

# OPERATION STRIKING COBRA

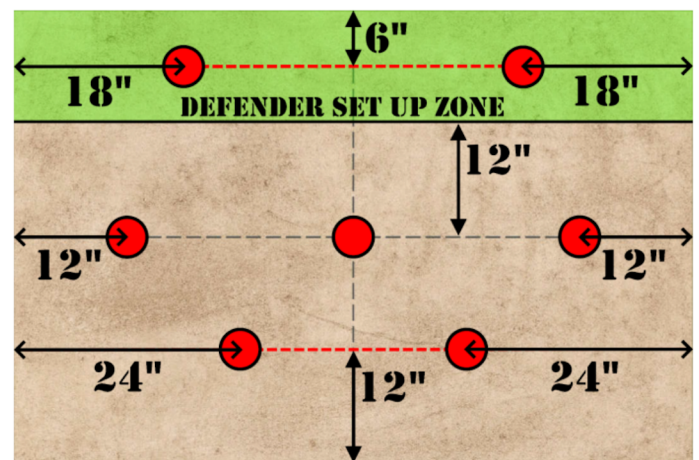


*After days preparing for the big push against dug-in defenders, the time has come to advance forward and seize ground. Will the attackers take and hold, can the defenders stall the assault or, better still, will they throw the attackers back in disarray?*

## SET UP

Both players roll a die and the highest scorer decides whether to be the attacker or defender.

The defender picks a long table edge and 7 objective markers are set up as shown. These markers should all be the same size and with a different colour on each side, one denoting the attacker and one denoting the defender.



The defender then decides which, if any, of their units are being left in Reserve: this can be up to half of the units in their army, rounding down. The defender then deploys their units not being held in Reserve at least 12" from the table middle line. Units can use the hidden set-up rules and eligible units can forward deploy within their half of the table.

The attacker then selects which of their units will form the First Wave and which, if any, are being left in Reserve: this can be up to half of the units in their army, rounding down. No attacking units are set-up on the table.

Outflanking is not allowed for either side.

**Objectives are flipped to the colour of the defender to show they have control of all objectives at the start of the game.**

## OBJECTIVE

The mission is simple: the attacker must take as many objectives as possible from the defender, whilst the defender must prevent the attacker from doing so.

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## PREPARATORY BOMBARDMENT

The attacker rolls a die: on a 2+ a preparatory bombardment strikes the defender's position, otherwise the barrage fails to materialise.

## FIRST TURN

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

**The defender may attempt to bring on Reserves from turn 1, but must pass a successful order test with the usual modifier(s) to do so.**

The attacker's Reserves may attempt to enter the table from turn 2 as usual.

## 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

To capture 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.**

**At the end of each game turn, each objective is flipped to the appropriate colour to show whether it is controlled by the attacker or defender.** The objective remains in that player's control for the remainder of the game, unless it is recaptured by the opposing player. **Once captured, an objective remains in a player's control even if no friendly units are in contact with it in subsequent turns or, in the case of the defender, an objective remains in their control from the beginning of the game unless the attacker captures it.**

The winner is the player in control of the most objectives at the end of the game. If playing major and minor victories, holding one more objective than your opponent is a minor victory, whilst holding two or more objectives is a major victory.