

DEMOLITION

===== JANUARY 2014 - ESCALATION MISSION #4 =====

Our scout planes have pinpointed the enemy company HQ. Your objective is to reach the enemy position and destroy it with the explosives your men have been issued. Strong enemy resistance is to be expected, so you must attack in force, but be prepared to defend our own emplacements.

SET UP

Both players roll a die. The highest scorer picks a table side and places his “base” in his set-up zone at least 6” from the table edge. The other player then places his “base” in his set-up zone at least 6” from his table edge in the same way.

The first player deploys half of the units in his army (rounding down) in his deployment zone. (See reverse side for deployment map.) These units can use **hidden set-up** rules (see Hidden Set-up page 117). All other units are left in **reserve** (see Reserves on page 119 of the Bolt Action rulebook).

Once the first player has deployed as described his opponent does the same with his force.

OBJECTIVE

Both sides must destroy the enemy base. A base is destroyed if, at the end of any turn, an enemy unit is the only unit touching the base. Empty transports cannot be used to destroy or defend a base although a transport vehicle carrying troops can.

FIRST TURN

The battle begins. Note there is no first wave in this scenario. All units not held in reserve are deployed at the start of the game.

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.

VICTORY

If one player has destroyed his opponent’s base while his own still stands then that player is the winner. Otherwise the game is a draw.

