

# MAIN OFFENSIVE (DEFENSIVE BATTLE)

At the start of a main offensive the Nationalists strike a major blow by attempting to overrun a large and well-defended fire support base.

Fire Base uses the **Darkness**, **Delayed Reserves**, and **Prepared Positions** special rules.

## YOUR ORDERS

### Free World Player

The attack has caught your forces unprepared. It will be some time before help can arrive. You must hold the fire base and protect the artillery.

### Nationalist Player

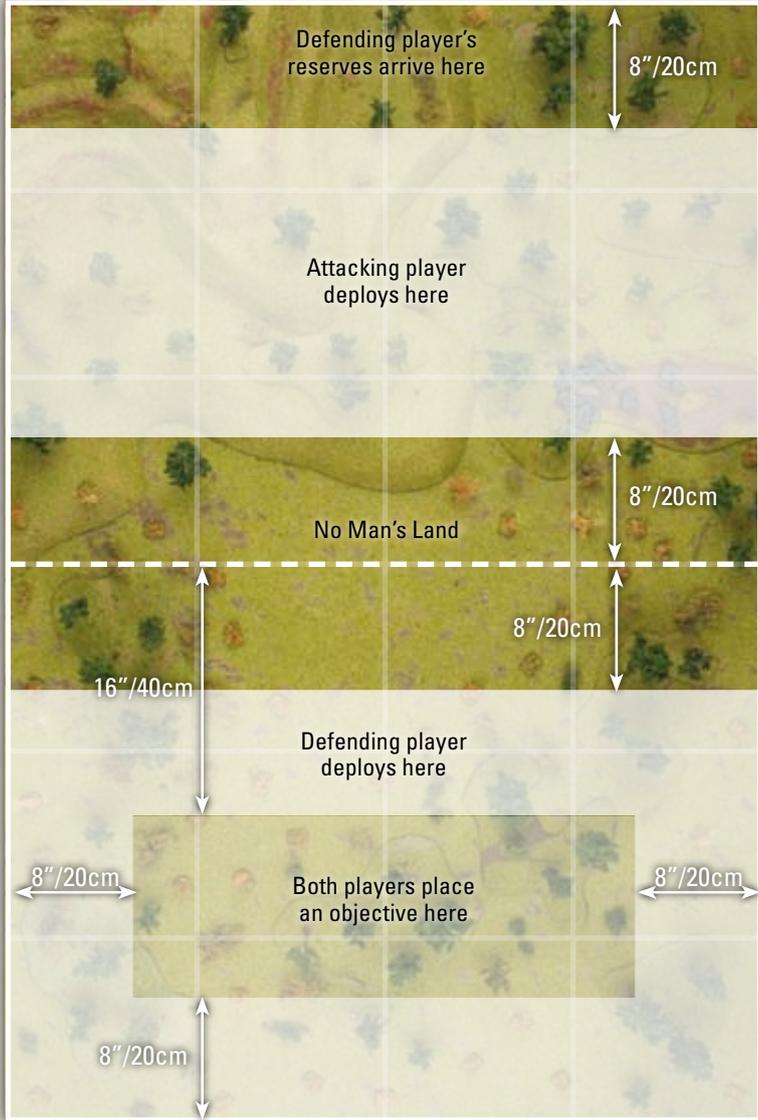
You must overrun the Imperialist fire base to gain an important propaganda victory.

## PREPARING FOR BATTLE

1. The Free World player chooses a short table end to defend. The Nationalist player attacks from the other table end.
2. Starting with the Free World player, both players now place one Objective each in the Free World end of the table. The Objectives must be at least 16"/40cm from the centre line of the table, and may not be placed within 8"/20cm of any table edge.
3. The Free World Deployment Area is their table half excluding the area within 8"/20cm of the table centre line.
4. If the Free World player has any artillery platoons with the Fire Support Base special rule, these platoons are now Deployed on table rather than using that special rule.
5. The Free World player holds at least half of the remainder of their force in Delayed Reserves. These will arrive from the Nationalist short table edge.
6. The Free World player places any Fortifications they would have in a Completed Fire Base using the Race Against Time rule on page 122 of *Tour of Duty*, then Deploys the rest of their force.
7. Deploy Resistance teams anywhere on the table.
8. The Nationalist Deployment Area is their table half excluding the area within 8"/20cm of the table centre line and the area within 8"/20cm of their short table edge.
9. The Nationalist player Deploys their entire force.
10. Both players now Deploy any Warrior teams that are not part of a platoon and all Independent teams, starting with the Free World player.

## BEGINNING THE BATTLE

1. The battle is fought in Darkness (page 273 of the rules).
2. Reconnaissance Platoons make their Reconnaissance Deployment moves starting with the Free World Player.
3. The Nationalist player has the first turn.



4. As both sides are in Prepared Positions, all platoons may begin the game Dug In.
5. Nationalist Minefields and Booby Traps may not be placed in the Free World Deployment Area during the game.

## ENDING THE BATTLE

The battle ends when:

- the Nationalist player has Taken any of the Objectives at the start of their turn,
- the Free World player starts any of their turns from turn six with no Nationalist teams within 16"/40cm of any Objectives, or
- a player starts their turn with six more Victory Points than their opponent.

## DECIDING WHO WON

If the game ends because the Nationalist player started one of their turns holding an Objective or the Free World player kept them away from the Objectives, that player wins the game. Otherwise, the player with the greater Victory Point total wins the game.