

# POINT DEFENSE

===== JANUARY 2014 - ESCALATION MISSION #3 =====

The enemy positions are strategically vital for the continuation of the campaign and must be seized at all costs.

## SET UP

Both players roll a die and add the results together. If the combined total is 2 – 5, the allied player is the defender. If the combined total is 6 – 12, the axis player is the defender.

The defender picks a side and sets up at least half of his units in his deployment zone (this can be his entire force). These units can use the **hidden set-up** rules (see Hidden Set-up p117). Units that are not set up to start with are left in **reserve** (see Reserves p119).

As he sets up his force, the defender must nominate three separate objectives in his set up zone. All objectives must be at least 6" from the table edge and at least 18" from each other. These can be terrain features, buildings or tokens as long as both players can clearly identify them.

The attacker's units are not set up on the table at the start of the game. The attacker must nominate at least half of his force to form his first wave. This can be his entire army if he wishes. Any units not included in the first wave are left in reserve.

## OBJECTIVE

The attacker must try and capture the three objectives – the defender must try and stop him.

## PREPARATORY BOMBARDMENT

The attacker rolls a die: on a 3+ a preparatory bombardment strikes the enemy positions. (On a 1 or 2, there is no bombardment.) Roll a die for each unit in the enemy set-up zone and use the chart below to resolve the bombardment:

Special Preparatory Bombardment Chart	
D6 Roll	Effect
1, 2 or 3	<i>That's miles away.</i> No effect.
4, 5 or 6	<i>Incoming!</i> The unit takes 1 pin marker.

## FIRST TURN

The battle begins. During turn 1 the attacker must move his first wave onto the table. These units can enter the table from any point on their side's table edge, and must be given either a **run** or **advance** order. Note that no order test is required to move units onto the table as part of the first wave.

## GAME DURATION

Keep a count of how many turns have elapsed as the game is played. At the end of turn 6, roll a die. On a result of 1, 2 or 3 the game ends, on a roll of 4, 5 or 6 play one further turn.

## VICTORY

At the end of the game calculate which side has won as follows.

If the attacker holds two or three objectives the attacker wins. If the attacker holds one objective the game is a draw. If the attacker holds no objectives then the defender wins.

All objectives are held by the defender at the start of the game regardless of where his troops are positioned. If an objective changes hands during the game it remains under the control of that side until it is taken back.

To capture an objective there must be a model from one of your infantry or artillery units within 3" of the objective at the end of the turn, and there must be no enemy infantry or field artillery models within 3" of it.

