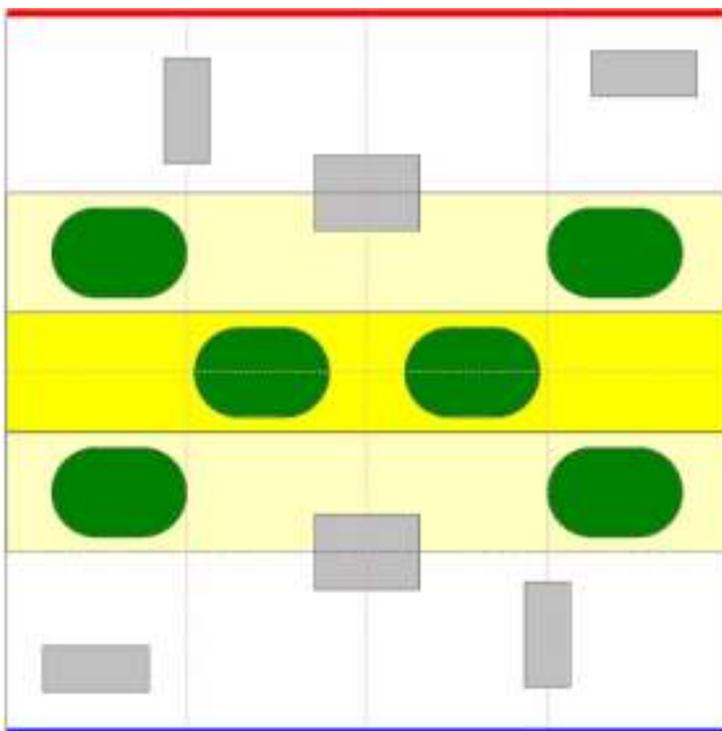


Frontline Control (Rural)

You have been tasked with pushing back the enemy as a part of a grand offensive. Clear the area of the enemy! Once you have dominated your sector, assist others along the line before advancing.



All buildings are Standard A6. Green areas are rural features such as hills, boulder fields, or forests.

Players: 2

Roster Type: Standard (1500 points is ideal)

Deployment: Fast Movers start in Reserve, all other units in Readiness. Forces enter on colored table edges.

Duration: 6 Turns

Victory Conditions: There are three 8" bands that divide the center 24" of the board, shown in yellow and pale yellow above. These 8" bands should be treated as Focal Points for determining which units may score them. At the end of turns 4, 5, and 6 player scores 1 Victory Point for every one of these bands they have a scoring unit within, using the center point of the model to determine which section they are in. The player that has the most points worth of scoring units in the band will score Victory Points based on the table below:

8" band closest your table edge: No Bonus VP

8" band in the middle: +1 Bonus VP

8" band closest your opponent's table edge: +2 Bonus VP

The winner is the player with the most VP at the end of the game.

SPECIAL RULE - 'HIGH GROUND': Infantry Bases in Buildings or other terrain features such as forests or boulder fields are worth double their points cost when determining control of an 8" band. However, if the feature is in more than one band (the large central backfield building near each DZ), the infantry inside this feature do not contribute any points (we advise that all features in the scenario are placed wholly inside or outside of these bands).



Original mission by: