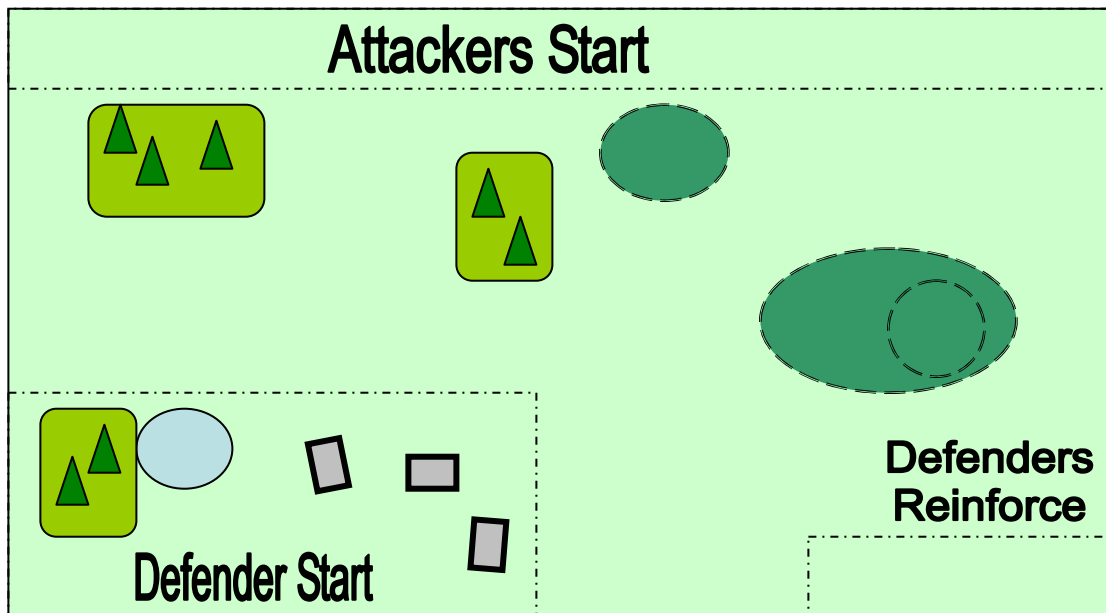


Defense of Fronton ***By Jason Wilsey***

Attackers begin with 2000pts and start within 20cm of the tables edge. The Defenders begin with two forces. One begins in town with 1000pts with no general. The second 1000pts is placed off the table in units and characters (including the general). These units enter the table at the beginning of the Defenders turn in the lower right edge of the map. Use the chart below to determine what die roll is needed for a unit to enter the map. Every off table unit must roll during the start of the Defenders turn to see if it enters the game.

Turn One.....6
Turn Two.....5+
Turn Three.....4+
Etc. etc.

This game ends in 5 turns or if Attackers keep Defenders out of town (20cm) for one full turn. Breakpoints and loss of general do not count.



Victory conditions-

Attackers take town and eliminate all defenders within 20cm of any building for one full turn- 500pts

Every attacking unit within 20cm of any building- 50pts

Defenders keep attackers from entering and holding (20cm enemy free)- 500pts