

# FLANK MARCH

The redeployment of forces is always a difficult task in times of war. Troops are often vulnerable to attack in these maneuvers, so great effort must be taken to hide their movements from the enemy. In the war-torn streets of Iskandria, mechanized redeployment is all but impossible due to the deterioration of the streets and roadways, so the troops must cross the city by foot. In many cases they encounter enemy forces, making the ensuing battle doubly difficult – they must drive off the enemy and preserve enough forces for arriving at their intended destination.

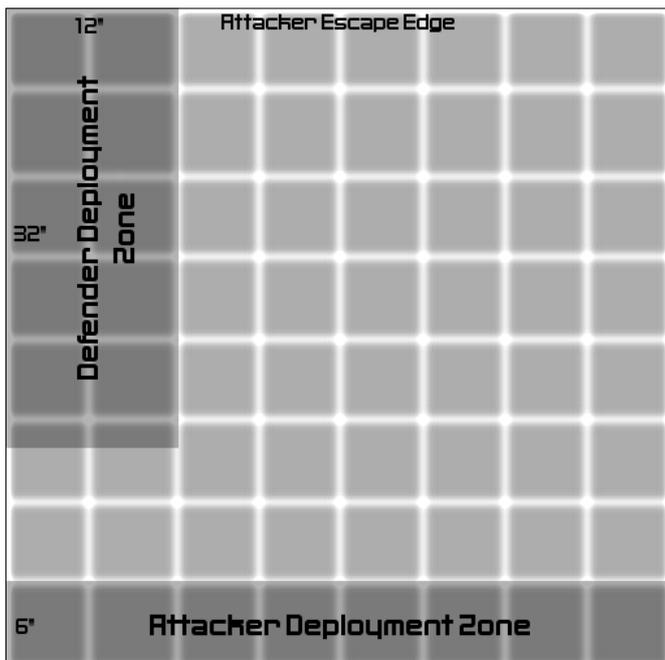
## The Strike-teams

This scenario is for two opposing strike-teams of equal value, one is designated as the attacker, the other is the defender. 300pts is the recommended size. Of the defending force, only 100pts of troops are deployed at the beginning. The rest are reinforcements that arrive during the game.

## Deployment and Terrain

This scenario is best played out on a 4'x4' table. Terrain should be placed upon the battlefield in any mutually agreeable manner. The board should include features along the lines of broken roads with rubble and roadblocks, walkways, canals, bridges and abandoned fortifications. There should not be any direct lines of sight between the two players' deployment zones if possible. Once terrain has been placed, the attacker chooses his deployment edge. Players deploy models alternately in their respective deployment zones, which are shown in the map below. The defender only places 100pts of his force at this stage.

## Deployment Map



## Special Rules

### Reinforcements

At the beginning of turns 2-4, the defender may bring on additional reinforcements. On the second and third turns, up to 100pts of the remaining models may be brought on. Any further remaining models are deployed at the beginning of turn 4. In all cases, these reinforcements are placed in the defender's original deployment zone, and are free to act as normal on the turn they arrive.

### Strategic Withdrawal

The standard strategic withdrawal rules apply. Both teams have a 50% break point.

### Game Length

The game lasts for eight turns, or until one of the following criteria have been met:

- The attacking team has completely exited the table through their escape edge.
- Either strike-team makes a strategic withdrawal.
- Either strike-team is completely obliterated.

### Objectives and Victory Conditions

The attacker's objective is to move as many of his models as possible off the edge directly opposite his deployment zone. The defender must try to prevent this from happening.

Victory points are awarded as follows:

- For each model on the attacking team that exits by the escape edge, the attacker receives victory points equal to double the model's cost.
- For each defending model killed, the attacker receives victory points equal to that model's cost.
- For each attacking model killed, the defender receives victory points equal to double that model's cost.
- For each surviving model on the defending force at the end of the game, the defender receives victory points equal to the model's cost.

The winner is the player with the most victory points at the end of the game.

### Multiplayer Variant

This scenario is suitable for three or more players, by forming teams of attackers and defenders.