

# PWGC Bolt Action Escalation League

## Fourth Round – 1,250 Points

The fourth round will be played on Monday, 2<sup>nd</sup> Sept. 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

Due to the uplift in points it would be good if everyone is set up & ready to go by the time of the 20:00 meeting. If we can have set-up, shown your opponent your list & sorted out any queries then we will have more time to complete the game

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 new that is not in the book so please either familiarise yourself with it & bring a copy. 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

## Cleanse

### a. Set Up

- i. The table is split up into 4 equally sized quarters as per the below diagram, an objective is placed in the centre of each quarter. Both players roll a die. The highest scorer chooses a table quarter to deploy in and the lowest scorer deploys in the opposite corner. Players must deploy at least 50% of their army and any units not deployed are left in reserve. Units to be deployed have their dice placed inside the bag. Pull dice and deploy corresponding units until all armies are deployed. Units may be deployed anywhere within their table quarter except within 12" of the central point on the table. See the deployment setup diagram below for details.

### b. Objective

- i. The players need to capture the quarter objectives.

### c. First Turn

- i. The game begins as normal. Any units that have been left in reserve will come on from their board edge. Any outflanking units will come on from the small table edges in the usual manner.

### d. Game Duration

- i. The game lasts for 6 turns. At the end of turn 6 a player rolls a die. If the result is 4, 5 or 6 then the game continues for 1 more turn. If not then the game ends.

### e. Victory!

- i. At the end of the game, players gain 1 point if they control their home quarter objective, 10 points if they control their opponent's quarter objective and 5 points for the other two quarter objectives. They also get 1 point for each order die the opponent lost. If one player scored 2 points more than the other then they win. Otherwise the game is a draw.

