



TABLETOPBATTLE



**The UK Gathering
February 2016**

EVENT PACK

Table Top Battle – Patrons UK Event

To be held: Holy Name Parish Church Centre. Birmingham UK, B43 6LN.

Timetable for event:

- **Doors open 9.00 a.m. (include set up for tables for those supplying game boards)**
- **First round 9.30 a.m.**
- **Lunch 12.00 p.m.**
- **Second round 12.30 p.m.**
- **Break period 30 minutes**
- **Third round 3.30 p.m.**
- **Table clear down 6.00 p.m.**
- **Awards and after event social 6.30 p.m.**

Event rules:

- Event will be played under Warlord Games Bolt action Rules in conjunction with the Latest errata PDF(available here: <http://www.warlordgames.com/downloads/pdf/ba-errata.pdf>)
- If there is a disagreement within the rules players are urged to resolve between themselves. Please use the common sense rule of thumb if it seems idiotic in the real world then it probably is and remember it's a game! A referee ruling can be asked for at any time.
- Game will be a total of 2.5 hours, this includes for any set up and discussion between players about each other's list etc.
- Games will be played to standard 6 turn (*with turn 7 available*) or to the end of the current turn should time limit be reached.
- Game tables will be supplied by a number of the players. The boards will have objective highlighted for Minor/Major Win/loss, and Draw. All terrain and board rulings will also be highlighted. A further event pack will be made available closer to the event for all tables.

- Prior to the event for all rounds:

Opponents will be randomly selected.

Attacker and Defender roles will be randomly selected.

Tables will be randomly selected.

In the case of players been drawn again each other or returning to the same table a second time a redraw will be made.

(This gives no player an advantage even those who have supplied the tables and missions)

- Main rule 'Don't be a cock!' this is a fun hobby please everyone play in the spirit of the group.
- Any further rule changes or highlights will be posted in good time before the event.

List selection:

Players must use a list to the following criteria:

- One reinforced platoon
- 1250 point maximum
- 12 order dice maximum
- 25% of points total must be 'Regular'
- Models tabled must use 'WYSIWYG' guideline. (*You want to use a jagdtiger you don't show up with a*

Tiger/milk carton/tupeware box etc.)

- Copies of the list must be available on the event day for your opponent to look over and ask any questions.

- These forces must be selected using one of the following army lists:

The army list section of the Armies of Germany supplement book.

The army list section of the Armies of United States supplement book.

The army list section of the Armies of Great Britain supplement book.

The army list section of the Armies of the Soviet Union supplement book.

The army list section of the Armies of Imperial Japan supplement book.

The army list section of the Armies of France and the Allies supplement book.

The army list section of the Armies of Italy and the Axis supplement book.

The army lists or additional units within any of the theatre campaign books.

Any named characters are not available for this event.

- Vehicle mounted flamethrower must be open topped and /or soft skinned, and only one per army
- For any other rule decisions that cannot be agreed between players please discuss with TO for final decision.

End of event standing and awards:

Each board will have a number of objectives defined.

These objectives will award Major/Minor Victories, A Draw, and Major/Minor Losses.

Point below will awarded for each round:

Major Victory 4 Tournament Points

Minor Victory 3 Tournament Points

Draw 2 Tournament Points

Minor Loss 1 Tournament Points

Major Loss 0 Tournament Points

A score sheet for each player must be filled in, signed by your opponent, and returned to event organiser at the end of round three.

In addition, players must also record the below:

- How many Order dice of enemy units they destroy during their games and how many they lose. These destroyed enemies order dice are always added together in a running total and are used as a tiebreaker to pair players that are on the same level of Tournament points.
(Ex: you win the game Major win you are rewarded 4 VP, you have also destroyed 6 enemy units for a total of 6 order dice. The 4 VP for winning + the 6 order dice VP =10 VP for the game. If you lose the game you get 0, but you still add up the number of units you killed, that will be your VP for that game)
- No. of FUBARs, these will used as another tie breaker should the above not yield definitive outcome.

Awards at the end of the tournament will be as follows:

'The Winston' – Highest total Tournament points

'The Monty' – Highest ranked allied commander (apart from the above)

'The Erwin' – Highest ranked axis commander (apart from the above)

'The Patton' – Highest number of enemy units destroyed (apart from the above)

'The Joseph' – Highest number of own units lost (apart from the above)

'The Maurice' – Highest number of FUBARs during the event (apart from the above)

The Tables:

The 900 days by Kieran Byrne



With the incessant barrage of guns on either side of the front line the city has been brought to its knees and all that remains is the crumbling smouldering ruins of the once proud and beautiful city...

Deployment:

Both players roll a die. The highest scorer decides whether to be the attacker or the defender. Both commanders designate at least half of their units to be deployed within the relevant deployment zones at the start of the game (pull an order dice from the bag to identify which side deploys a unit first then the deployment of the remaining units is done in turn till all nominated units are placed on the table. All other units are then placed in reserve or can be given orders to outflank.

Special Rules:

Please see terrain guidelines below

Objectives:

To city has been ravaged and the only way to get supplies in and out is by airdrops over the city. A number of these have taken place and now it is a race to secure the much needed supplies. Drops are secured by having an infantry or artillery units within 3" of the marker with no enemy units within 3" the drops can be captured and re-captured throughout the game. Coloured marker will be used to identify who has control of the drop objective.

Duration:

Keep a count of how many turns have elapsed as the game is played. At the end of turn 6 consult victory conditions below.

Victory Conditions:

Attacker Major Victory: Be in control of two or more drop objectives than the opponent

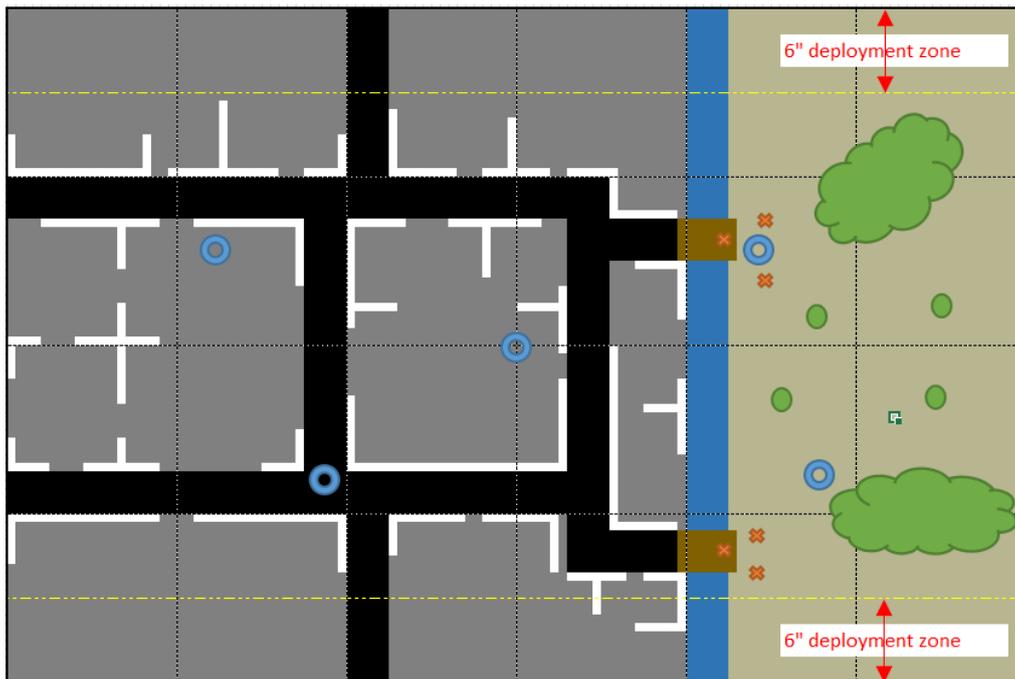
Attacker Minor Victory: Be in control of one more objective than the opponent

Defender Minor Victory: Be in control of one less objective than the opponent

Defender Major Victory: Be in control of two or more less objectives than the opponent

Draw: Both opponents control the same amount of drop objectives

The Table:



-  **Ruined city** – counts as rough ground
-  **City Park** – counts as open ground
-  **Roads** – standard rules
-  **Thick Wood** – Provide light cover within 1" of edge. Units inside wood greater than 1" cannot be shot at and nor can they shoot out.
-  **Single tree** – No cover bonus blocks line of site only
-  **Ruin Building** – provides hard cover (not classed as buildings therefore no '6s to kill' bonus)
-  **Canal and bridge** – Canal cannot be crossed without use of bridge even for amphibious vehicles due to high sides of canal walls but amphibious vehicle may be deployed in the canal and move up and down it
-  **Czech Hedgehogs** – Impassable by vehicles.
-  **Drop Objectives**

The Visit of Hauptmann Horn Deep Cut Studio sponsored table by Kieran Byrne



'10 May 1941 At 2305 hrs. A ME 109 crash lands near Eaglesham, Scotland. Pilot clammers out and when challenged by David McLean, Head Ploughman of a local farm, as to whether he is German, the man replies in good English; "Yes, I am Hauptmann Alfred Horn. I have an important message for the Duke of Hamilton". Horn is taken to McLean's cottage where McLean's wife makes a pot of tea, but the German requests only a glass of water. Horn has hurt his back and help is summoned. Local Home Guard soldiers arrive and Horn is taken to their headquarters at the Drill Hall, Busby, East Renfrewshire, near Glasgow. Upon questioning by a visiting Royal Observer Corps officer, Major Graham Donald, Horn repeats his request to see the Duke. Donald recognises "Hauptmann Horn" to be none other than Rudolph Hess.'

Set-up:

Both players roll a die. The highest scorer picks a table side.

No units are set up on the table at the start of the game. Both sides must nominate at least of their force to form their first wave. This can be the entire first wave if desired. Any units not included in the first wave are left in **reserve**

Terrain rules:

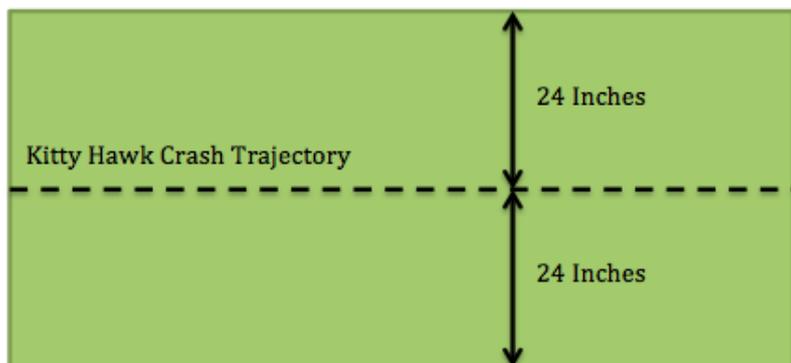
Woods. Within 1" of template edge can shoot out and be shot at. Provides soft cover.

Ploughed fields. Count as rough terrain

Hedges. Count as obstacle for movement provide soft cover when in base contact.

Objective:

The Hauptmann plane crashes at the beginning of turn 3 before any dice are pulled. Nominate one side of the board (the left side of the board or the right). On the roll of a 1, 2, or 3 the plane comes in on the nominated side. On the roll of 4, 5, or 6 it comes in on the opposite side. Roll ten, six sided dice and add up the results. Measure that distance, in inches, from the determined side of the board. Place the plane model at his point.



Any unit under where the plane lands counts as getting hit by a light howitzer (having a plane crash land on you hurts!). Any unit not under the plane but within 12 inches of the landing point must roll on the chart below as they attempt to dodge any flying wreckage.

1-2: The unit or vehicle sustains 1 pin

3-4: The unit or vehicle sustains 2 pins

5-6: The unit or vehicle sustains 3 pins

(Units may go down to affect a -1 pin)

Objectives of the game are two fold to secure the landing site as plane could be stashed with intelligence and retrieve the pilot. The pilot is retrieved from the plane wreckage by having an infantry model in base contact with the plane at the end of the turn with no enemy model with same base contact.

First Turn:

The battle begins. During turn 1 both players must bring their first wave onto the table. These units can enter the table 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 consult victory conditions below.

Victory:

Major win: If Player has a) secured crash site (The player has more infantry or artillery units within 3 inches of the plane) and b) retrieved pilot to within 12" of his board edge

Minor win: If Player has a) secured crash site (The player who has more infantry or artillery units within 3 inches of the plane) but not retrieved pilot to within 12" of their table edge

Minor loss: If Player has a) not secured crash site (The player has less infantry or artillery units within 3 inches of the plane)

Major win: If Player has a) not secured crash site (The player has less infantry or artillery units within 3 inches of the plane) and b) retrieved pilot is within 12" of opponents board edge

Draw: If none of the above objectives have been meet.



Holland, 1944. The battle for the country is aided by the natural flood plains of the country side slowing the movement of armies to a crawl in places where the sodden fields have been flooded. The battle is for control the central windmill pumping station to enable or prevent the low lying polders to be flooded

The Polders



Deployment:

Both players roll a die. The highest scorer decides whether to be the attacker or the defender and choose side of board to come on from.

Each player defines 50% of the force to be brought onto table as part of first wave the rest of the force will be placed in reserve.

Special Rules:

No outflank.

Artillery pieces without tows can be brought on in first wave onto the polders but then due to ground conditions become immobile for rest of game.

Please see terrain rules below.

Victory Conditions:

At the end of turn 6 (or the turn being played dependant on time)

Attacker Major Victory: Have destroyed 501+ point of enemy army and have one unit within 3" of the windmill with no enemy unit within 6"

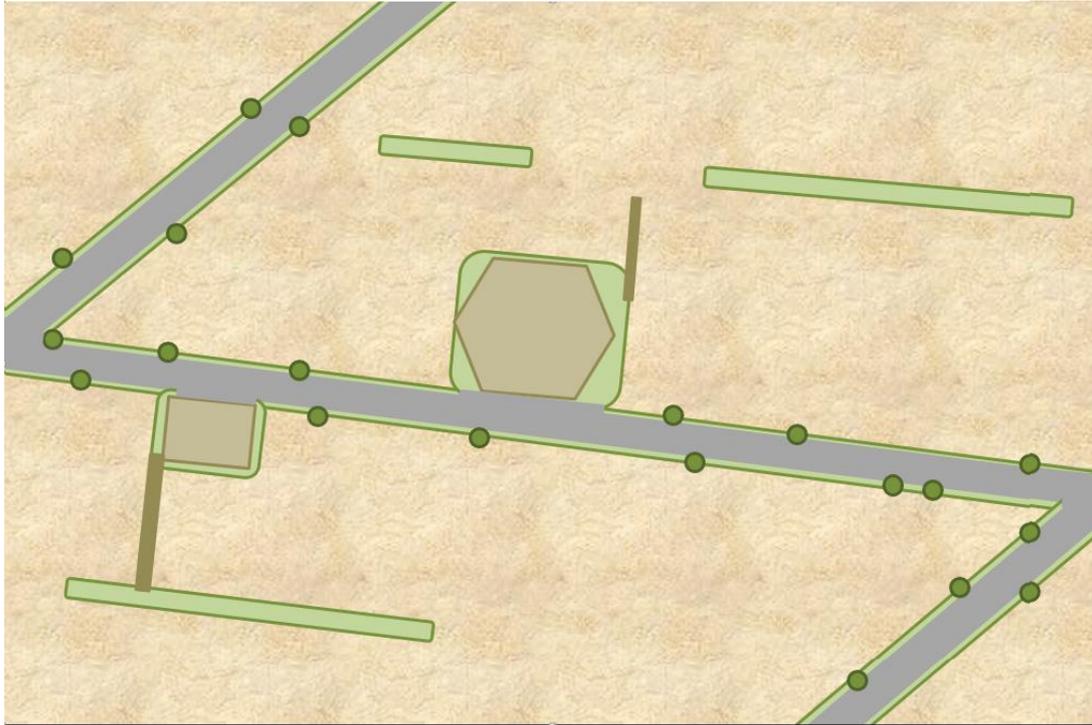
Attacker Minor Victory: Either having destroyed 501+ point of enemy army or have one unit within 3" of the windmill with no enemy unit within 6"

Defender Minor Victory: Either having 501+ point of army destroyed or not have one unit within 3" of the windmill with no enemy unit within 6"

Defender Major Victory: Having 501+ point of army destroyed and not have one unit within 6" of the windmill

Draw: Having destroyed 0-500 points of enemy army and not having unit within 6" of the windmill.

The Table:



Deployment Zones:

Each deployment zone is 12" in depth from player table edge

Terrain:



Polders: Counts as rough terrain for means of movement.
Is growing area so if full of wheat and other crops, gives soft cover to infantry and artillery units from ground floor of buildings level.



Dyke: Counts as obstacles for terms of movement.
Gives hard cover for units in base contact.
Can be used as walkways and can have suitable sized fixed units deployed on them. (MMGs/Mortars)



Footbridge: Allows free movement over rough ground polders



Road: Standard movement rules



Tree: Blocks line of sight, does not provide cover bonus



Building: Provides hard cover, 6's required to kill men within building, 2 men can fire from each window facing unit being fired on.

Hold the line by Thomas Wood

Casualties have been high recently and as such the troops occupying the front line are spread thinly. This state of affairs has not gone unnoticed by the enemy. A strong force has been assembled to assault the weak sector and if possible breakthrough. The only chance for the defenders is a small mobile reserve held ready to plug any gaps made in the line. Even so casualties must be kept as minimal as possible, whilst maximising enemy casualties.



Deployment:

Both players roll a die. The highest scorer decides whether to be the attacker or the defender. The defender sets up at least 1 infantry squad and up to 2 further infantry squads or support units (including artillery and AT guns but not vehicles) in the trench. The remainder of his force should be split evenly between the first wave and reserve, Note: All vehicles must be assigned to the reserve. 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 the first wave. However all vehicles must be assigned to the reserve as engine noises forming too close to the front lines could alert the defenders too early.

Special Rules:

Preparatory Bombardment.
Outflanking Manoeuvre, maximum 36".
Please see terrain rules below.

Victory Conditions:

Attacker Major Victory: At the end of the game the attacker has 2 units inside the trench (with no enemy unit inside) and has one unit that has moved off the defender's table edge.

Attacker Minor Victory: At the end of the game the attacker has 2 units inside the trench (with no enemy unit inside).

Defender Minor Victory: At the end of the game the defender has 2 units inside the trench (with no enemy unit inside).

Defender Major Victory: At the end of the game the defender has 2 units inside the trench (with no enemy unit inside), and has destroyed 2 more enemy units than it has lost.

Draw: If none of the above is met.

The Table:



Terrain:

Wheat Fields: Counts as rough terrain for means of movement. Gives soft cover to infantry and artillery units from ground floor of buildings level.

Road: Standard movement rules

Wood: Counts as rough terrain for means of movement. Gives soft cover to units within 1" of the edge of the wood (edge starts at the roadside bordering the wood).

Individual trees: The Individual trees lining the road block line of sight, but does not provide cover bonus.

Hedges: Counts as obstacles for terms of movement. Gives soft cover for units in base contact.

Ruined Building: Provides hard cover, 6's required to kill men within building, 2 men can fire from each window facing unit being fired on.

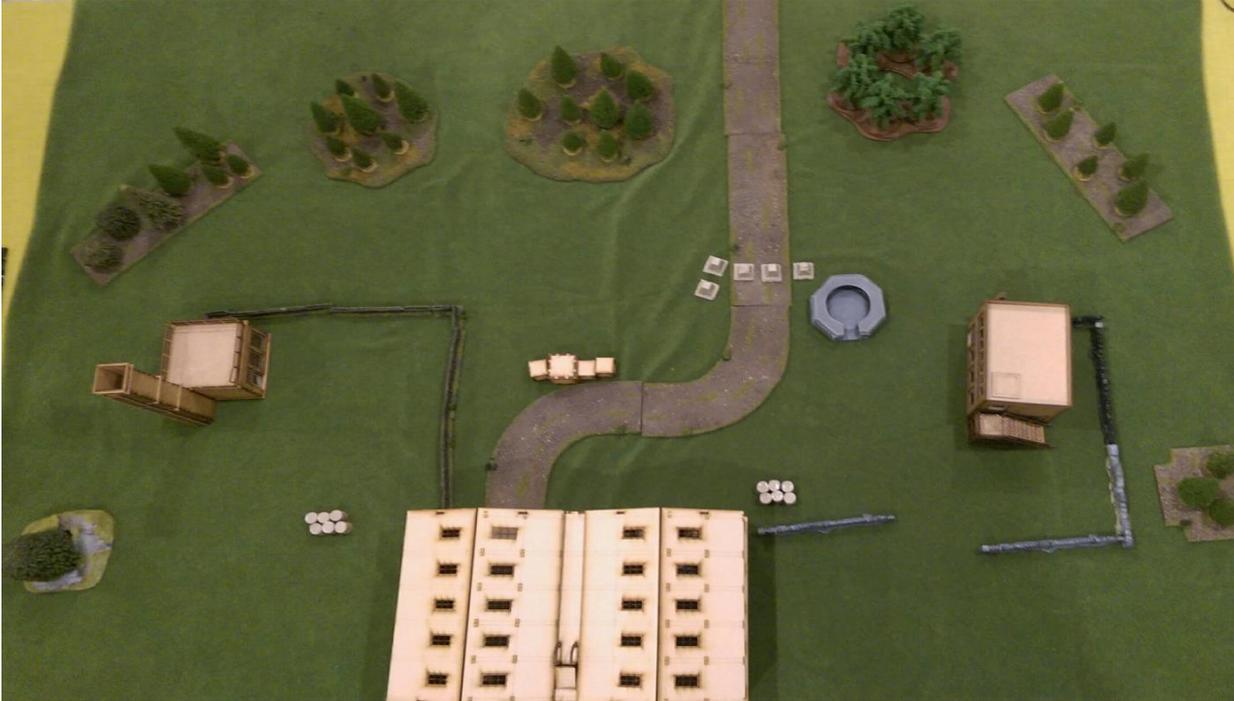
Trench: Provides hard cover to all units inside it, however it does not give any cover to anyone standing outside it, (ie: a unit standing behind the trench gains no cover at all).

Infantry units may enter a trench without penalty, but to leave the trench a unit must advance (this represents the effort of climbing over the parapet).

No vehicles may enter the trench but fully tracked vehicles may pass over at no penalty.

The Hidden Factory by Matt Rattenbury

A Factory located deep in an area of Forest has been discovered by scout planes flying over. A Ground attack force has been mobilised to advance through the difficult forest ground and assault the reasonably well guarded complex and capture as much as possible before the defenders can mobilise their reinforcements.



Deployment:

Both Players roll a die and the highest scoring can choose to be the attacker or defender. The attacker can choose up to two units to outflank, everything deploys up to 6 inches onto the forest board edge.

The defender deploys four units anywhere within the factory complex (as far in as the mortar pit and between the outer edges of the two small buildings as shown on the map) the rest of the defending units start in reserve and cannot outflank.

Special Rules:

Limited outflanking (see deployment rules)

Victory Conditions:

Attacker Major Victory: Captures two buildings, must have an infantry unit or team (no vehicles) in or within 3" of the building with no enemy within 3". And destroys more than 501pts of the defenders.

Attacker Minor Victory: Captures two buildings, must have an infantry unit or team (no vehicles) in or within 3" of the building with no enemy within 3". And destroys less than 501pts of the defenders.

Defender Major Victory: Defends two buildings, must have an infantry unit or team (no vehicles) in or within 3" of the building with no enemy within 3". And destroys more than 501pts of the attackers.

Defender Minor Victory: Defends two buildings, must have an infantry unit or team (no vehicles) in or within 3" of the building with no enemy within 3". And destroys less than 501pts of the attackers.

Draw: Any other result

The Terrain:

Woods areas are played as seen in the tabletopbattle videos, block line of sight if trying to fire through them but if within the area terrain can see and be seen, provides light cover and is difficult ground.

The Large warehouse counts the inside as open ground, and no run order is needed to enter if using the main double doors. Entering through the windows is still a run order as per normal building rules and infantry units can enter the table through the back wall of the warehouse.

Two Buildings: Normal Building rules

Road: Standard movement rules apply

Mortar Nest: Heavy cover

Village Assault October Wargames sponsored table by Adam Searle

The Defender is part of a convoy moving through a village carrying important documents or cargo back to the nearest forward HQ. The Attacker has learnt of this and is out to recover/reclaim the documents/cargo.

Set up and Deployment:

- Attacker has hidden and sets up first.
- First wave for Defender only.
- Preparatory bombardment is not used.
- Defender may outflank but NOT with the objective.
- Attackers may setup within 12" of their board edge. Snipers & units that can forward deploy as normal.
- Deployment follows the Envelopment rules as described on pages 108/109 in the main rulebook.
- Attackers in Village Assault are set up just like the defenders are in Envelopment.
- If a unit is wiped out when carrying an objective then a friendly unit may pick it up.
- Vehicles, armoured cars, artillery, field guns, AA guns etc. are held in reserve for both sides are held in reserve.

Objective:

Defender nominates the unit to carry the objective and marks it down on a piece of paper. Location of the objective will remain hidden until the unit carrying the objective is destroyed or exchanges it to another unit.

Objective must arrive on the board via infantry and/or transport during first wave.

Objective can be passed from 1 friendly unit to another using an order to do it. E.g. if a regular infantry unit has the objective then they may pass it to another unit which could be a veteran unit but the veteran unit will need to use an order die to pick it up. This is to stop the daisy chain effect. You can either advance/run as normal with the objective and you may advance/run to the objective but you are not allowed to advance/run to the objective, pick it up and use the rest of your move to move elsewhere

Mission victory conditions:

Draw- no one has ownership of the objective.

Major Victor (Attacker) – claim the objective by the end of the game.

Minor Victory (Attacker) – wipe out 50% or more of the Defenders force. (Based on order die)

Minor Victory (Defender) – wipe out 50% or more of the Attackers force. (Based on order die)

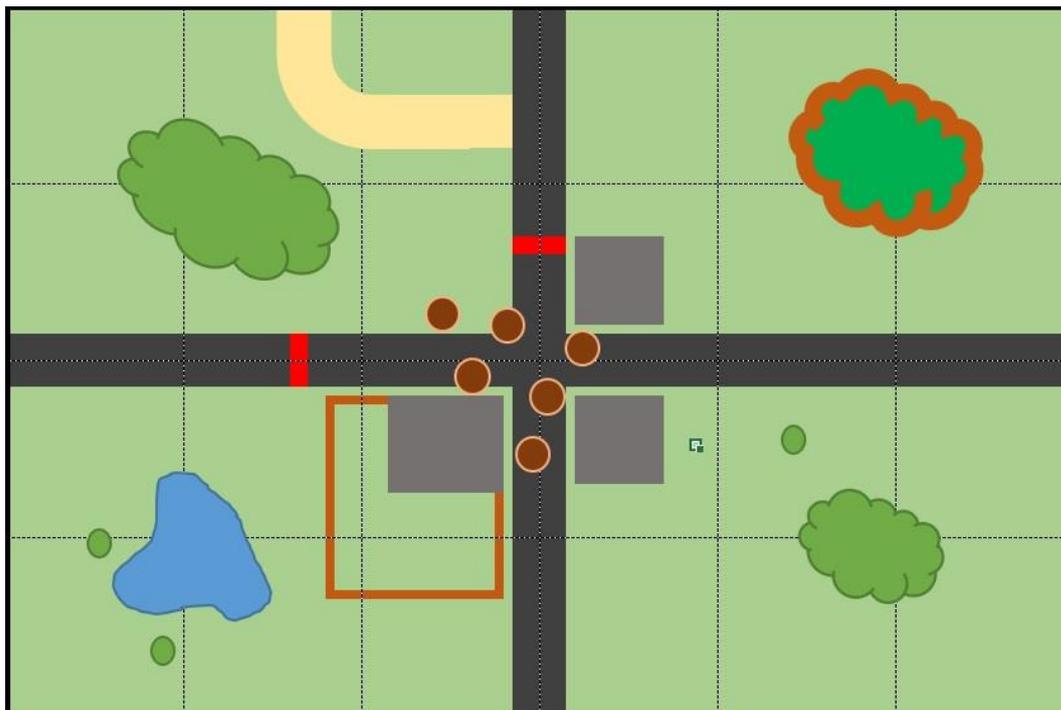
Major Victory (Defender) – get the objective off the Attackers board edge.

Terrain is as describes in the main rulebook on pages 27, 28 and 212.

Buildings are buildings if they are "intact" if they have a sizeable chunk missing such as a corner then they are classed as ruins.

The Crossroads Small Terrain sponsored table by Andy Bryant

The Table



Terrain:

Fields: Open ground, some fences that may block LOS

Woods/Copse/Wooded Hill: Counts as rough terrain for means of movement. Gives soft cover to units within 1" of the edge of the wood

Pond: Impassable without amphibious vehicle

Hills: Provide hard cover and may block LOS

Road: Standard rules

Buildings: Standard rules

Ruins: Hard cover only

Tree: Blocks LOS

Craters: Counts as obstacle, Soft cover if in base contact on outside edge, hard cover if model within crater

Tank Traps: Counts as obstacle for infantry, Impassable by vehicles. Provide hard cover to models in base contact

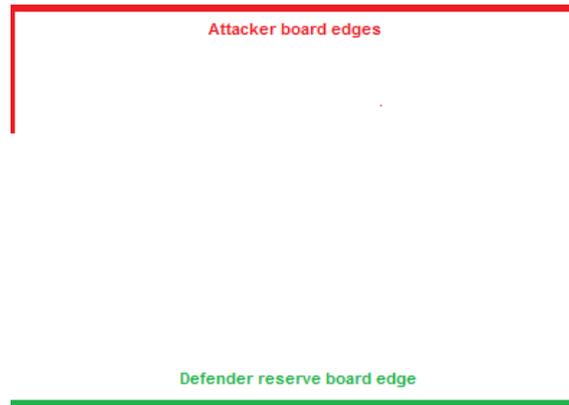
Deployment:

Both players roll a die. The highest scorer decides whether to be the attacker or the defender.

Defender must protect the crossroad in the middle of the table. Attacker must seize control of it.

Defender deploys half his army within 12" of the crossroad, remainder place in reserve to come on from board edge detailed below from the beginning of turn 2.

Attacker 100% of army coming on from table edges as detailed below as first wave.

**Special rules:**

Attacker force are on edge knowing that reserves are on the way to support units in the village. 1 non-removable pin is applied to all attackers force for turns 1 and 2 and 2 non-removable pins for turns 3 and 4 until defender starts to bring on his reserves then these pins will be removed as attackers forces know where the reserves are coming from.

Objectives:

Within the defenders units to be deployed within the village that surrounds the crossroads is someone of high significance. Maybe the son of one of a general? And in the true spirit of one man being more important the rest of the force has been ordered to go get him. The crossroads as well is of vital significance to the army and the forces in the village have spent a lot of their time setting defences and blowing holes in the road.

The defender at the start of the game should nominate a unit within those deployed at the crossroads and write it down on a piece of paper do not show it to the opponent.

Victory Conditions:

Attacker Major Victory: Have units within 2 of the 3 buildings at the crossroads and have killed the nominated defenders unit.

Attacker Minor Victory: have units in of 2 out of 3 buildings

Defender Minor Victory: attacker has units in no more than 1 building

Defender Major Victory: attacker has units in no more than 1 building and nominated unit has survived

Draw: If none of the above is met.

The Bank by Thomas Wood

A cache of military gold is being stored in a small provincial bank, until enough trucks can be organised to move the gold away from the rapidly closing front line. The defender must defend the gold to the last man. The attackers must take and secure the bank, who knows they may have been given actual orders.....



The Bank

Deployment:

Both players roll a die. The highest scorer decides whether to be the attacker or the defender. The defender may set up in the zone that includes the bank. See images below: The Attacker may deploy in the other deployment zone.

Special Rules:

The Bank can only be entered by the doors (the windows are barred).
The bank may not be entered by the defenders unless already occupied by the attacker.

Victory Conditions:

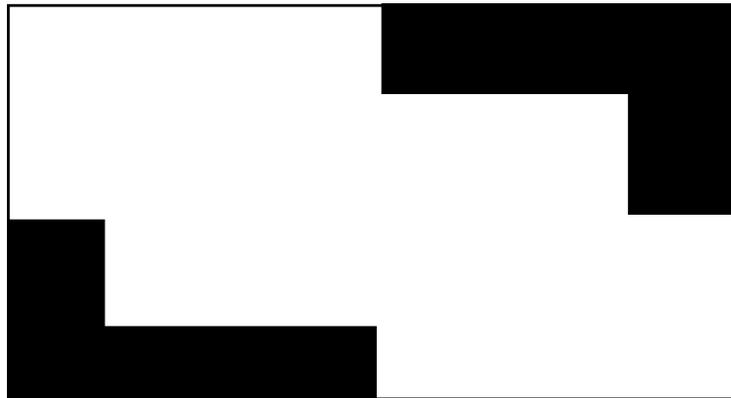
- Attacker Major Victory:** At the end of the game if the attacker has a unit inside the bank with no enemy unit inside it is a major victory. “
- Attacker Minor Victory:** At the end of the game if the attacker has a unit within 6” of the bank it is a minor victory.
- Defender Minor Victory:** No attacking unit is within 12” of the bank.
- Defender Major Victory:** No attacking unit within 24” of the bank
- Draw:** If none of the above is met.

The Table:



Deployment Zones:

Each deployment zone is 12" in depth and stretches 24" by 36" as per the diagram.



Terrain:

Wood: Counts as rough terrain for means of movement. Gives soft cover to units within 1" of the edge of the wood (edge starts at the roadside bordering the wood).

Hedges: Counts as obstacles for terms of movement. Gives soft cover for units in base contact.

Walls. Obstacle for movement, provide hard cover in base contact

Building. Standard building rules.

Ruined Building: Provides hard cover, 6's required to kill men within building, 2 men can fire from each window facing unit being fired on.

Orchard. Non-passable obstacle for wheeled vehicles. Provides soft cover.

Roads. Standard road rules.

Wheat Fields: Counts as rough terrain for means of movement. Gives soft cover to infantry and artillery units from ground floor of buildings level.

Karelia, Eastern Front by Jarkko Kuusisto

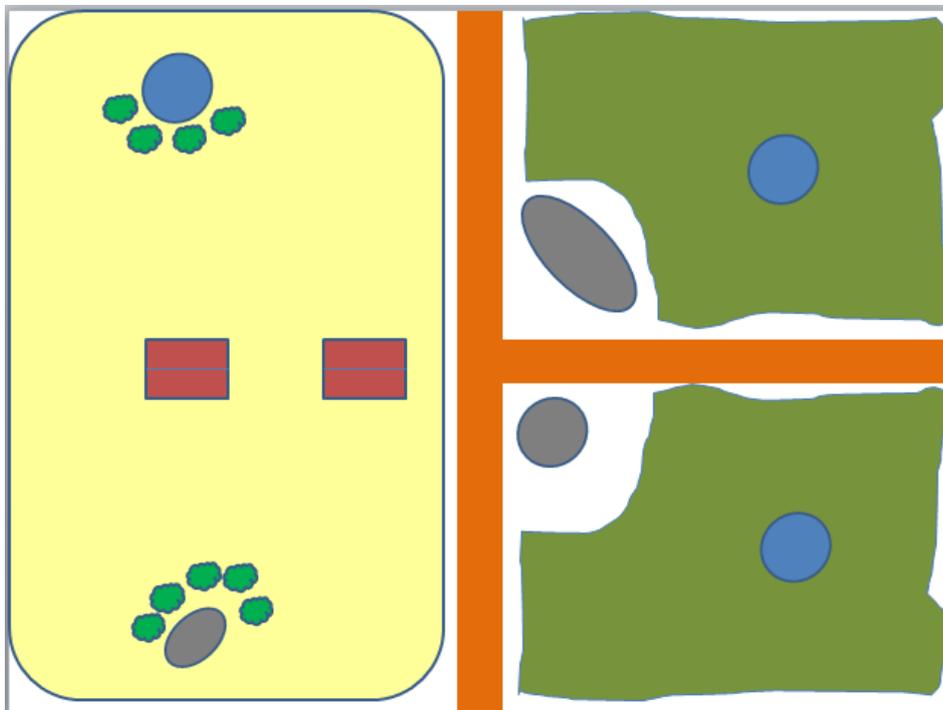
Karelia is filled by forests, some dense and some not so dense. Not even tanks find it easy to negotiate a way forward in forests.

There is also the lone farm here and there, with fields around it. And rocky hills as well as lone boulders in odd places. The boulders are a relic of the last ice age. When ice melted it tore hills to pieces and moved stones around, sometimes quite long distances. And what would Karelia be without small ponds, lakes and swamps. They are everywhere.



In such terrain roads are vital for any kind of motorized army. Therefore control of roads is important, and many battles were fought for holding on to crossroads in strategic places.

The Table:



Terrain:

Fields: Open ground, some fences that may block LOS

Forest: (Special ruling for this table based on Finish theme) Counts as rough ground, does not block line of sight but affords soft cover

Pond: Impassable without amphibious vehicle

Hills: Provide hard cover and may block LOS

Road: Standard rules

Buildings: Standard rules

Tree: Blocks LOS

Deployment:

Both players roll a die. The highest scorer decides whether to be the attacker or the defender.

Defender must protect the crossroad in the middle of the table. Attacker must seize control of it.

Defender places 1 infantry squad and 1 other infantry unit or, weapons team or gun within 6" of the crossroads. These units are hidden. Defender also nominates one of the long table edges as his edge.

Attacker can then deploy half of his infantry squads and teams (rounding down) outside 18 inches of the crossroad and defender units. This represents attacker's forward patrol. Other infantry units and teams come in first round from either of the remaining 2 table edges which have a road. All vehicles are in reserve and must come to the table moving along one or both of the remaining roads, i.e. on the road from the other long table edge and /or from the short edge. Vehicles may immediately move away from the road as they come to the table. All units coming to the table do so with run or advance order.

Defender's first support wave comes to table in turn one. First wave is half of remaining infantry squads and teams, rounding down. All remaining units come from reserve. Defender's units come to table anywhere from his nominated table edge, keeping in mind that wheeled vehicles cannot move in the forest area. All units coming to the table do so with run or advance order.

Victory conditions

Major victory/reverse for Major Loss: You have an infantry or artillery unit within 3" of the crossroad and there must be no enemy infantry or artillery within 3" of the crossroad and minor victory conditions also met.

Minor victory/ reverse Minor Loss: You have scored more kills (i.e. claimed order dice) than your enemy.

Draw: Nobody controls the crossroad and both sides have equal number of kills.



Special prize

Jarkko has supplied special prize for a player on his table. This will be presented during prize giving ceremony.

The Table



Terrain:

Palm tree woods: soft cover

Rocks: Provide hard cover and may block LOS

Road: Standard rules

Buildings: Standard rules

Dunes: Soft cover if in base contact. May block LOS

Sandbag emplacement/ walls: Provide hard cover

Bushes: soft cover

Wadi: Rough ground and hard cover if you are in it. Wheeled vehicle can drive down it but not across it and can only enter leave at the ends. Tracked vehicle can cross over it.

Deployment:

Both players roll a die. The highest scorer decides whether to be the attacker or the defender.

Attacker chooses table edge, Defender chooses whether to deploy army first or second.

Both side deploy up to 50% of forces excluding any armour 8 vehicles and above within 6" deployment zone on their side of the board. Rest of forces is left in reserve.

Special rules:

On the short table edge with the objective outflank is limited on this edge to infantry units only. Imagine the outcrop of rock that is on the table is the edge of a mountain that runs along that table edge.

The objective on top of the hill on the short table edge can only be claimed by infantry. Ground and elevation are just too much for any vehicles.

Objectives:

There are three objectives: the mosque on the one long table edge, the fuel dump on the other, and the sandbag emplacement on the hill on the far short table edge in above table photo.

Victory conditions:

At end of turn 6

Major victory: Be in control of all three objectives

Minor victory: Be in control of two objectives

Draw: Each side control same amount of objectives

Minor Loss: Be in control of two less objectives than opponent

Major Loss: Be in control of none of the objectives

To claim objective must have a unit within 3" of the objective with no enemy unit within 3" at the end of the turn.