

# PRESSURE POINT

## OVERVIEW

Two forces are trying to take and hold a central position of vital strategic importance while defending their base of operations. Because of its strategic importance, the central objective is a fiercely contested position. Keeping the enemy at bay, long enough to secure a major portion of the battlefield is a must win situation.

## SCENARIO SPECIAL RULES

Pressure Point uses the *Infiltrators*, *Deep Strike* and *Reserves* special rules.

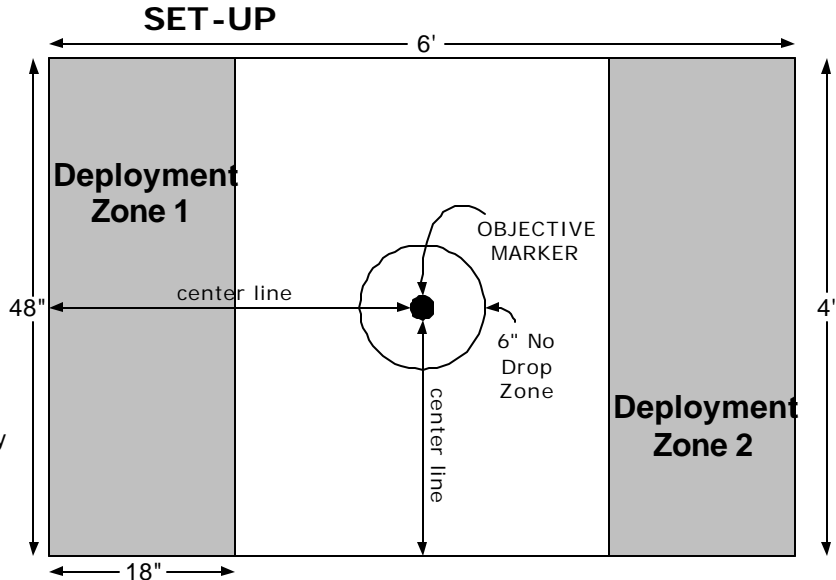
1. **Table Set-Up:** The table measures 4' X 6'. Set up the central objective marker in the exact center of the board. No terrain should be placed within 6" of the central objective marker. players may set up a maximum of four items of terrain each.

2. Players roll a D6; the higher scoring player gets to choose his deployment zone. The opponent sets up in the opposite zone.

3. Players roll a D6; the higher scoring player can choose to deploy first or second. Players deploy their forces in the following order: Heavy Support, Troops, Elite, HQ and Fast Attack. If either side has Infiltrators, they may be set up after all other units have been deployed. If both sides have Infiltrators, the higher scoring player can choose to deploy his Infiltrators last. Infiltrators must be set up at least 18" away from any enemy unit.

4. Players using Reserve units may bring them on from their board edge if they become available beginning in turn two. They will enter the battle from the player's board edge and may be placed up to 6" in from the edge of the board. Units that can Deep Strike use the normal Deep Strike rules with the exception that they cannot Deep Strike within 6" of the central objective marker.

5. Players roll a D6; the higher scoring player may choose to go first or second.



## MISSION OBJECTIVE

**Primary Objective:** Move your forces into position to capture and hold the central objective. To claim the objective, you must have a mobile vehicle or a model from one unit of infantry, bikes or cavalry over 50% of their starting strength in base contact with the objective at the end of the game. This unit or vehicle cannot be in base contact with any enemy unit or vehicle. The objective can only be claimed by one unit. Holding the central objective at the end of the game is worth 3 control points.

**Secondary Objective:** Overtake the enemy by advancing your forces to his position while defending your base. For every mobile vehicle or unit of infantry, bikes or cavalry over 50% of their starting strength in the enemy's deployment zone at the end of the game, you receive 1 control point. If any enemy mobile vehicle or unit of infantry, bikes or cavalry over 50% of their starting strength is in your deployment zone at the end of the game, you forfeit 1 control point (total not cumulative).

## RESERVES

Reserve forces arrive from the player's board edge or may be deployed using the Deep Strike rules.

## GAME LENGTH

The game lasts for six turns or when the 2.5 hour time limit expires.

## LINE OF RETREAT

Units that are forced to fall back will do so towards their starting board edge, using the normal fall back rules.