



# MAXIMUM ATTRITION

===== *TOURNAMENT EDITION* =====

Your orders are brutally simple – locate and engage the enemy forces and inflict maximum damage.

## SET UP

Both players roll a die. The highest scorer picks a table side.

No units are set up on the table at the start of the game. Both sides must nominate at least half of their force to form their first wave. The first wave can include the entire army if desired. Any units not included in the first wave are left in reserve (see Reserves on page 119 of the Bolt Action rulebook).

## OBJECTIVE

The objective is simple – both sides must attempt to destroy the other while preserving their own forces.

## FIRST TURN

The battle begins. During turn 1 both players must 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 that no order test is required to move units onto the table as part of the first wave.

## GAME DURATION

Note that games in this tournament are limited to two (2) hours. 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 1, 2 or 3 the game ends, on a roll of 4, 5 or 6 play one further turn. Regardless of the turn number, if you cannot complete a turn within the two hour time limit, do not start another turn.

## VICTORY

At the end of the game calculate which side has won by adding up casualty points. Players score 1 casualty point for every enemy unit destroyed. The side that scores the most casualty points is the winner. If both players score the same number of casualty points the contest ends in a draw.

At the conclusion of the game, complete your score sheets and turn them in to the tournament organizer.