

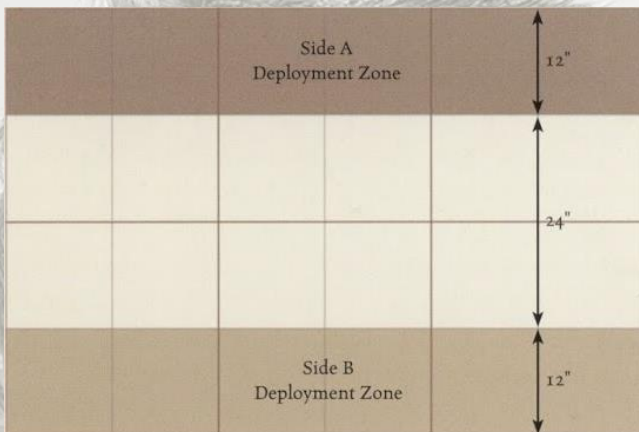
# FIELD OF BLOOD

## SCENARIO

### Set-up

Both players roll a die.

The highest scorer picks a long table side and declares which if his units (if any) are being left in reserve. This can be up to half the units in their army, rounding down.



The other player then does the same.

No units are set up on the table at the start of the game (apart from forward observers / snipers).

Any units not left in reserve form the player's first wave.

### Objective

The objective is simple – both sides must attempt to destroy the opposing army whilst preserving their own forces.

### First turn

The battle begins. During turn 1 both players bring their first wave onto the table. These

units can enter the table from any point on their side's table edge, and must be given either a run or advance order.

Note: No order test is required to move units onto the table as part of the first wave.

### Game duration

Keep a count of how many turns have elapsed as the game is played. At the end of turn 6, roll a die. On a result of a 1, 2 or 3 the game ends, on a roll of a 4, 5 or 6 play one further turn.

### Victory

At the end of the game calculate which side has won as follows.

Make a note of all the units that have been removed from play.

Add up the points value (casualty Points) of all the units removed from play.

The player who scored the most casualty points is the winner.

If both players have the same number of casualty points the game is a draw.