

THE SITUATION

The bombardment has ended, weapons platoon has established a base of fire, the armoured support has broken through the line, there's only one task left – and it's for the infantry. Seek out and close with the enemy, kill or capture, seize and hold ground. The objectives represent your platoon HQ, a rally point from which to assault your objective, the opponent's rally point, and their HQ. Fix bayonets, and show them what you're made of!

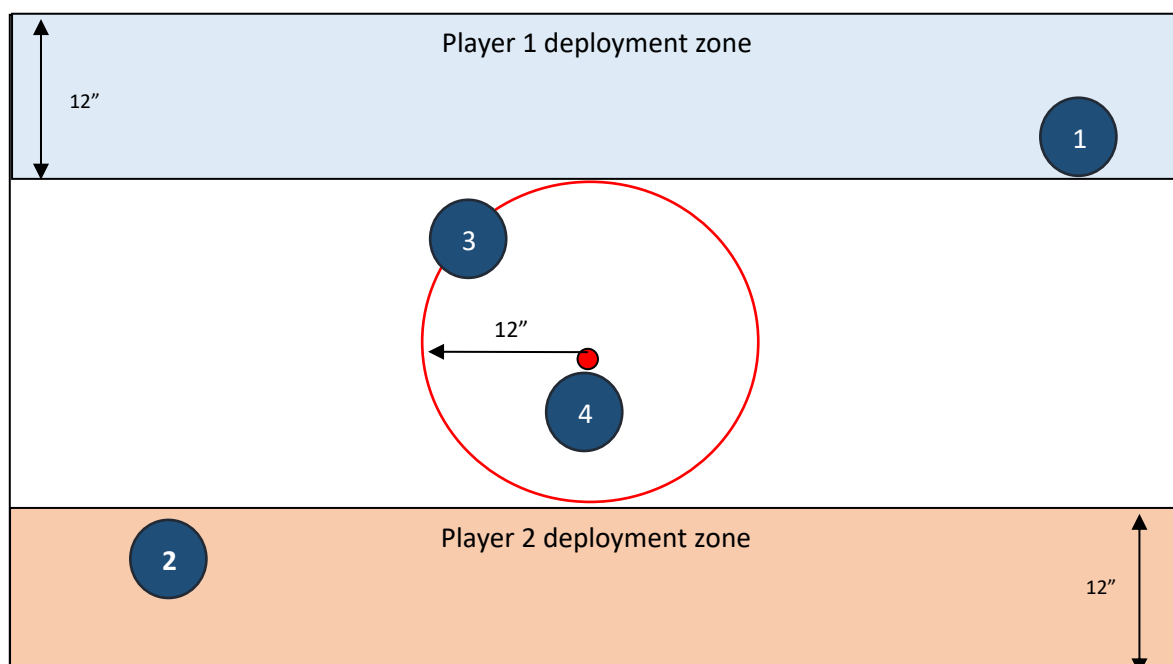
SET-UP

This mission has 4 objectives, and all measurements are from the centre of the marker (These are best represented with a 40mm base). Players roll off, and the winner places the first objective, in their table half and it must be at least 6" away from their own long board edge. The other player does the same for their table half. Then, the first player places a second objective up to 12" away from the centre, in their table half – the marker cannot be placed on the centreline. Then, the other player does the same in their table half. Note the diagram below, in this example, Player 1 has won the roll off, and the objectives are numbered in order of placement.

OBJECTIVE:

To hold an objective there must be more infantry or artillery units/order dice (or a transport holding such a unit) within 3" of the centre of the objective at the end of the game and no enemy unit of any type within 3" of the centre. Transports or vehicles themselves do not count, while units within a transport do count.

The objectives are worth 2, 4, 6, and 8 VPs based on distance from your deployment zone – closest worth 2, furthest worth 8. Explained differently: The one in your deployment zone is worth 2 VPs, the one in your table half near the centre is worth 4 VPs, the one in your opponent's half is worth 6, and the one in their deployment zone is worth 8 VPs. Enemy units killed are worth 1 VP.



BITE AND HOLD

FIRST TURN

The battle begins. There is no first wave in this scenario. All units not held in reserve are deployed at the start of the game.

GAME DURATION

Keep count of the elapsed turns. At the end of Turn 6, roll a die. On a result of 1, 2 or 3 the game ends. On a 4+ play one more turn.

VICTORY

If one side scores at least 2 more victory points than the other then that side has won a clear victory. Otherwise the result is deemed too close to call and honours are shared – a draw! (Don't forget players earn 1 point for every enemy unit destroyed)