

## **SCENARIO 9: HEARTBREAK RIDGE**

### **Set-Up:**

This mission uses 3, 40mm objectives.

One objective is placed in the center of the table. Then, using this center point, the board is divided into 4 equal sized quarters.

Both players roll a dice. The highest scorer decides whether to be the attacker or the defender. The defender picks a quarter of the table and places one of the remaining two objectives in this quarter. The objective cannot be within 15 inches of the center of the board and cannot be within 6 inches of any board edge. The attacker then places the last objective in the diagonally opposite table quarter. This objective also cannot be within 15 inches of the center of the board and cannot be within 6 inches of any board edge.

The defender must then deploy one infantry unit and infantry or artillery unit in his table quarter. These units cannot be deployed within 12 inches of the middle of the board. He must then nominate up to half of his remaining forces to come on the

board in his first wave. All other units are left in **Reserve** (See Reserves on page 119 of the rulebook). The attacker must then follow the same steps in his table quarter.

### **Objective:**

The aim is to hold the most objectives at the end of the game. To claim an objective there must be a model from one of your infantry or artillery units within 3 inches of the objective and there must be no enemy infantry or artillery models within 3 inches of the objective.

The objective in your own table quarter is worth zero objective points. The objective in the center of the board is worth one objective point. The objective in your opponent's table quarter is worth two objective points.

### **First Turn:**

The battle begins. During turn 1 both players must bring their 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 an advance order. Note that no order test is required to move units onto the table as part of this 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 dice. On a result of 1, 2, or 3 the game ends. On a roll 4, 5, or 6 play one further turn.

### **Victory!**

The side with the most controlled objective points at the end of the game is the winner. If no side controls any objective points the game is a draw.