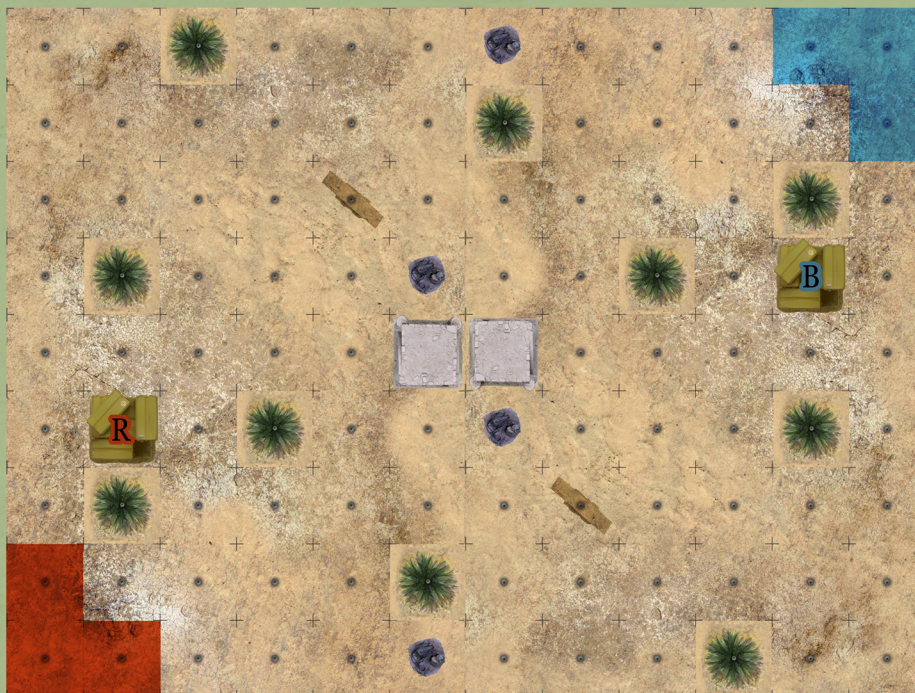


ON THE FRONT LINES



MISSION: LEGEND HAS IT

- BY THE BOLTER CLUB -



ARMY SIZE: ATK - 100pts DEF - 100pts

- **MISSION:** Breach and secure your opponent's Supply Cache while protecting your own. Utilize the Rocket Launcher Emplacements (RLE) in the field to crack open the hardened target.

- **PLAY AREA:** 9 squares x 12 squares (120cm x 180cm)

- **SET UP:** As per map, plus each player alternates placing a Tank Trap and Ammo Crate.

- **DEPLOYMENT:** Players enter from assigned play area edge (Red and Blue square edges).

- **OBJECTIVES:** The Supply Cache objectives (R and B) are hardened reinforced targets. It may take several rocket impacts to breach the containers. Several RLE objectives have line of sight to both Supply Caches. Securing these sites is paramount to the mission's success.

- CAMPAIGN SCORING:

- Controlling the opponent's Supply Cache at the end of the game is worth 3 points. Controlling your own Supply Cache at the end of the game is worth 1 point.
- Each opponent Hero removed from play is worth 1 point.
- Controlling (more units within Range 1) a Rocket Launcher Emplacement at the end of the game is worth 1 point per RLE controlled. Controlling more RLE's than your opponent at the end of the game is worth 2 points.
- Using a Rocket Launcher Emplacement on a Supply Cache once is worth 1 point. Using a RLE three to five times on a Supply Cache is worth 2 points. Using a RLE seven or more times on a Supply Cache is worth 3 points.

- **WEATHER:** Moderate Weather. Low Risk.

- SPECIAL RULES:

• **Supply Cache:** The Supply Caches (R and B) are objectives and considered Impassable Terrain. They also block line of sight.

• **Rocket Launcher Emplacement:** The Rocket Launcher Emplacements (RLEs) are objectives that provide cover to infantry units and do not block line of sight. Ground Units within Range 1 of a RLE may spend 1 action to fire the RLE (counts as a hit on the Supply Cache) upon any Supply Cache within line of sight. Units can only spend one action a turn to fire a RLE. Record all hits made on the opponent's Supply Cache for scoring at the end of the game.

GAME TURNS

1

2

3

4

5