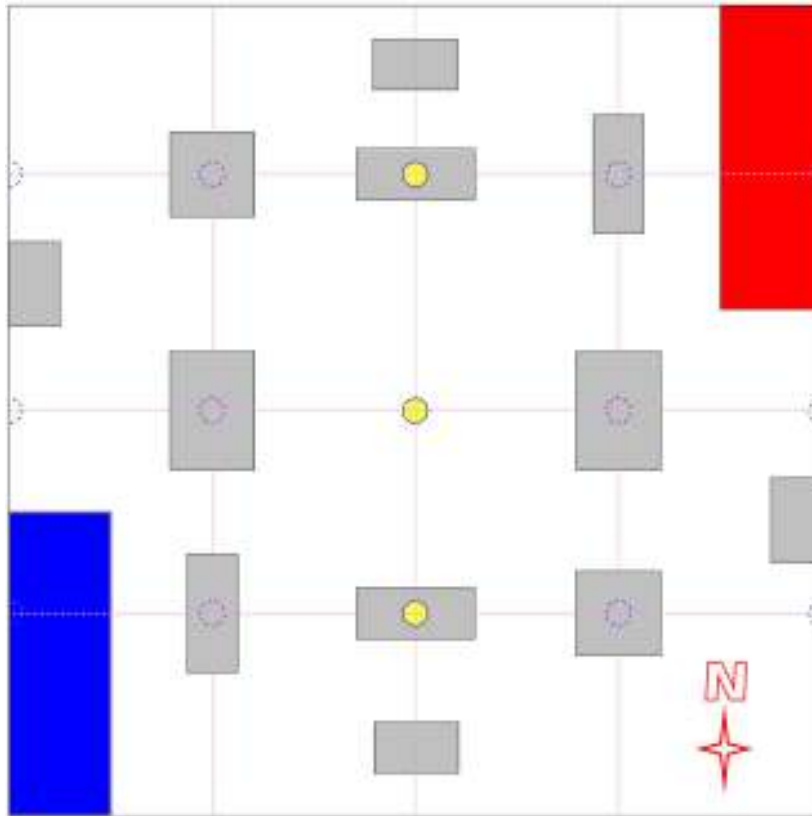


Battlefront

You are pushing the battlefront deep into enemy territory in an effort to take ground. The problem is, the enemy is trying to do the same thing!



3 Focal Points (yellow circles) placed along the North-South centre line 12" apart. Focal Points cannot be destroyed as they merely represent a point on the map rather than a physical object.

Dotted circles are potential locations for Focal Points on turns 4 (locations immediately to the left and right), and 6 (locations at the edge of the map).

All buildings are A6.

Players: 2

Roster Type: Standard (1500 points is ideal)

Deployment: 18"x6" Deployment Zone (see Blue and Red areas above). All "walk-on" squads may directly deploy in these colored Deployment Zones. Squads embarked in an aircraft must begin the game In Readiness. Fast Movers begin the game In Reserve.

Duration: 6 Turns

Victory Conditions: Focal Points are scored as usual except they are scored at the end of every **EVEN** turn (the end of Turns 2, 4, and 6).

Infantry in structures that are within 6" of a Focal Point score double their points. Units embarked in transports or units that are aerial units do not count toward Focal Point scoring unless their rules specifically state otherwise, as in the case of airborne commanders or Mercury drones.

Once each focal point has been tallied (during the Roundup Phase of each even turn) and a controlling player determined, the Focal Point moves 12" directly away, along the East-West axis, from the controlling player's board edge, i.e. towards the other player's board edge.

Focal Points never leave the table (at most, each FP could end up on a player's board edge).

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