

BUNKER HILL!

Time is running out. The Allies must capture a hard-to-reach hill that contains a number of bunkers and a strategic radio station. The Axis owners of the hill will not abandon the position so easily. The race begins.

SCENARIO SETUP:

For historical effect, we recommend that the blue faction only draw forces from the Italian forces.

- ▶ Both factions have the following units. The unit / faction setup is shown in the map below. There are no reinforcements in this scenario.
- ▶ The Axis player chooses and places infantry units up to 24 points value.
- ▶ The Allied player chooses and places infantry units up to 30 points value.



REINFORCEMENTS:

One time per bunker, if the green player occupies a bunker with one of his own units, he may immediately choose and place one additional standard infantry unit on one of the setup areas. Mark this unit with normal action.

*In addition, the turn indicator is reset by one.

From game turn three onwards, the blue player rolls two D6s at the end of the organisation phase and adds up the number of bunkers he has occupied. If the result is equal to or greater than 10, the blue player receives an additional standard infantry unit and places it on one of the yellow hexes with the infantry symbol.



The game lasts for 6* turns.



Place Objective Markers on hexes shown in the map below

VICTORY CONDITIONS:

The player who controls the objective hex, (see MR6.5), at the end of the last turn wins.

Or the player controlling the green faction captures and holds the 4th bunker until the end of the current turn.

SPECIAL RULES:

The allied player has the initiative in the first round.

Map Tiles: S6

