

TAKE A LONG LINE

This is it folks, over the top

Objective: Push into No Man's Land to capture forward positions.

Deployment: Spearhead – Table quarters (p.93).

This mission is a modified version of Seize Ground (p.91). There are 5 objectives.

Before choosing table quarters, place the first objective marker in the centre of the table.

Roll a scatter die near the objective marker, and use the arrow to draw a line across the table.

Place two more objectives on each side of the line at 12" intervals. Note that the usual rule that an objective cannot be placed within 12" of any board edge does not apply to this mission.

When you are finished, you will have five objectives in a line across the table.

When the objectives have been placed, roll off to choose quarters as per the rules for Spearhead (p.93).

The objective line crosses two of the table quarters. Players cannot choose a quarter which contains objectives. Players must choose the opposing two quarters as their starting deployment zones.

Special rules: Deep Strike, Infiltrators, Reserves, Scouts.

Game length: Between 5 and 7 turns (Ending the Game, p.90).

Victory: The player who controls the most objectives is the winner. Controlling an objective is as described in Seize Ground (p.91)

Draw: The game is a draw if both players control the same number of objectives, or if neither player controls any.