



STUCK IN THE MIDDLE

6B

Taking and holding ground is often the goal of military action. But, there are times when taking ground risks losing what is already held.



THE ARMIES

Choose armies as described on page 118.

THE BATTLEFIELD

Next, determine your Deployment Map (see page 118) and then set-up terrain.

PLACE MARKERS - Objective Zones

After setting up terrain, both players will place four markers establishing a 12" square at the center of each deployment zone so that at least one side of this square is along the deployment zone and the remaining three sides are inside the deployment zone.

No impassable or lethal terrain may placed within these squares, move such terrain out of the objective zone. Fortifications are permitted in these zones.

DEPLOYMENT

Before deploying their forces, players should first roll for their Warlord Traits (see page 111) and then deploy as on page 121.

FIRST TURN

The player who deployed his army first goes first unless his opponent can Seize the Initiative (see page 122).

GAME LENGTH

This mission uses Variable Game Length (see page 122).

VICTORY CONDITIONS

At the end of the game, the player who has scored the most Victory Points wins the game. If players have the same number of Victory Points, the game is a draw.

PRIMARY OBJECTIVE - Objective Zones

At the end of game, the player with more Scoring Units in the Primary Objective (both objective squares count as a single primary objective) controls the Primary Objective and is awarded 3 Victory Points. For each Denial Unit of her/his opponent in the objective square of the controlling player's Deployment Zone, subtract 1 Victory Point against the Primary Objective points awarded to a minimum of 1 Victory Point to the controlling player.

If both players have an equal number of Scoring Units in the Primary Objective, no player is awarded any Victory Points for this objective.

SECONDARY OBJECTIVES

Slay the Warlord, First Blood, Linebreaker.

MISSION SPECIAL RULES

Night Fighting, Mysterious Objectives*, Reserves.

*As both zones are a single Primary Objective, a single Identifying Objectives roll (see page 125) will affect both zones. If Sabotaged! is the result and the objective explodes (affecting both zones), center the large blast template at the center of each Primary Objective zone at the end of each player's turn.

