

Forward Position

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Overview

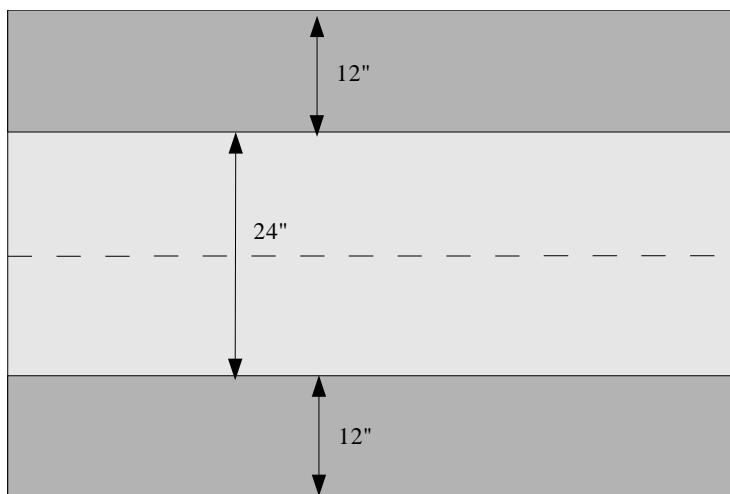
Your Patrol has been ordered to secure a Forward Position. Unfortunately, so has the enemy! Casualties are to be minimized. This scenario is intended for use with the Combat Patrol rules.

Scenario Special Rules

Random Game Length, Infiltrate and Recall (see Special Rules).

Setup

1. 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.
2. Players roll 1d6, High roll picks deployment zone.
3. Low roll places a piece of terrain (should be woods, a crop field, crater or similar) somewhere on the mid line of the board to represent the forward position. It must be at least 6" away from the short edges.
4. Deployment begins, players alternate placing units starting with high roll. No unit may be placed within 18" of the Forward Position. Infiltrating units may make one free move before the game starts, with players alternating each unit, high roll moving first.
5. Players roll 1d6, high roll chooses to go first or second.



Mission Objective

Control the Forward Position at the end of the game.

Control:Control is determined as follows: the scoring unit closest to the objective. In the event of a tie (opposing units on the objective, etc.), the unit with the highest Unit Strength (add number of wounds in squad) has control. If the closest unit is in **assault**, treat the units in the assault as **tied**; the side with the highest unit strength (sum each side's units) having control.

Special Rules

Recall:If a patrol has lost more than half its models, it must pass a Leadership check at the beginning of its turn or lose the game. Use the friendly model with the highest Leadership still on the table when making the test. Note vehicles count as one model.

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.