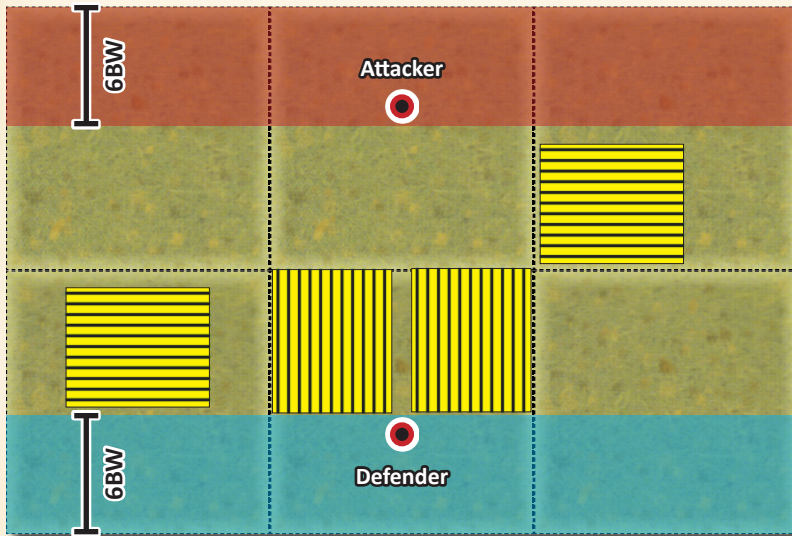




## 8 The Cornfields



### Description

The defender's position is frustrated by thick crops that conceal the attacker's approach from him.

### Terrain Choices

Defender: 2 / Attacker: 2.

Prior to any terrain choices, first the defender and then the attacker may each place one extra sheet of open ground, upon which neither side may place terrain. (Additional open ground may be placed later as terrain choices.)

### Basic Instructions

The attacker sets up first. The attacker moves first.

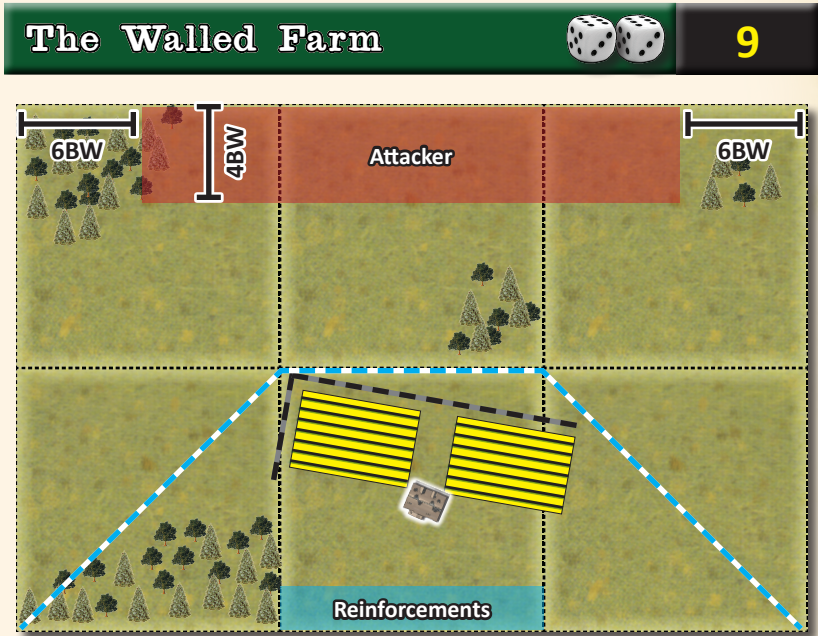
The battle is *sanguinary*.

### Reinforcements

There are no reinforcements.

### Objectives

Each side must place one objective marker, in the locations shown on the map. At game's start the attacker controls the marker in his setup area, and the defender controls the other one.



## Description

The defender's line forms a salient at this farm, whose fields are bordered by a stone wall. The attacker must take the position or at least contest it.

## Terrain Choices

Attacker: 3 / Defender: 2.

The farmhouse is purely ornamental; place it only to determine where the objective may be located. After that, you may remove the house if you wish.

## Basic Instructions

The defender sets up first. The attacker moves first.

## Reinforcements

The defender must choose a unit or units comprising at least 8 bases, to be kept off-board as reinforcements. They are delayed until after his sixth turn.

## Objectives

The defender must place one objective within his setup area. It must be within 4BW of the farmhouse, and *not* within 4BW of his table edge. The defender controls the objective at game's start.