

SSWG Bolt Action Team Challenge 2019
Three Good Men 12th May 2019



Introduction – page 2

- Current teams line up
- Team and selection rules
- What to bring
- The rounds
- The tables and missions

Event details – page 4

- Schedule 12th May 2019
- Breakfast and Lunch
- Location and contact
- Staying overnight
- Awards
- Entry cost

Scoring – page 5

- Bonus points (4 points maximum)
- Match point scoring (15 points maximum available)
- Secondary objective (three points available in total)
- Special missions (three points available in total)
- A note on Objectives

The Missions – page 7

- Major rule mechanics changes/ clarifications
- Table one – Train service disruption (objective mission)
- Table two – A tale of two City blocks (Quadrants movement mission)
- Table three – Rear guard action (attack/ defend mission)
- Table four - Probes (objective mission)
- Table five – Break out (Movement mission)
- Table six – Russian wave tactics (attrition mission)
- Table seven – Tank vandals (demolition/ objective mission)
- Table eight – Hold until relieved (attack/defend mission)
- Table nine – Road ambush (Movement mission)

Credits

Introduction

Three Good men is SSWG's annual Bolt Action tournament. It is a team based event, with teams of three players and is very much historically themed with restrictions on lists to reduce the risk of mismatches. Lists will be arranged to ensure no blue on blue games occur. The tourney is played over one day at our club house on pre prepared tables and is by invite only. This will be the second time we have run the event and to reflect that we have expanded slightly to allow an additional team. We have also added scoring options to increase the fun of the games.

Once a team has signed up we respectfully ask the team captain to ensure three players in total attend as substitutes may not be available on the day.

Current teams line up

1. Hackney Area Tabletop Enthusiasts- Allies
2. Southend on Sea Wargaming Group- Axis
3. Alpha Pathfinders- Allies
4. East Coast Wargame - Allies

5. Surrey Spartans- Axis
6. Colchester Crusaders- Axis

Team and selection rules

Three players per team with one captain for each team

The team will use armies from the same side, so all Axis or Allies, no mixing. This is to be agreed with the TO ahead of the tourney

1000 point single platoons to be used, no tank platoons allowed and **only one platoon** (to stop the spamming of units and to reduce the risk of mismatches)

Dice limit will be in place with a minimum of 8 and maximum of 16

Lists must be historically accurate and themed, they must be selected from a Bolt action army book including generic (but still themed). Accurate means, for example, not mixing weapon systems with troops that never fought with each other or using a unit that was rare to the point of being a unicorn (Maus!)

TO retains the right to rule out some choices for the sake of game balance, we are looking for fun games and the best players, not the best lists!

Lists to be sent in prior to event for checking (by April 29th)

All armies must be painted, but any standard is acceptable

The army must be picked from an army book and not a campaign book or PDF release (exceptions will be made for some where lists are historical and not OP but please check first). If it is generic it still has to be historically credible

What to bring

2x copies of your army list

Dice, order dice, tape measures, templates, dice bag and some spare order dice if possible of a different colour

Rules book and the army book being used

Please make a note of units worth over 200 and 300 points

The rounds

Teams will play three rounds against the three other teams using the opposing army lists (eg an Axis team will play all Allied teams), pre allocated, with a round consisting of three games.

Captains will be shown each-others team's army lists and will roll off.

The winner of the roll off picks a table from the three available and then picks his first player, the opponent captain then selects his player to counter and play against that opponent.

The above process is repeated with the roll off loser this time going first

Final match-up is the remaining table and players.

The tables and missions

There will be nine tables, all set up for specific missions.

The tables will be designed to be themed for the missions played and for the set up zones.

The missions will be based around the 12 in the core rule book for Bolt Action with some adjustments, so please read the missions as they will differ to the book.

There will always be a secondary objective on the table (see below)

Event details

Schedule 12th May 2019

Doors open at 9am

Registration from 9am and pre game instruction 9.45am

First round at 10am to 12.20pm

Lunch 12.20pm to 1pm (we will look to provide bacon rolls at a small charge)

Second round 1pm to 3.20pm

Third round 3.35pm to 5.55pm

Final scores and awards from 6pm

Breakfast and Lunch

SSWG will arrange bacon rolls for breakfast and there is a tuck shop with snacks and drinks at the event. We will also offer hotdogs and hamburgers for lunch.

Location and contact

SSWG club house

Sswg.co.uk

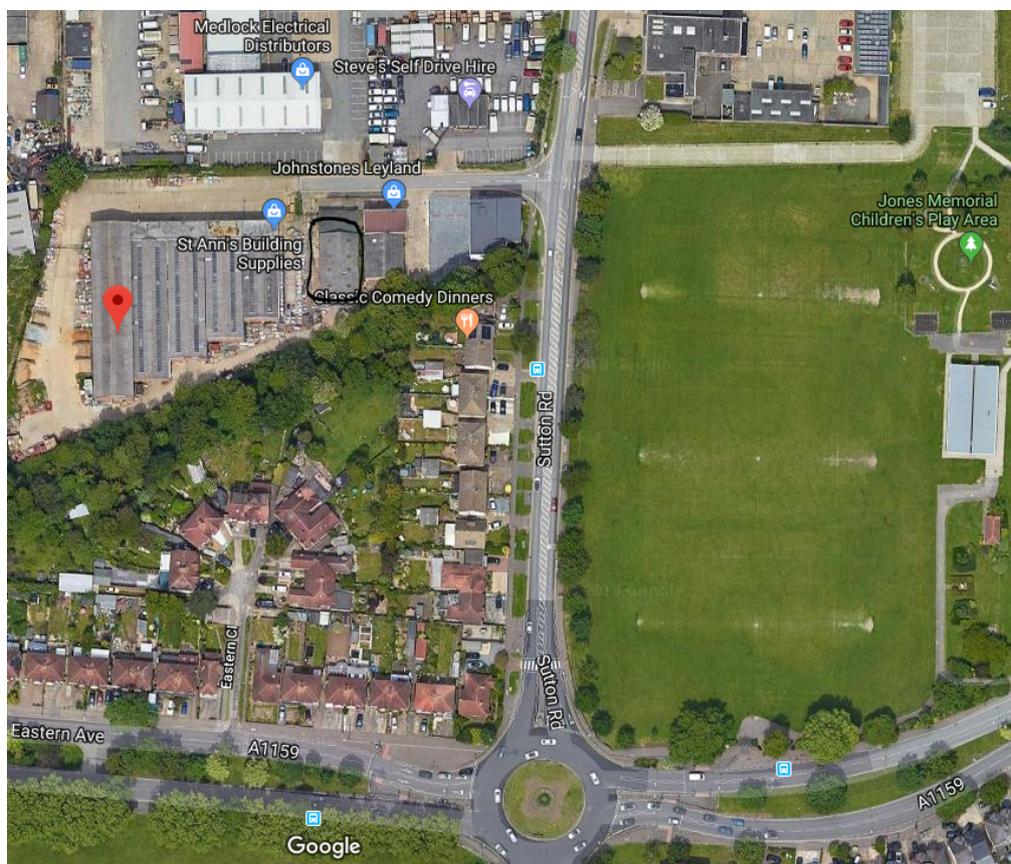
3a Bentalls Close

Southend on Sea

Essex SS2 5PT

The club house is just in front of St Anns builders merchants, gates to the left as you approach it at the end of the close. Any problems call Russ on 07703 773 781

Club house is "circled" below in black:



We have recently expanded the parking area in front of the club house and have room for about five cars, so please car pool where possible. Parking will also be available at St Anns Building Supplies but please park at back of the car park, furthest away from the doors, and contact me to arrange this on number above.

Trains-We are very close to Prittlewell train station and not far from Southend Central- if a team wants to come by train we will arrange collection at the train station and return.

Our nearest airport is London Southend Airport!

Staying overnight

For those having to travel further distances, there are several budget hotels in the local area. Alternatively, there is a good chance members of SSWG can help out by finding spare rooms for those wanting to arrive Friday night. Be warned that you will likely be dragged out to our local pubs that evening!

Awards

Team award based on highest scoring team (maximum of 75 points)

Best general award (most individual points scored)

Entry cost

£10 entry

Will be used to cover prizes and overheads

Scoring

There are four ways to score points in the tourney:

- Bonus points for meeting tourney requirements
- Match play results
- Secondary objectives
- Side missions.

A total of 25 points is available per player.

Bonus points (4 points maximum)

Real army- Army list is historical on a particular front at a particular time- one point per list

Real unit- Army list is based on an actual unit and is realistic- one point per list,

Timeliness- one bonus point for lists in on time

Painted- the army is painted to any standard (this doesn't mean just undercoated!)- one point per list

So a maximum 12 points per team is available (getting this right is worth more than two wins); all bonuses at TO's discretion

Example of a maximum scoring list

The army is a Japanese single platoon list based on the 62nd Battalion that fought in the 62nd Division at Hacksaw ridge in Okinawa. It is equipped to reflect this, using the Sugar Loaf Hill list in the Armies of Japan book. It has been painted to a three colour minimum and the list was sent in on time.

Match point scoring (15 points maximum available)

Five points for the win
Two points for the draw
One point for a loss (chin up award!)
One point for the secondary objective
Zero points for a concession and all order dice are assumed to be destroyed (so don't concede!)

Note on concessions

Unless it's agreed by both players and the TO, who may choose to assign further order dice casualties then conceding means you will score zero rather than one point. All your units are considered to have surrendered and so your opponent would score all the order dice as killed.

Tie breakers will be settled if needed with enemy order dice destroyed only and not on losses, we want to encourage aggressive play.

Secondary objective (three points available in total)

Score one point for holding a secondary at the end of a game, uncontested by an enemy infantry or artillery unit. This has to be done in the same way as for normal objectives (see below)

Special missions (three points available in total)

Special missions are as below. Score one point if you complete a special mission during a game. You can only score one per game and can only score a mission once, so you could not for example score "decapitation" in two different games.

Special missions:

- Decapitation- Kill an enemy officer during the game
- Reckless bravery- Do not use a down order during the game
- Charge!!!- destroy an enemy unit with an assault order
- Wheels of terror- Destroy an enemy armoured vehicle (anything with armour 7+) with an infantry AT weapon (eg Panzerfaust, PIAT)
- Everybody in- Play a game with no reserves used
- Tank shield- Destroy an enemy armoured vehicle (anything with armour 7+) with an AT or artillery piece.
- Tank shock- Assault an enemy unit with a tank (vehicle with AV 7+)
- No prisoners- Destroy 75% of the enemy force by order dice
- Shell shock- Destroy an enemy unit with pins (not a failed morale test but pins exceeding leadership)
- Withering fire- destroy an enemy unit with an infantry MMG

A note on Objectives and dice killed

All objectives are 40mm in diameter, including secondary and are pre-placed and should not be moved on the battle map. They will be marked with national flags.

Secondaries will also be placed on the board and will be the same as normal objectives.

With regards to dice killed, if you destroy a unit that is worth 200-299 points then this is worth two dice when chalking up the dice count. If the unit is worth over 300 points then it is worth 3 dice for dice counts. This is used on all missions.

IMPORTANT

Claiming objectives

To claim an objective you must have an infantry or artillery unit in contact with it at a turn's end; with no other enemy infantry or artillery units within three inches.

Note that vehicles can never claim or contest objectives.

Occupied transports would need to debus their occupants to allow those occupants to claim/ contest the objective.

Note that infantry does not include spotters or medics or chaplains but does include forward observers, MMG units etc.

To be within three inches of an objective you must be on the same level as the objective eg on the ground for a ground placed objective or on the correct floor of a building.

The missions

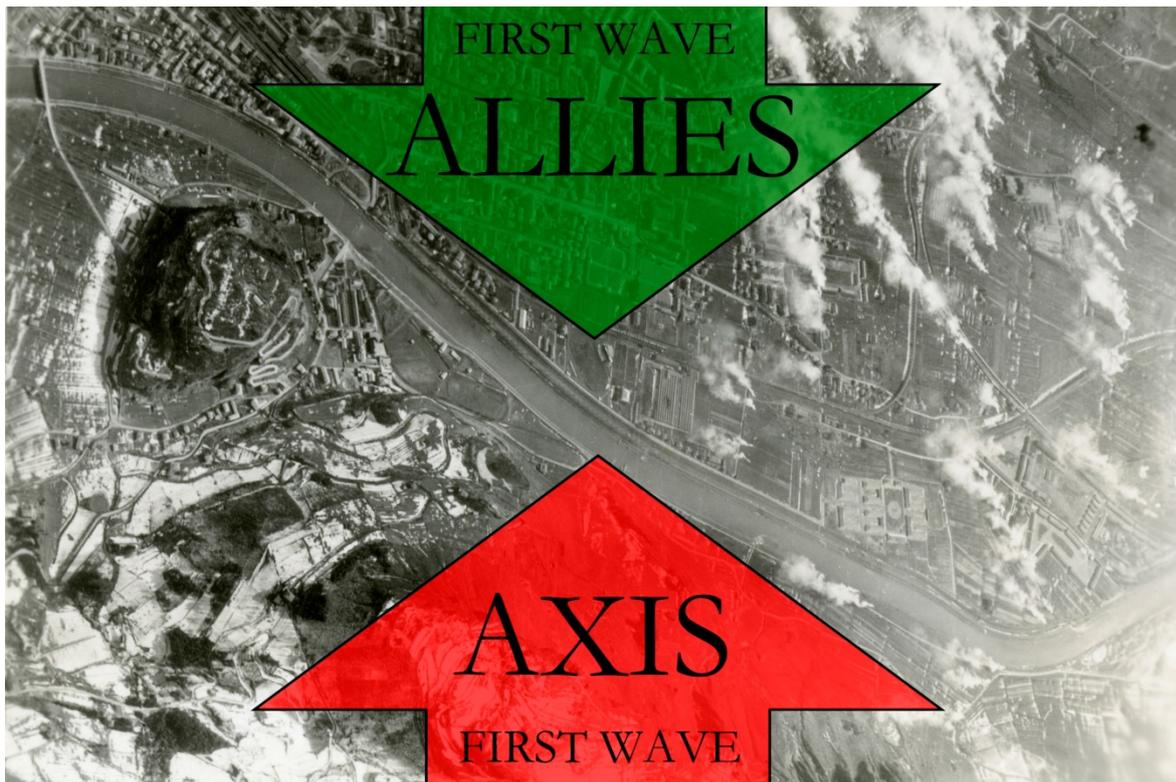
IMPORTANT

Major rule mechanics changes/ clarifications

- There is no Tiger fear for PZ IVs (to encourage use of tanks other than PZ IVs)
- There is no turret jam (unnecessary and often forgotten rule)
- Observers can not secure objectives and are removed from the board if the artillery piece they are spotting for is removed (clarification).
- Medics also can not secure objectives (forward observers can).
- Line of site- Playing real line of site but you have to be able to see the chassis or turret of the vehicle, just a barrel, track or fender etc is not enough. If unsure roll off or check with the TO.
- Intervening cover- If the firer is in an elevated position and can see over the terrain (eg in a building first floor) there is no intervening terrain unless target is within an inch of the cover. If the firer and target are at the same level as each other, then intervening cover is in place. So a stone wall between you and the target provides -2 hard cover, unless you are within an inch of it.
- Line of site is drawn from the breech of the firing weapon and distance is measured from the breech.
- Trees and high hedges are considered to block line of site if a unit is behind rather than in the cover, even though you can see the unit through tree gaps. Also LOS can not be drawn through a building window (unless you are in the building!). This is true of ruins also, treated as dense terrain.
- Snipers can not kill team weapon squads unless they are down to two men/ started with two men. (This is to make MMG teams more practical).

Table one – Train Service Disruption (objective mission) CHECK

Set up



Players take designated sides, all units start off the board except for forward deployers who are placed on the board but may not be on the other side of the rail tracks from their own side. There is no prelim bombardment, the Allies do not want to risk damaging the train line, the Axis does not have Arty support available in this sector. Flanking is allowed

Objective/ synopsis

An Allied logistics train carrying components of an armoured division scheduled to lead the push is scheduled to be on the railway track in this sector within the next three hours. Unfortunately Axis aerial recon has spotted it. Allies hold air supremacy and so instead of an air strike a spoiling force has been sent to the rail line to attempt to stop or slow this critical train. Ally forces in the area have been despatched to secure the rail track in this section. Secure the objectives on the train line (three).

First turn

Battle begins, both players must bring at least half of their units onto the table edge (rounding up) with no order test needed. Other units may be in reserve.

Duration

Six turns but at the end of turn six a dice is rolled and on a four plus the game enters a final seventh turn.

Victory

The player controlling the most objectives win, if the same number are controlled than if either player has destroyed two or more order dice than their opponent than they win, forcing their weakened enemy to withdraw from the battlefield, otherwise the result is a draw.

Other important notes

There is a single secondary objective on the map. This does not count towards objectives in the game but does score one point to your overall total.

No prelim bombardment

The Railway line provides light cover for infantry and artillery as it's on a slight embankment, but no cover for vehicles which are too high and can be clearly seen.

Table two – A tale of two City blocks (Quadrants movement mission)

Objective/ synopsis

A vicious street fight has broken out in this heavily shelled and defended town with both sides fighting as much for survival as victory. Securing outflanking sections will be critical to the victory in order to control the ground and seize the town, which includes important rail heads and crossroads which the Allies need to continue their advances.

Set up





The table is divided into quarters, The Axis player's quarter is the one on the left hand side of his table edge as is the Allied player's.

The Axis player sets up at least half of his units within his quarter (round up). These are at least 6" from the very centre point of the table. These units may begin the game in hidden set up. Other units will begin the game in reserve and may NOT flank in this game. Reserve units may enter the board from either the back left 36" or the left side 24" sides of the board (eg where the deployment zone has an edge).

The Allied player then does the same.

Forward deployment is allowed and these units may start in the other quadrant to the right of the player's starting quadrant but not the advanced top left quadrant.

The Axis player will deploy any forward deployers first and turns then alternate.

Prelim bombardments do come in for both players automatically, but only units that are within 18" of the board's centre spot are hit.

No flanking

The game then starts.

Duration

Six turns but at the end of turn six a dice is rolled and on a four plus the game enters a final seventh turn.

Victory

At the end of the game calculate which side has won by adding up victory points as follows.

- Enemy unit destroyed 1 VP
- Unit is completely inside one of the neutral quarters 1 VP, empty transports/tows do not count but if a unit is inside it would count (so transport with a passenger is 1 point only, not 2)
- Unit is completely inside the opponents quarter of the table 3 VP (same restriction on transports/tows as above)
- IF a unit is not completely inside a zone, it scores the points for the lowest value zone it is partially in rather than the highest.

If a player has won by 2 or more VPs then they have won, otherwise result is a draw.

Other important notes

All terrain with the exception of inside ruins (which is rough) is considered normal terrain for movement purposes, this includes any roads (rubble means you can't double movement on roads but it is not so bad as to make the terrain difficult).

The secondary is placed in the top left corner from the Allied player's perspective.

Notes on ruins-

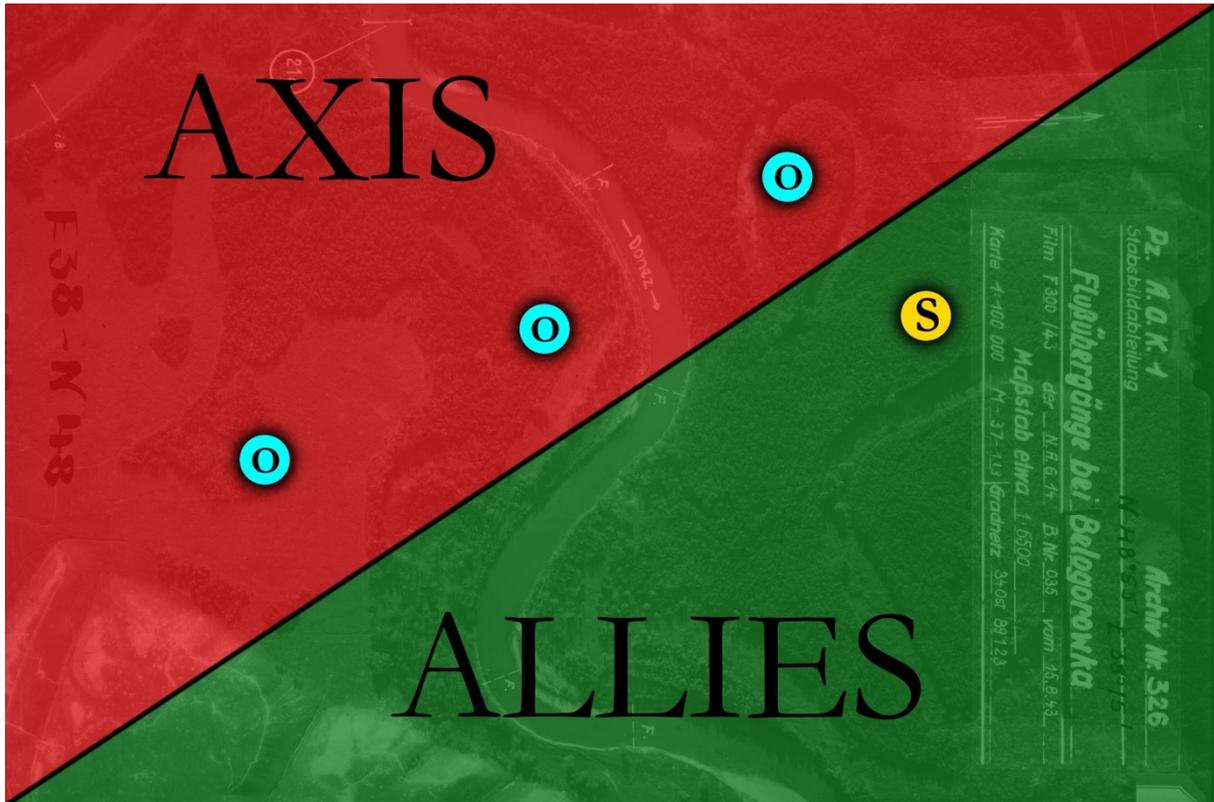
- The ruin consists of the entire area within the corner buildings set up on the board. Where there is a gap between the corners of the ruins, this is still considered ruins and so is dense and rough.
- If you move a unit up or down a level it takes one advance order to do this.
- Units shooting at each in ruins, the target receives -2 hard cover unless the shooters are within 2" of the target.
- Ruins block LOS even from high firing positions.

Table three – Rear guard action (attack/ defend mission)

Objective/ synopsis

Following an Allied breakthrough Axis forces have been forced onto the retreat through wooded territory. Blocking forces have set up a defensive line to delay the Allied pursuit and allow their comrades to withdraw safely to a new defensive line. They have been assigned positions to hold for as long as possible. Allied infantry screens have come across the back stop and are calling up vehicle support to try and clear the positions and open the way for the main advance.

Set up



Players take their designated sides. The Allied player is the attacker. Three objectives have been placed, one within 6" of the table centre and the other two within the diagonal table half created by the

Axis player's short and long table edges/ Objectives will be at least 12" apart and 12" from any table ledge.

Forward deployment is not in effect all units must be deployed normally
Prelim bombardment occur for the Allied player only and it is automatic

Firstly

The Axis player sets up at least half (round up) of his units within the diagonal half of the table formed by his table edge and the short side to his right. These units begin the game in hidden set up. Other units will begin the game in reserve and may flank but only on the Axis right hand side. These are declared now.

Secondly

The Allied player sets up at least half of his infantry (not vehicles or artillery but fixed/ team weapons teams are OK) in his diagonal half of the board at least 15" from any enemy unit and 12" Any of the Allied player's units not on the board may enter on turn one as part of a first wave or be placed in reserve and may outflank but only on the Allied players right hand side. Artillery must be towed onto the board or wheeled on where this is allowed.

The game then begins with a prep bombardment by the Allies. This hits any and all units within the Axis half of the table as this is the deployment zone for the Axis.

Duration

Six turns but at the end of turn six a dice is rolled and on a four plus the game enters a final seventh turn.

Victory

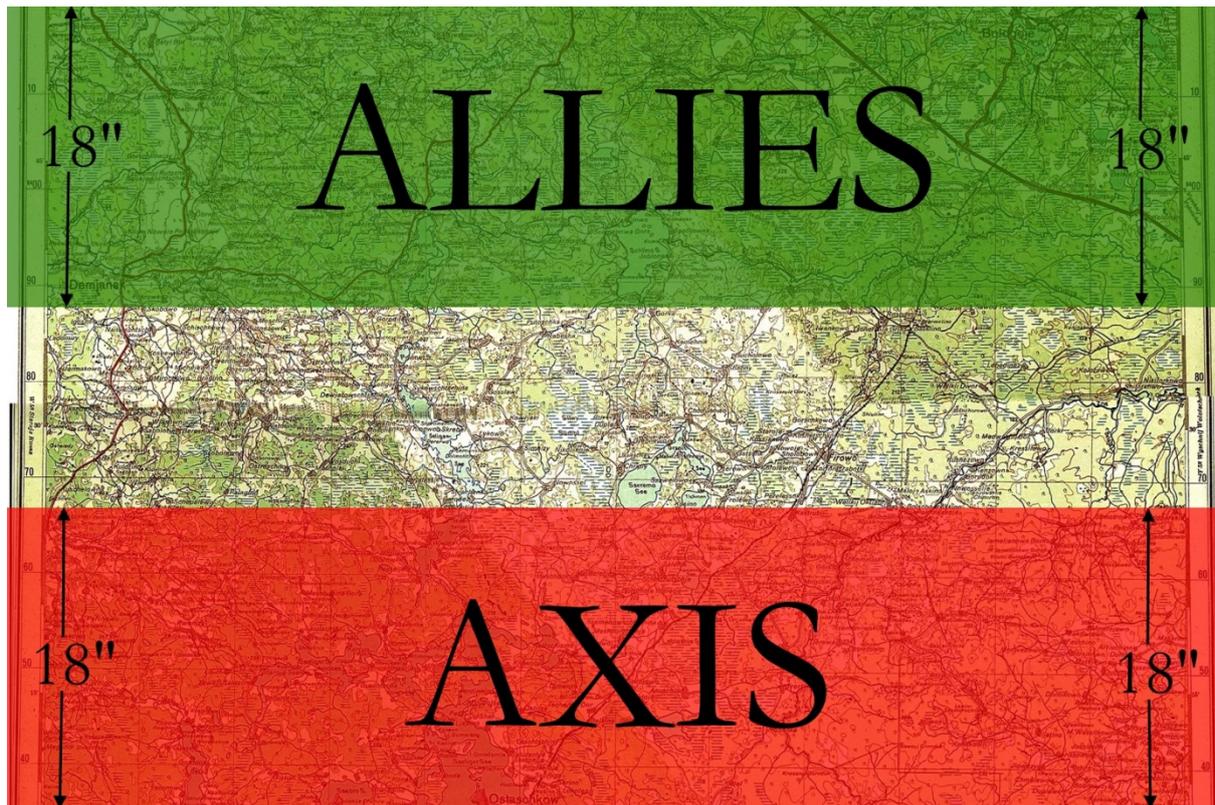
The player controlling the most objectives win. If the same numbers are controlled then if either player has destroyed two or more order dice more than their opponent they win, forcing their weakened enemy to withdraw from the battlefield, otherwise the result is a draw.

Other important notes

Set up is unusual in that the board is split diagonally.

Table four - Probes (objective mission) CHECK

Set up



Players take designated sides. Five objectives are on the board with two in each player's half, at least 9' from any board edge and at least 18' apart. If an objective happens to be placed in a building then to hold it a player must have a unit inside the building on the ground floor, not merely outside and in contact. The Axis player sets up all his infantry and artillery units and any or all off his transports and tows anywhere within 18' of his table edge. Units may begin inside a transport or towed. These units begin in hidden set up. All other vehicles must begin in reserve and may outflank.

Then the Allied player sets up all his infantry and artillery units and any or all of his transports and tows anywhere within 18' of his table edge. Units may begin inside a transport or towed. These units begin the game in hidden set up. All his other units must begin in reserve and may outflank.

Forward deployers who are not in reserve are deployed after both players have set up other units. The Axis player places the first unit then alternate. Axis player declares reserves first.

There is a prelim bombardment which is automatic
Flanking is allowed

Objective/ synopsis

Both sides have established front lines running through a local forest and have been occasionally launching raids and probes to test their opponent's lines. A strong Allied probe with an artillery bombardment triggers a counter battery assault and both sides push out looking to improve their frontal position.

First turn

Battle begins, both players must bring at least half of their units onto the table edge (rounding up) with no order test needed. Other units may be in reserve.

Duration

Six turns but at the end of turn six a dice is rolled and on a four plus the game enters a final seventh turn.

Victory

At the end of the game score four points for every objective you hold. You also score one point for each enemy unit eliminated (2 if worth over 200 points, 3 for over 300). If one player has four or more points than his opponent they will win, otherwise it's a draw.

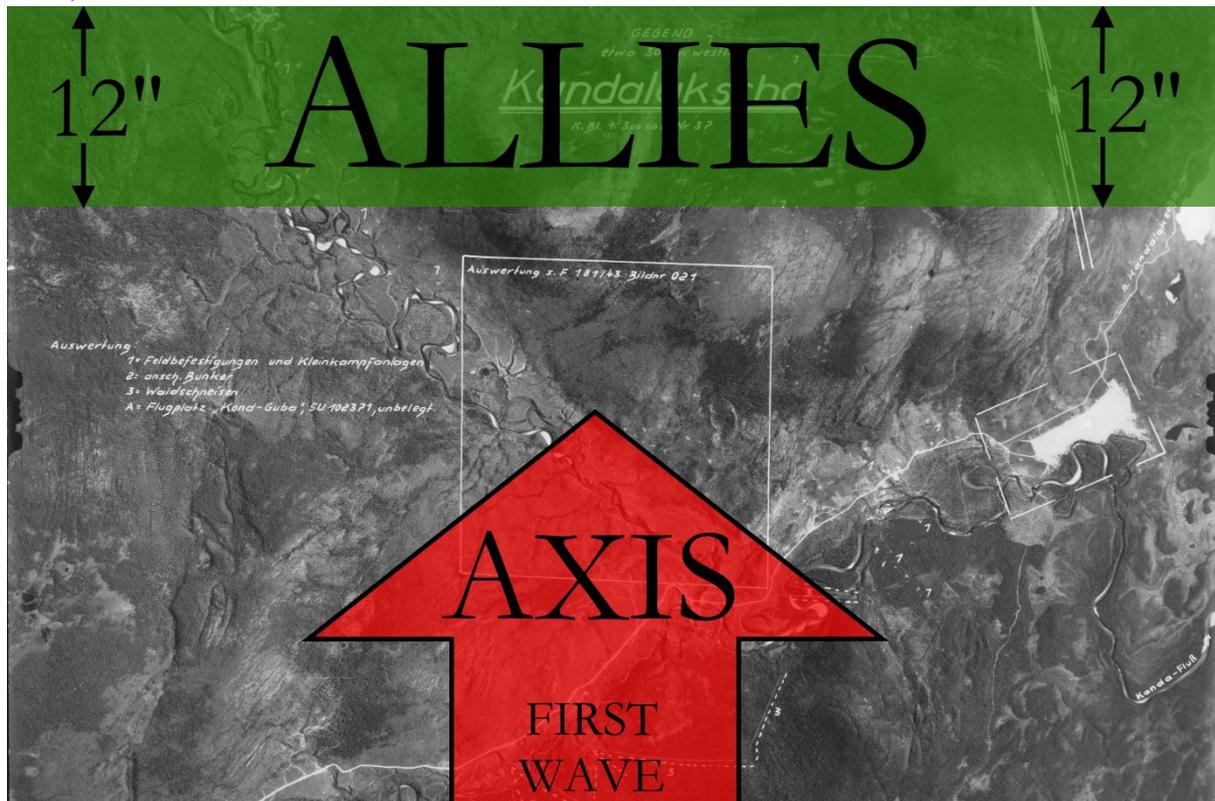
Other important notes

There is a single secondary objective on the map. This does not count towards objectives in the game but does score one point to your overall total.

When the central objective is secured for the first time, call the TO immediately!

Table five – Break out (Movement mission)

Set up



Take your designated table edge

The Axis player is the attacker

A prep bombardment strikes the defender's positions automatically with no roll.

The Allied player sets up at least half of his units within 12" of his board edge. These units may begin the game in hidden set up. Other units will form a first wave for turn one. If an infantry unit is in the first wave it must be inside a transport, if none is available it can not enter first wave. The same is true for towed artillery. Armoured vehicles are not allowed to enter as part of a first wave so must either start on the board or can come in as outflanking units from turn 3. NOTE, these rules are somewhat complex so please read thoroughly.

The Axis player then nominates at least half his units to form his first wave. Any units not in the first wave are left in reserve and may not outflank. He will also place all his forward deploying units first, if he has any, on the board.

On the first turn both players must bring their first wave onto the table. These units may enter from any point on their side's table edge and must be given a run or advance order. Note that no order test is required to enter as part of the first wave.

Note that the dry river in this game counts as difficult terrain.



Objective/ synopsis

Axis forces have been cut off from their retreating parent unit and must attempt to break out of the pocket that has formed. High command is bringing in divisional artillery to support the break out, to help as many units as possible to escape. The Allies have responded by throwing forces into the gaps to prevent the breakout.

Duration

Six turns but at the end of turn six a dice is rolled and on a four plus the game enters a final seventh turn.

Victory

At the end of the game the Attacker scores 1 point for every one of his units that has crossed entirely over the halfway line and is not wholly inside the defender's deployment zone. 2 points for every one of his units that is wholly within the defender's deployment zone and four points for every unit that has exited the board via the defender's table edge. (a unit must move wholly off the board to exit, if it has insufficient movement to completely exit, it stops at the board edge) and 1 point for each of the defender's units destroyed. The defender scores 2 points for each of the attacker's units destroyed and 1 point for any attacker's units that are wholly or partly within 12' of the attacker's table edge. If one player scores four or more points than his opponent, the high scoring player is the winner. Otherwise the game is a draw.

Table six – Russian wave tactics (attrition mission)

Set up



Take your designated table edge

At least half your units need to be deployed on the board within **15'** of the board edge (not 12)

There is a prep bombardment automatically

No flanking allowed

Objective/ synopsis

An inexperienced or callous Allied Major (so probably Russian) has decided that the way to secure an important town with a road crossing in his sector and attract the attention of senior brass is by bleeding the enemy dry with a frontal assault. Unfortunately for him, his Axis counter part just at that moment has decided on the same path of action, chasing an iron cross. Their unfortunate men are caught in the middle of all of this and must now do their best to survive. No flanking is allowed as this is far too advanced a strategy for the senior officers commanding the attacks. As his subordinate you must make the best of your orders.

Duration

Seven turns if time permits.

Victory

Both sides score victory points for every enemy unit destroyed. If any player has two or more victory points than their opponent, they win; otherwise the result is a draw.

Table seven – Tank vandals (demolition/ objective mission) CHECK

Actually this is a demolition/ objective mission

Three objectives (tanks) will be placed in each player half of the board (so six in total), at least 6' from the long edge and no more than 15' from one of the short edges. You must protect the tanks that are from, your own force and destroy the enemy's.

There is no prelim bombardment as both sides have their own engineers working in the sector.

Set up



Players must deploy half their units (rounded down) within 12' of their table edge. These units begin the game in hidden set up. All other units will begin in reserve (and may outflank). The Allied player will deploy first. Remember forward deployers are set up after both players have set up other units.

The Allied player will declare all reserves and outflanking units first. Note that in this mission forward deployment alternates between players. The allied player will deploy the first such unit is he has one.
Objective/ synopsis

Objective/ synopsis

Following a vicious tank battle both sides are sending troops into the field after the carnage to wreck enemy damaged tanks and ensure they can not be recovered and used again. Two such parties come across each other whilst carrying out this vital mission.

Duration

Six turns but at the end of turn six a dice is rolled and on a four plus the game enters a final seventh turn.

Victory

At the end of the game if one player has destroyed more objectives then the opponent that player wins. There are three ways to destroy an objective, see below.

One- An infantry unit (including weapons teams and officers but not medics) must be in contact with an objective at the end of a turn (not their turn but the game turn) having taken a down order for a whole turn in that position. It does not matter if the objective is being contested, the target is still destroyed and set alight. They may then roll a D6 and on a 3 up the target is destroyed, otherwise their explosives were poorly placed and the vehicle is just further damaged (effectively nothing happens for game terms). The attempt can be made again next turn if they remain down.

Two- An engineer team may carry out the process as above but will only need to roll a 2 or higher.

Three- Artillery and AT guns (including on vehicles) can fire directly (no indirect fire is allowed) at the unit and destroy it. However, the vehicle is considered to be in hard cover given its damaged and hull down position and has armour 9 all around the vehicle, representing the difficulty in killing the vehicle. Only a vehicle destroyed results will kill it, otherwise it is just further damaged but effectively nothing happens to the target.

Table eight – Hold until relieved (attack/defend mission) CHECK

Axis attack

Take your designated table edge. The Axis player is the attacker.

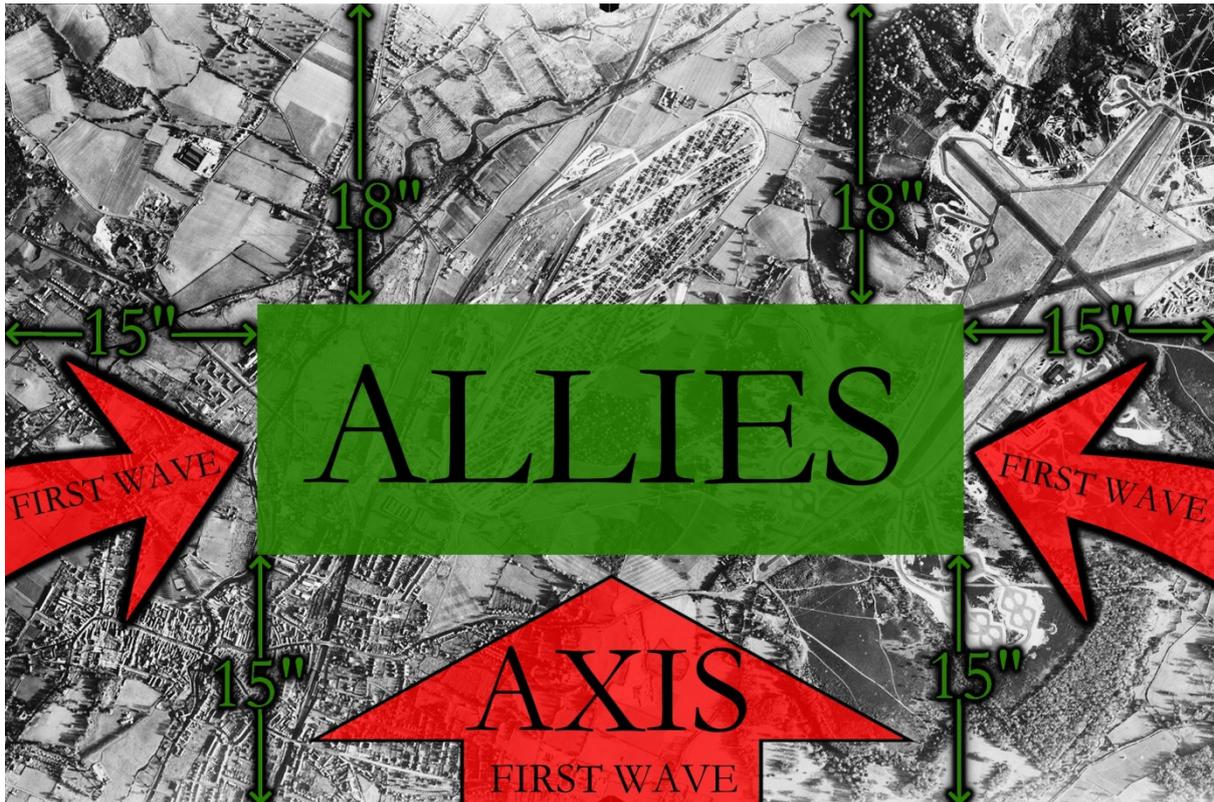
An objective will have been placed at the centre of the table on the ground.

Prep bombardment then takes place automatically for the Axis force, hitting anything within the unusually shaped Allied deployment zone.

Note no order test is required to enter as part of first wave.

The board will have a couple of 88mm artillery pieces with sandbags in the centre of the board. The objective marker will be sited under one of the guns. Ideally they will be on elevated ground.

Set up



The Allied players sets up at least half his force more than 18' from his own table edge and are least 15' from any other table edge. These units begin the game in hidden set-up. The rest go in reserve and may outflank if desired.

The Axis player nominates at least half of his units to form his first wave. Any units not in the first wave are left in reserve and may outflank if desired.

On the first turn, the Axis player must bring his first wave onto the table. These units may enter from any point on the attackers table edge or either short flanking edge and must be given a run or advance order.

Objective/ synopsis

An Allied patrol into enemy territory has come across an Axis gun position and secured it, calling in reinforcements. The Axis forces furious that their artillery crews have abandoned the position have launched an attack to take back the position, whilst the Allied patrols waits for reinforcements to come up. The Axis is risking a bombardment which whilst it may well destroy their own guns is seen as important to support the attack.

Duration

Six turns but at the end of turn six a dice is rolled and on a four plus the game enters a final seventh turn.

Victory

Both players score 1 victory point for every enemy unit destroyed. If a player controls the objective at the end of the game he gains three victory points.

The objective is held if at the end of a game any model from a friendly infantry or artillery unit is in base contact with the objective and no enemy units or artillery model is in base contact.

A player with two or more victory points than the opponent wins, otherwise the game is a draw.

Table nine – Road ambush (Movement mission) CHECK

Set up



Take your designated table edge

The Allied player is the attacker

Forward deploying is allowed

There is no prep bombardment but is a special rule for air support

The map should include a road going from one large edge to the next, but somewhat open to attack. So the ally has to decide whether to risk using the road or not to advance or come up the flanks.

The Axis player sets up at least half of his units within 12' of his board edge. These units may begin the game in hidden set up. Other units may go into reserve and may flank. All units are hidden and may start in ambush.

Then the Allied player nominates at least half his units to form his first wave. Any units not in the first wave are left in reserve and may not outflank. The Allied player will declare all reserve units before the Axis player declares any reserves. He will also place all his forward deploying units first, if he has any. Flanking is not allowed.

On the first turn the Allied player must bring their first wave onto the table. These units may enter from any point on their side's table edge and must be given a run or advance order. Note that no order test is required to enter as part of the first wave.

There is no prep bombardment as the Allies have been caught unawares, however from turn three they are allowed to call in an air strike directed by their officer who is treated as an air forward observer.

Objective/ synopsis

Allied forces have been advancing at a fast pace along the road network and are having to take some risks to keep up the pace of attack. An allied unit moving to the front runs into an Axis ambush, set up to try and cause delays and slow logistical support.

Duration

Six turns but at the end of turn six a dice is rolled and on a four plus the game enters a final seventh turn.

Victory

At the end of the game the Attacker scores 1 point for every one of his units that has crossed entirely over the halfway line and is not wholly inside the defenders deployment zone. 2 points for every one of his units that is wholly within the defender's deployment zone and four points for every unit that has exited the board via the defender's table edge (a unit must move wholly off the board to exit, if it has insufficient movement to completely exit, it stops at the board edge) and 1 point for each of the defenders units destroyed. The defender scores 2 points for each of the attacker's units destroyed and 1 point for any attackers units that are wholly or partly within 12' of the attacker's table edge. If one player scores four or more points than his opponent, the high scoring player is the winner. Otherwise the game is a draw.

Future mission ideas

Sectors mission but score by sector control which is determined by who has the most units in a sector.

Hill top crest- put some objectives on hill tops

Zoned in – A mission where the defenders have zoned in artillery giving plus one to any artillery shots within certain areas of the board, so the attackers had better move fast.

Credits

Cover photo- Leigh Wolf Phillips

Graphics and editing- Jonny Curran

Play testing- James Gillis

Original mission ideas inspired by – Ian Jones and the Welsh open

Pack produced by Russell Wright from SSWG