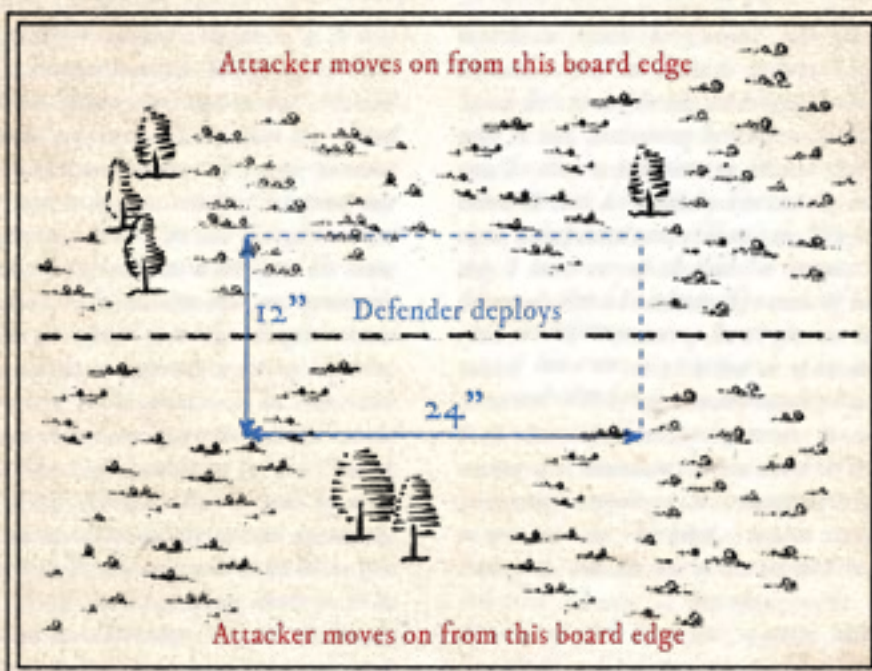


12.3 Land Scenarios

A WANTED MAN



SETUP:

Set up a 3'x4' land table. No specific terrain setup is required.

SCENARIO RULES:

If a Commander is removed as a casualty, each unit in that Commander's Force takes one point of Fatigue.

If the Defender's Commander is removed as a casualty, replace that model with an Objective Token. Units in the Attacker's Force may spend a Standard action to claim this Objective Token.

The Defender's Commander automatically passes any Strike Tests they may be forced to take.

DEPLOYMENT:

The Defender deploys all units first. The Defender deploys within the central 12x24" of the board as shown.

The Attacker's units are not placed on the board during deployment, they are held off the table. Those units move in anywhere along the long board edges during the first turn of the game. When units are off of the board in this fashion, Activation Cards are drawn for those units at the start of the turn which they will move on to the board.

OPTIONAL RULES:

Leaders of Men: Both players may include any Commander legal for their Force at zero cost.

Hidden and Safe: The Defender must include at least one Fortification in their Force and deploy their Commander within a Fortification.

Leave Him to Me! Any unit containing a Commander gains the *Hard Chargers* Special Rule when charging another unit containing a Commander.

GAME LENGTH:

Six Turns

OBJECTIVES:

- » Defender automatically loses if the Attacker controls the Objective Token.
- » Attacker gains a Strike Point if their Commander is removed as a casualty.