



BOLT ACTION ALLIANCE

PUNCH THROUGH



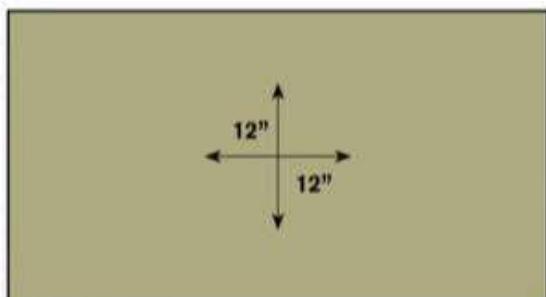
THE SITUATION:

Borders are often arbitrary lines drawn on a map. You have been ordered to take and hold the edge the enemy's territory, and to drive into it if possible. It appears the enemy has had the same idea and seems bent on getting there first.

SET UP:

Both players roll a die. The player who rolls the highest, picks a table side.

No units are set up 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 first wave if desired. Any units not included in the first wave are left in **Reserve** (See reserves on page 132 on the rulebook).



OBJECTIVE:

This mission uses 4, 40mm objectives.

Place one objective 12 inches to the right of the centre of the table. Place another objective 12 inches to the left of the centre of the table. Place each of the remaining two objectives 12 inches toward each player's deployment zone from the centre of the table. This should make a cross in the centre of the table. Both players roll a dice. The player who rolls highest, can reposition one objective up to six inches in any direction. The opposing player can now reposition one objective up to six inches in any direction. The second player can reposition the objective marker that that first player moved first if they wish.

The aim is to hold the most objectives at the end of the game. To claim an objective there must be a model from one of your infantry or artillery units within 3 inches of the objective and there must be no enemy infantry or artillery models within 3 inches of the objective.

FIRST TURN:

The battle begins. During turn 1 both players must bring their first wave onto the table. These units can enter the table any point on their side's table edge 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.

GAME DURATION:

Keep 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 a 4, 5, or 6 play one further turn.

VICTORY!

The side with the most controlled objectives at the end of the game is the winner. If no side controls any objectives or if both sides control an equal number of objectives resolve the game using the victory conditions from No Man's Land (Page 134).