

FIRE & MANOEUVRE

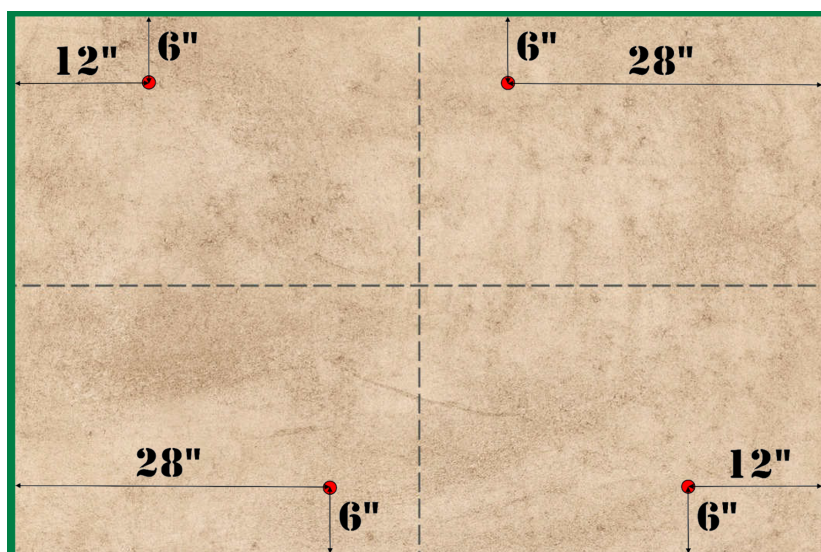


The ever-changing situation at the front requires you to take and hold essential positions on the battlefield, reacting to the ebb and flow of the battle. Will you gain the upper hand against the enemy, or will the dynamic front be a challenge too far?

SET UP

4 objectives are placed on the table as per the map opposite.

Once the objectives have been placed, both players roll a die. The highest scorer picks a long table edge and 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.



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 Forward Deployment are allowed.

OBJECTIVE

The players must try to capture and control as many objectives as possible for as long as possible throughout the duration of the battle, whilst factoring in that the objectives move each turn. Victory points are awarded at the end of each round and not just at the end of the game.

FIRST TURN

The battle begins. During turn 1 both players must bring their First Wave onto the table. These units can enter from any point on their side'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.*

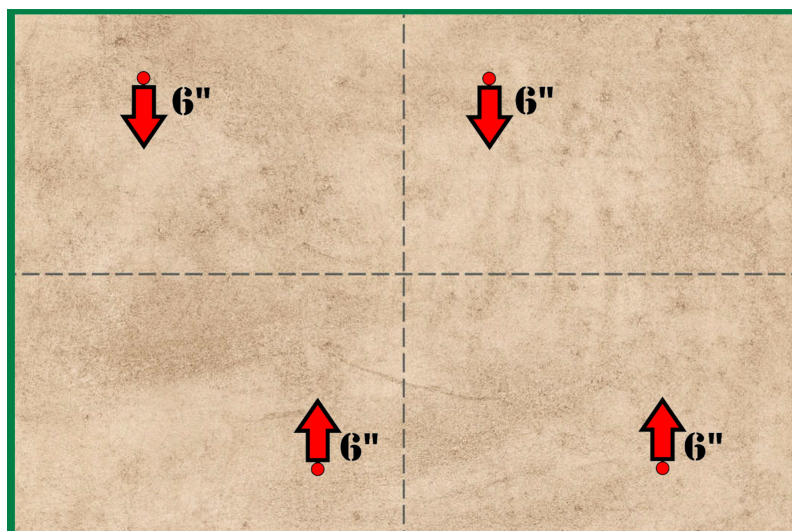
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SECOND TURN

At the start of turn 2 and before any other actions, move each objective 6" up the table as per the map opposite, continuing to do this at the start of each subsequent turn.

It is recommended to measure the distances to each objective from the long and short table edges at the start of every turn, and not just move them forward by 6".



If an objective is to be placed within a piece of impassable terrain, position the objective on the edge of the terrain piece and as close as possible to where it should be.

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 a 1, 2 or 3 the game ends and on a roll of a 4, 5 or 6 play one further turn.

VICTORY

At the end of each **game turn** players will score 1 victory point for each objective they control.

To control an objective there must be a model from one of your infantry or artillery units touching the objective at the end of the turn, **and there must be no enemy unit touching the objective which is able to either control or contest, as detailed in the main rule book. Keep track of the running total of victory points earned in each round.**

The winner is the player with the most victory points at the end of the game. If playing major and minor victories, having one more victory point than your opponent is a minor victory, whilst having three or more victory points is a major victory.