

Blood Feud

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Overview

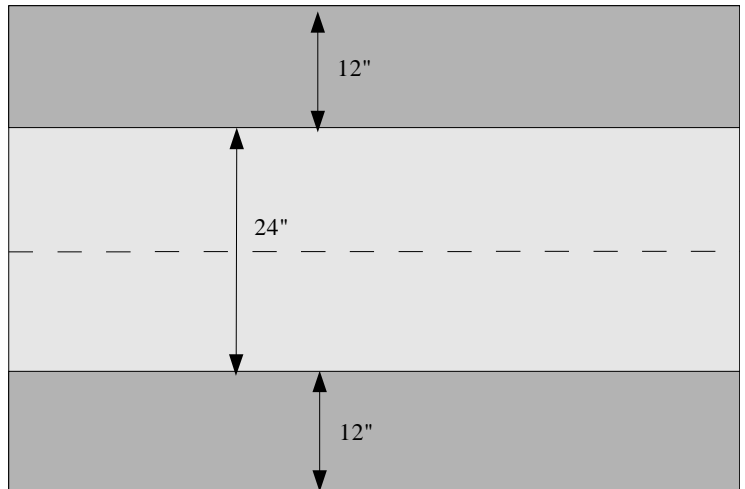
When two bitter enemies meet as members of patrols, it ain't a warm fuzzy movie ending. And this time they mean business!

Scenario Special Rules

Bitter Enemy, Victory Points, Random Game Length and Infiltrators.

Setup

1. Nominate Bitter Enemy units (see Special Rules).
2. Deployment zones are along the long board edges and are 12" deep. Adjust as needed to maintain a 24" No Man's Land for odd size tables.
3. Roll 1d6, winner picks deployment zone.
4. Deployment begins, players alternate placing units starting with winner. Infiltrating units may make one free move before the game starts, with players alternating each unit, winner moving first.
5. Roll 1d6, winner chooses to go first or second.



Mission Objective

At the end of the game, each player scores **double** the points cost of the enemy Bitter Enemy unit as bonus Victory points IF and only IF the enemy Bitter Enemy unit is destroyed.

Special Rules

Bitter Enemy: Each player selects one of their units to represent the player's Bitter Enemy. This must be a Troop selection. During the game, the Bitter Enemy unit must move directly toward the enemy Bitter Enemy unit as fast as possible. They will move around impassable terrain, but will charge through dangerous terrain if necessary. Bitter Enemy units must assault if able to do so in the assault phase (any enemy unit, not just the opposing Bitter Enemy). Bitter Enemy units count as Fearless until the opposing Bitter Enemy is destroyed.

Game Length

The game lasts a variable number of turns.

Line of Retreat

Units forced to fall back will do so towards the closest board edge of their deployment zone using the normal fallback rules.