

PAVED IN BLOOD

OVERVIEW

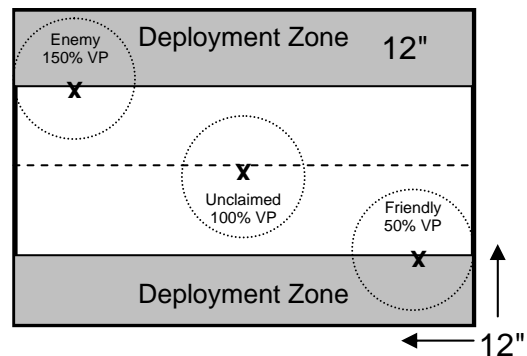
The front lines are deadlocked. Both sides seek to push forwards to capture the enemy's forward position. The advance will be paved in blood...

SCENARIO SPECIAL RULES (OMEGA)

This mission uses the *Concealment*, *Infiltrate*, *Deep Strike*, *Dusk/Dawn* and *Victory Points* special rules, as well as a modified version of *Field of Battle* (p.86).

SET-UP

1. Identify three pieces of area terrain to be used as strategic positions for this battle. Buildings are ideal, but forests or hills can also be used.
2. Move two of these pieces of terrain so each is in a corner of the board, centred 12" from the long edge and 12" from the side edge. Place the third and final piece in the exact centre of the board.
3. Both players roll a die, the player with the highest score may choose which long board edge side to deploy along. Players may deploy up to 12" onto the board. The other player's deployment zone is the opposite side.
4. The player that scored lowest deploys one unit in his deployment zone. His opponent then deploys a unit in his deployment zone. Players take turns deploying a unit at a time until their entire forces are on the table.
5. Units are deployed in the following order: Heavy Support, then Troops, Elites, HQ, and Fast Attack units.
6. If either side has any units which can infiltrate then they may deploy these units after all the other units have been placed. If both sides have Infiltrators then roll a dice; the winner may choose whether to deploy his Infiltrators before or after the enemy Infiltrators.
7. Roll for who gets first turn. Highest score may choose whether to go first or second.



MISSION OBJECTIVE

Each player is seeking to control the three strategic positions. Control is measured via the Field of Battle rule, modified for this scenario:

- Scoring units entirely within 12" of the centre of your forward position (i.e. the one in your deployment zone) score Victory Points equal to 50% of their value.
- Scoring units entirely within 12" of the centre of the unclaimed position (centre of the board) score Victory Points equal to 100% of their value.
- Scoring units entirely within 12" of the centre of the enemy's forward position (enemy deployment zone) score Victory Points equal to 150% of their value.

Players also score Victory Points for destroying enemy units, as per the usual rules.

The player who scores 100+ points more than his opponent is the winner. If the final scores are within 0-99 points, the game is a draw.

GAME LENGTH

Six turns.

TOTAL VICTORY

You win the game with a scoring unit within 12" of the centre of all three of the strategic positions.

LINE OF RETREAT

Troops forced to retreat will do so towards the nearest board edge of their deployment zone, using the normal fall back rules.