**Game 2: The Spring Offensive**

**Introduction**

Game 2 will be played as a “No Man’s Land” game according to these principles. Both sides are launching a major offensive at dawn.

**Set-Up**

Either player rolls D6 and highest determines which of the long table edges will be their start line. Up to half the player’s force may be held in reserve with all others being placed as follows:

* Take an order dice and place a corresponding unit at least 12” from the middle line.
* Once all units are placed, return all dice to the bag and the battle commences with the First Turn.

**Objective:**

Each side must try and destroy the opposing force whilst preserving their own forces.

**First Turn:**

Preparatory bombardment – before the start of turn 1 both players roll a die, on a 2+ a bombardment strikes the enemy positions (see page 131 of core rulebook). Highest roll goes first.

The battle begins at dawn. On turn 1, visibility is limited to 24”.

**Game Duration:**

At the end of turn 6, roll a die and on a result of 1,2 or 3 the game ends, on a roll of 4,5 or 6 the game continues for one more turn only.

**Victory:**

At the end of the game calculate which side has won as follows. Players score one victory point for every enemy unit that is destroyed.

Major Victory - player holds 2 or more victory points more than their opponent at the end of the game

Draw - any result that is not either a Major Victory or a Major Loss

Major Loss - player holds 2 fewer victory points than their opponent at the end of the game