

# PWGC Bolt Action Escalation League

## Third Round – 1,000 Points

The first round will be played on Monday, 24<sup>th</sup> June. You need to bring your army, anything you need to play (Dice, tape measure etc.) & a copy of your list to show your opponent before play starts. A copy of this player pack would also be useful

I plan for the games to start immediately after the 20:00 meeting. That gives us time to set-up, show your opponent your list & sort out any queries but the earlier you can arrive the better

All games will be played on a 6'x4' table for this round & everyone will play the same scenario which is detailed below. This is a book mission with no changes. Each round will have a different Primary Mission.

The points for the Primary Missions will be allocated thus;

Win	5pts
Draw	2pts
Loss	1pt
Secondary Mission	1-4pts

## Secondary Missions

Listed below are eight secondary missions. In each round you must choose one mission from the list & if you achieve it you will gain the point bonus. Write down the mission you have selected before the game starts & keep this secret from your opponent. You can only play a mission once so choose carefully. It is worth tournament points so don't forget to play for it.

1. **The Eagle Has Landed** - Objective: Kill the highest ranking enemy officer – 3pts
2. **Where Eagles Dare** - Objective: An enemy unit has been targeted for capture and interrogation. Choose an enemy unit (write it down). If you are able to destroy this unit in an assault (and only an assault, if it is destroyed in any other manner you do not gain the bonus) it has been captured – 4pts
3. **A Bridge Too Far** - Objective: Push into the enemies' territory. The closer you have a unit to the enemies' long board edge, the more points you score (count the closest unit only):

18-24"	1 Bonus Point
12-18"	2 Bonus Points
6-12"	3 Bonus Points
0-6"	4 Bonus Points

4. **Dunkirk** - Objective: Keep the enemy out of your territory. Prevent any enemy units from penetrating your half of the board. You score points the further away the closest enemy unit is to your board edge:

Less than 6"	0 Bonus Points
6" to 12"	1 Bonus Points
12" to 18"	2 Bonus Points
>18" but in your board half	3 Bonus Points
No enemy units in your half of the table	4 Bonus Points

5. **Band of Brothers** - Objective: Keep your forces intact, the war is nearly over after all. You must try to keep your force as intact as possible. At the end of the game count the points values of units you have remaining, regardless of condition and score victory points based on the total:

Total remaining:	0-250	1 Bonus Point
	251-500	2 Bonus Points
	501-750	3 Bonus Points
	751+	4 Bonus Points

6. **Enemy at the Gates** - Objective: You must destroy the enemy in order to outnumber them in the coming battles. At the end of the game count the points values of units you have destroyed and score victory points based on the total

Total destroyed:	0-250	1 Bonus Point
	251-500	2 Bonus Points
	501-750	3 Bonus Points
	751+	4 Bonus Points

7. **Fury!** - Objective: Destroy the enemies highest cost unit – 3pts

8. **Stalingrad** - Objective: Complete a successful Tank Assault:

Successful tank assault using a squad with 'Tank Hunters'	3pts
Successful tank assault using a squad without 'Tank Hunters'	4pts

### **Minor Powers Bonus**

If you have been brave enough to choose a minor power, as hinted previously, you will receive a bonus. This bonus is to receive the ability to change the colour of the dice at any point in the game, once in rounds 1 & 2 (500pts & 750pts) & twice in rounds 3 & 4 (1,000pts & 1,250pts)

# **Primary Mission**

## **SCENARIO 12: Sectors**

Divide the table into quarters, as per the map. Both players roll a die. The highest scorer picks a long table side and one of the quarters on his side of the table. Then he declares which of his units (if any) are being left in reserve – this can be up to half of the units in his army, rounding down. The other player gets the opposite quarter of the table and then does the same. Once the players have declared which units are left in reserve, they deploy their other units. Both players put an Order die in the bag for every unit that is not in reserve and therefore needs to be deployed. Then draw a die and that player must deploy one of his units in his quarter and at least 12” from the centre of the table (see map). Units can use the hidden setup rules. Continue to do this until all units that are not in reserve have been set-up. Reserves are not allowed to outflank in this scenario.

**OBJECTIVE** Both sides must attempt to seize as many table quarters as possible and inflict damage on the enemy (see Victory!, below).

**PREPARATORY BOMBARDMENT** Both players roll a die: on a 2+, a preparatory bombardment strikes the enemy positions (see here). On a result of 1, the barrage fails to materialise, but you have your orders and the attack must go ahead as planned.

**FIRST TURN** The battle begins.

**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 1, 2 or 3 the game ends, on a roll of 4, 5 or 6 play one further turn. If there is a turn 7, roll a die at the end of the turn. On a result of 1, 2 or 3 the game ends, on a roll of 4, 5 or 6 play one further turn.

**VICTORY!** At the end of the game calculate which side has won by adding up victory points as follows. If one side scores at least 2 more victory points than the other then that side has won a clear victory. Otherwise the result is deemed too close to call and honours are shared – a draw! You score 1 victory point for every enemy unit destroyed. You also score 1 victory point for each of your own units that is completely inside one of the two ‘neutral’ table quarters, and 3 victory points for each of your own units that is completely inside the enemy quarter of the table. If a unit straddles across two or more quarters, it counts as in the quarters where the majority of its models are (or most of the model in case of one-model units) – if in doubt, of course, roll a die for it.