

Domination: Two opposing forces seek to control key areas of terrain on the battlefield. The Domination Mission uses, **Fair Fight**, **Domination points** and **Mobile Battle**.

Your Orders

Attacker

Your force has been given orders to capture several key pieces of terrain along the frontline. Any enemy forces encountered must be pushed back away from the key objectives.

Defender

Reports from the front-line indicate the enemy has increased activity in your sector. Your units have been ordered to secure key terrain along the expected avenue of approach of the enemy. It is vital you secure these key areas before the enemy takes them.

Attacker and Defender

The aim of this mission is to seize as many high value objective points as possible and dominate the area of operations.

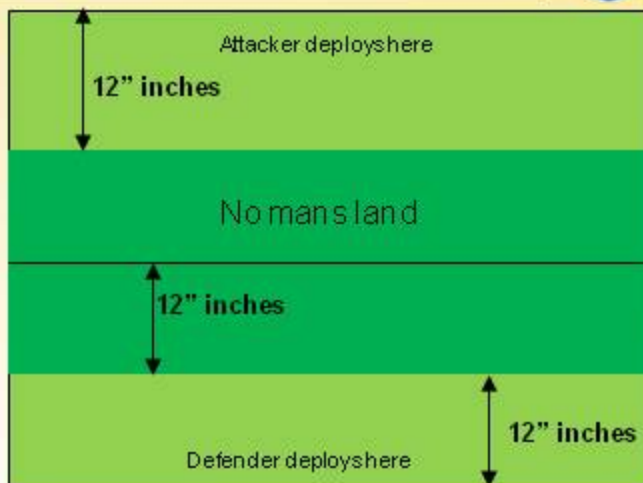
Preparing for Battle

Prior to the players set up the point objectives will be placed on key terrain by the TOURNAMENT ORGANIZER or a third party. There should be 12 points of objectives on the table.

- Both players roll a die. The player scoring the highest chooses one of the long table edges to attack from. The other player defends from the opposite edge.
- Both players roll a die. Starting with the lower scoring player, the players alternate placing platoons in their own on table deployment area.
- Both players now place their Independent Teams in their deployment areas starting with the attacking player.

Beginning the Battle

- Starting with the attacker both sides conduct Reconnaissance moves.
- Both players roll a die. The player finishing their deployment first adds 1 to their roll. The player with the higher result has the first turn.
- All teams are moving at the start of the battle, so infantry in the open are not concealed and no teams have gone to ground.



Ending the Battle

- The battle ends on or after turn 3 when either player starts their turn in possession of 10 points of objective markers.
- Or a Company morale failure.
- Or the game runs out of time.

Deciding who Won

The player that holds 10 points worth of objectives at the beginning of their turn wins the battle. They have secured the key terrain forcing the enemy onto the defensive and winning the day.

Calculate your Victory points using the table on page 195 MRB, if neither side won use the fair fight rule.

Domination Points

- Player placed Objective markers are not used in this mission. Instead multiple variable point objective markers are used. The total of these objective markers should be 12 points.
- The points are placed by the Tournament Organizer with the majority of the points in No Man's Land, on key terrain features like, Buildings, Hills, Woods, Crossroads, Bridges etc.....
- To capture objective marker points you must begin your turn within 4" inches of a uncontested marker. If the total is now 10 points the game is over. Once a marker is captured it is yours until the enemy contests it.
- Domination points maybe used as a tournament Tie-breaker or added to your total battle points.



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