

STORM OR HOLD!

OVERVIEW

The trenches stretch away for miles in either direction, but it is in your area of the line that the war will be won or lost. Will you resolve to 'Hold the Line' or take fate in to your own blood-soaked hands and 'Storm the Trenches'?

SCENARIO SPECIAL RULES

Storm or Hold special rules depend on 3 possible scenarios:

- A. One Storm and One Hold: The player that selected to 'Storm' gets to use *Preliminary Bombardment*, *Deepstrike*, *Infiltrate*, and 1st Turn. Furthermore, *Dawn Assault* (Night Fight rules 1st turn) is in play.
- B. Both Players Storm: Both players receive *Preliminary Bombardment*, *Deepstrike*, *Infiltrate*. *Dawn Assault* is in play.
- C. Both Players Hold: Both players receive *Preliminary Bombardment*. *Dawn Assault* is in play.

SET-UP

1. Both players tick the box (on the slip of paper supplied) depending on whether they intend to 'Storm' or 'Hold'. Once both players have secretly chosen their noted objective players must reveal their intent: "Storm the trenches!" or "Hold the line!". Although screaming your intent at the top of your lungs isn't mandatory, it's certainly strongly encouraged... come on, it sounds cool, kinda.
2. Both players roll a D6, winner chooses which long table edge is their base edge, loser takes the opposite long table edge. The winner deploys the first unit, both players then alternate placing units. Units are placed in the sequence Heavy Support, Troops, Elites, HQ, Fast Attack.
3. Units may be deployed up to 12" from their table edge (hence, over 24" from any enemy deployment).
4. If there is only one player Storming, he may deploy his infiltrators. If both players are Storming, roll a D6 to decide who chooses to deploy a unit of Infiltrators first, then players take turns placing their infiltrators a unit at a time.
5. If both players chose Storm or both players chose Hold then roll a D6, the winner chooses who takes first turn. If there is only one player storming, he automatically goes first.
6. Work out the effects of Preliminary Bombardment.

SPECIAL RULES

Trenches

The "Trenches" will be set up on the table 12" from the base table edges (just outside 24" from the enemy trenches) and 12" from either short board edge. There will be 3 Trenches either side, all 10" long and 9" apart from each other. Trenches can be used by either player for cover, hell, it's recommended! Trenches convey a 4+ Cover Save to any model in them. Trenches count as level 1 terrain. Trenches cannot be destroyed. When assaulting a model in a trench, the model counts as being in cover. When moving into, out of or over a trench, it counts as difficult terrain.

Controlling a Trench - To control a trench you must have at least one model from a Scoring Unit in the trench. If both players have a model from a Scoring Unit in the trench it is contested. If there are no models from a Scoring Unit in the trench then it is has no controlling player. Vehicles must be on the trench to control it. Vehicles moving onto, over or off a trench in the final turn must make a difficult terrain test and are immobilised on a 1 or 2, last minute dashes by vehicles over trenches is a dangerous manoeuvre.

MISSION OBJECTIVE

Victory is dependent on the scenarios listed above:

Scenario A: The trenches of the player that chose to 'Hold' are the 3 objectives. Whoever controls the majority of these 3 trenches wins.

Scenario B: The opposing armies trenches becomes the player's objectives. The player that controls the most enemy trenches wins.

Scenario C: The players own trenches become his objectives. The player that controls the most of his own trenches wins.

GAME LENGTH
Six turns.

TOTAL CIVTORY
You win the game and your opponent does not control any trenches defined as his objectives (Dependent on Scenario A/B/C).

LINE OF RETREAT
Troops forced to retreat will do so towards the nearest board edge of their deployment zone, using the normal fall back rules.