Battle of Bagnoste

2   **45 MINS**

Battle of Bagnoste

The Allies are quickly advancing through Blight territory and have become exhausted and lacking supplies. The advance units are currently resting in Bagnoste confident that their flanks are secure by dense forests but unbeknown to them, the crafty Rommler has found a way through and surprise the Allies. Can the Blighters take Bagnoste before it's reinforced?
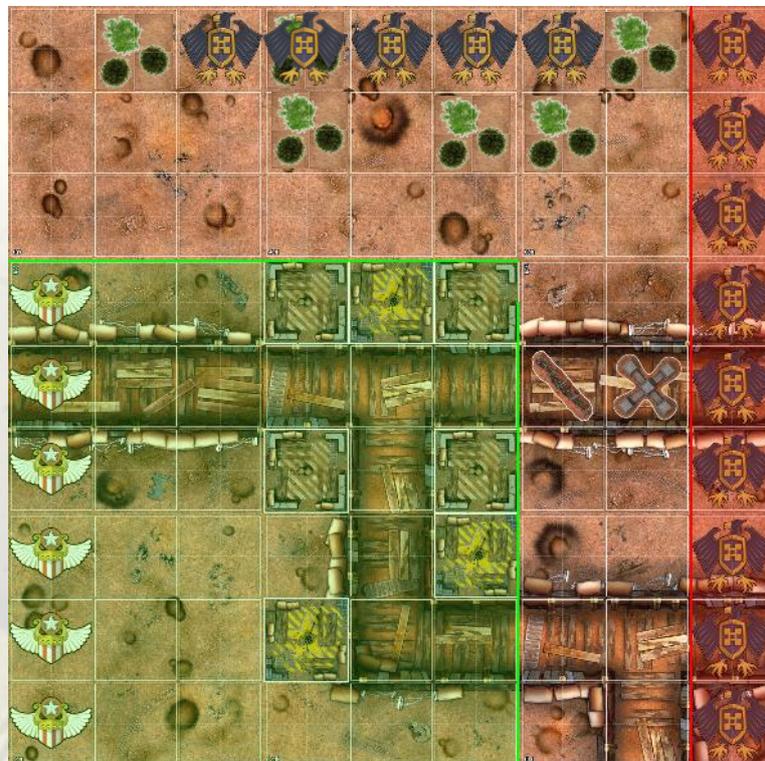
Summary: The Blight forces must capture Bagnoste before it can be heavily reinforced.

Requirements: Rivet Wars and trees.

Special Rules: Blight forces may deploy in the forest (top edge), any unit deployed here gain Rapid Assault 2 as they surprise the Allies. For the purpose of the scenario, the tree grids count as bunkers granting cover to infantry and impassable to vehicles and cavalry.

Resources: Blight 6DP & 1 Rivet. Allies 4DP & 1 Rivet and start with 4 Riflemen deployed in the 4 houses (1 per bunker).

Victory Conditions: Allies 8VP, Blight 10VP. Only the Blight gain VP's for capturing the Strategic Objectives. The Allies gain 1 every turn. The players do not start the game with any Secret Missions, instead they gain 1 (up to a max of 2) if they end their turn occupying 2 or more houses.