To capture an objective there must be a model from your infantry or artillery units within 3" of the objective at the end of the turn, and there must be no enemy infantry or field artillery models within 3" of it.

If the defender end's a turn with no attacking unit within 16" of either objective then they have won.

The attacker wins if the game ended because they ended one of their turns holding an objective. The enemy penetration has been neutralized and the defensive line held.

Otherwise the defender wins. All enemy counter-attacks have been held off and the enemy force 'written down,' bringing a major breakthrough that much closer.

Night Fighting Rules

In a Dawn Assault, the game begins with the Reduced Visibility rules, but you must roll a die at the beginning of each turn after the first, and add the current turn number to the result (e.g. add +2 on turn two, +3 on turn three, etc.). On a modified total of 8 or more, the Reduced Visibility rules immediately cease to apply and visibility returns to normal for the rest of the game.

Reduced Visibility

When you are determining whether a unit is able to see a target (for shooting, assaulting, etc.) at night, first follow the normal rules for line of sight. If the target would be visible

according to the normal rules, then start the normal shooting procedure and declare the target. Then, before the ‘target reacts’ step, you must take a spotting roll for the acting unit to see whether they can actually identify the target through the darkness

Roll 2D6 and add or subtract any of the modifiers listed below that apply, down to a minimum modified total of 2.

Visibility modifiers

- +6” The target has a ‘Fire’, ‘Advance’, ‘Run’ or ‘Rally’
- order die on it.
- +6” The target has a ‘Muzzle Flashes!’ marker on it
- (see below)
- -6” The target has a ‘Down’ order die on it.
- -6” The target is a small unit
- +6” The target is a vehicle

If the modified total is equal or higher than the distance between the firing unit and the target, then the target is visible and the firing/assaulting sequence continues as normal – target reacts etc.

If the total is lower than the distance to the target, the attacking unit cannot shoot/assault the target and its action ends immediately (the acting unit’s Order Die is simply left as it is), as the men nervously scan the darkness in search of targets.

Muzzle Flashes!

The worst thing a unit can do at night is to open fire, as the loud noises and particularly the flashes of their weapons will reveal their position to the enemy. And tracer rounds are infamous for ‘working both ways’. To represent this, when a unit fires any weaponry against an enemy, it must be marked with a ‘Muzzle Flashes’ marker (a coin or

other token). This token makes the unit more visible, as shown in the chart above, and will remain with the unit until it receives another order.

Note that it is possible for a unit to receive a Fire! order die, but then to be unable to actually open fire (because of a failed spotting roll, for example). These units do not receive a Muzzle Flashes! marker – you only get one when you actually fire a weapon at the enemy.

Reacting to an assault

If a unit successfully declares an assault at night and the target reacts by firing at the assaulting models, the target unit must first make a spotting roll to see if they can see the assaulting models (before they are moved). If the target unit fails this spotting roll, it may not react, just as if the assaulting unit was within 6" when they declared the assault – a bloodcurling Surprise Charge out of the darkness!

Indirect Fire

If a weapon with Indirect Fire has ‘zeroed in’ onto a target, there is no need of making another spotting roll to fire at that target, simply roll to hit on a 2+, as normal.

Forward Air and Artillery Observers

When an Artillery observer calls in a Barrage, it does not get a Muzzle Flashes! marker, as he’s not firing any gun (unless of course someone else in his team does fire a weapon as part of the same order). When calling in a barrage, the observer does not need to make a spotting roll, but can instead place the marker anywhere on the table, as he would be relying on maps and noise/gun flashes rather than direct observation of targets. However, to simulate the increased chances of something going wrong, you suffer from a –1 on the Artillery or Smoke Barrage charts (down to a minimum of 1).

Air Strikes cannot be called at all at night, making Forward Air Observers quite useless.