

# Tournament Scenario

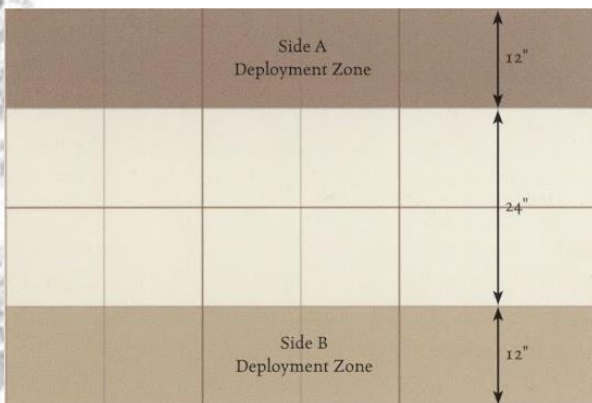
## Sabotage

### Set-up

This game uses 6 objective markers.

Both players roll a die. The highest scorer decides which side of the table to deploy their forces, both players alternately sets up at least half of their units in their set-up area. Their set-up area is up to 12" from their table edge. Units that are not set-up at the start will form the first wave unless put into reserve.

Both players place 3 separate objectives in there half of the table. All objectives must be at least 6" from any table edge. In addition, all the objectives must be at least 20" away from each other. The objective markers must be 25mm-40mm in diameter and clearly identified. Objective markers must be placed on ground level and cannot be placed in a building or on top of impassable terrain.



### Objective

Both players are trying to sabotage vital supplies behind the enemy's lines whilst trying to stop the opposing side from taking out their own supplies.

### First turn

The battle begins. During turn 1, both players can start to move their first wave onto the table. These units can enter from any point on their 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 a 1, 2 or 3 the game ends, on a roll of a 4, 5 or 6 play one further turn.

### Sabotage

To Sabotage an objective there must be a model from one of your infantry or artillery units within 3" of the enemy objective at the end of the turn, and there must be no enemy infantry or artillery units with 3" of it. If these conditions are met, then you have successfully sabotaged the supplies remove the objective marker from the table.

### Victory

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

**Major victory** – Player Sabotages 3 objectives.

**Minor victory** – Player Sabotages 2 objectives.

**Draw** – Both or one player Sabotages 1 or 0 objectives.

**Minor Loss** – Opponent Sabotages 2 objectives.

**Major loss** – Opponent Sabotages 3 objectives.