

# **DOMINATION MISSIONS**





# **DOMINATION MISSIONS**

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# DESIGN NOTES

**Why Domination?** Domination scenarios offer a different flavor from the standard official Flames of War scenarios. Players set out to dominate the battle board by seizing objectives placed on militarily significant terrain features. You can't win by a sleight of hand seizure of one objective, but must ruthlessly dominate your opponent across the board. Do you mass for the important bridge crossing or diffuse your forces in an effort to blanket the board? This type of scenario favors large, less skilled infantry armies that can seize and hold terrain. It also offers Game Masters break points in the event that scores are tied at the end of the match.

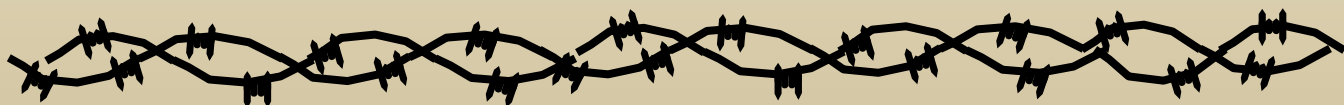
Domination points should be counted in each round and tallied as an official tie-breaking score.

## **Game Master Considerations.**

**Choosing Scenarios and Scoring.** It is standard I-95 practice is to include at least one Domination mission in each tournament. You can use Domination Points in different ways for your tournaments. Game Masters are encouraged to use their imagination and apply it innovatively to the Domination system.

Our standard method is to score the Domination Points controlled (in the same fashion objectives are controlled in the MRB) in addition to the standard victory points earned. For example, a 5-2 victory with 8 domination points would yield score of 5.8. In an event with multiple Domination missions, a full battle point could be earned for every 10 Domination Points controlled. Points controlled. Say, for example, a player gets a score of 5.8 in round one, and two 4.5s in rounds two and three. That would equal a tournament score of 10.3. Domination points are especially useful in breaking ties in three-round events.

**Terrain.** Some Domination scenarios are not compatible. Game Masters must take into account each specific Domination scenario to be played and set up their terrain accordingly. For example, Blitzkrieg and Flanking Domination have different board orientations and so cannot be used in the same tournament with other Domination scenarios without rearranging the scenery. In any case, do not be afraid to arrange points and terrain freely to make sure you have the prospect for a fair game.



**Domination Points (DPs).**

**Set Up.** Domination Points (DPs) are set up in a fair-minded fashion by the Game Master (or impartial third party) prior to player set up. DPs are placed on key terrain features with the highest point values assigned to bridges, crossroads, important hills, key buildings, and then other significant terrain, in that order of priority. Although a total of 12 points must be on the table, GMs are encouraged to use their imagination to determine the exact points values appropriate for a given table. DPs may not exceed four points in value.

**Capture.** DPs are captured at the beginning of the phasing player's turn just like other objectives in FoW. To capture points you must begin your turn within 4" inches of an uncontested marker per the MRB. Once a marker is captured it is under your control until the enemy seizes or contests it. You may move away from it and it remains under your control. If time should run out during a Domination Mission the player with the most DPs is the winner. Since there are no draws in FoW Version 3, use the victory conditions in the rulebook to determine the winner in the event that players have the same number of points

**Blitzkrieg Domination Points** In the Blitzkrieg Domination scenario the points are handled differently. The battle is fluid and once important objectives are no longer key. At the beginning of the phasing player's turn he may remove one point in printed value from the table from Domination Points you control. Example 3 point DP could be converted to a 2 DP. Points thusly removed are permanently retained by the owning player and cannot be retaken by his opponent.

**Blitzkrieg Moves.** On turn one (only) each attacking platoon that does not conduct an assault may make a 6" Blitzkrieg Move during the Assault Step. This move is done in lieu of an assault and must respect normal movement proximity rules. It is automatic and does not require a skill test. It is not considered to be a "Movement Phase" as per the V3 rules, i.e., passengers may not deploy from transports.

**Air Interdiction.** At the beginning of the defender's turn one and two, the attacking player may elect to use any number of his air dice to interdict defending reserve platoons entering the board. For each a five or six rolled the air force has prevented one defending platoon (of the defender's choice) from entering the board that turn. The dice that scored a five or six are removed from the attacker's air dice pool. Example: Two allied platoons are attempting to enter the board. The German rolls 4 dice to interdict and scores two fives and one six. Both allied platoons cannot enter this turn and the German loses three dice from his air pool.

**Hurried Counter Attack.** On turn one all defending reserve platoons enter the board in the 36" long edge and 12" short edge opposite the attacker. The Defending player rolls one die if a six is scored one defending platoon, defending player choice was delayed due to refugees, lost route, Fuel shortage, etc.... On turn three any remaining defending platoons enter automatically, and may not be interdicted by Air or get lost.

**Flank Attack.** Before deployment, starting with the attacker, a player may declare that they are conducting a Flank Attack with one or two recon (only) platoons. These platoons are held in reserve. On turn two Recon troops that were attempting to flank attack roll a die. On a roll of 5 or 6 the platoon may enter from either short board edge. Before you roll the die you may stop attempting to flank attack and bring the recon platoon on table on your baseline board edge. The 3 dice reserve rule page 267 MRB does not apply to Flank attack since you can always chose to bring them in on your baseline. The recon platoon may not assault the turn they enter.

**Harassment and Interdiction Fire.** H&I fire is conducted by off board Corp Artillery and is controlled by Division HQ. On a roll of 5 or 6 in the start step the Corp artillery will conduct a H&I fire. The target must contain an Domination objective marker underneath the template and is unobserved fire no range in necessary. Since it is unobserved by Division you must reroll hits. Treat the battery as trained AT 4 with FP 4. (H&I Fire maybe added to any mission per the TO and players discretion)

**Illumination Rounds** Any mortar or artillery battery may also fire illumination rounds. Treat Illumination rounds like a smoke mission only the teams under the smoke can be seen at line-of-sight distance and are not concealed by night. (other concealment is still in effect) Illumination rounds DO NOT NEED a target enemy team to be the range in point. The illumination point must be observed by a qualified observer at any range ignoring the night rules. Treat the range in point as a trained target. (This maybe added per the players discretion to any Night mission)

**Battle Orders.** Players write down the entry of their forces using the Battlefield Approach Template (BAT). Each player secretly and clearly designates the 12" entry sector of each of his platoons (Russian companies) on the BAT. Units may not be accelerated or delayed. Measuring from the very edge of the battlefield, units move onto the map at their normal movement rate. Immobile Gun teams without transport may be placed on table 6" from the table edge with the main body. Bunkers and Fortifications may be deployed 6" from the baseline before the games starts. The Across the Volga rule is not permitted. Units enter in the following order:

- 1) turn one recon and forward observer teams only;
- 2) turn two the Advance Guard consisting of any **two** platoons (or a single Russian company) of the player's choice **plus** one Warrior team and any number of independent teams;
- 3) turn three the Main Body, consisting of the rest of the player's force.

Because the situation is unclear, no platoons may use Double Time movement until Turn 6. Platoons entering the game may shoot at their moving (reduced) rate of fire on the turn they enter. Barrage capable units may use the V3 rules to unlimber and fire at the very edge of the battlefield in the turn they enter. Special movement rules such as the Cobra Spearhead move and Russian Infiltration are not used in Blind Domination

**Armored Lager** It was common practice during WWII for Tanks to pull off the frontline at night for fuel and ammo, much to the resentment of the infantry. At dawn after the resupply they had to move back to the frontline. All Tank teams enter the board edge on turn one or Three per the mission specifications without a reserve roll needed. Each Mission will designate the entry area.

Domination: Two opposing forces seek to control key areas of terrain on the battlefield. The Domination Mission uses, **Domination points** and **Meeting Engagement** (p.264 MRB).

## 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.

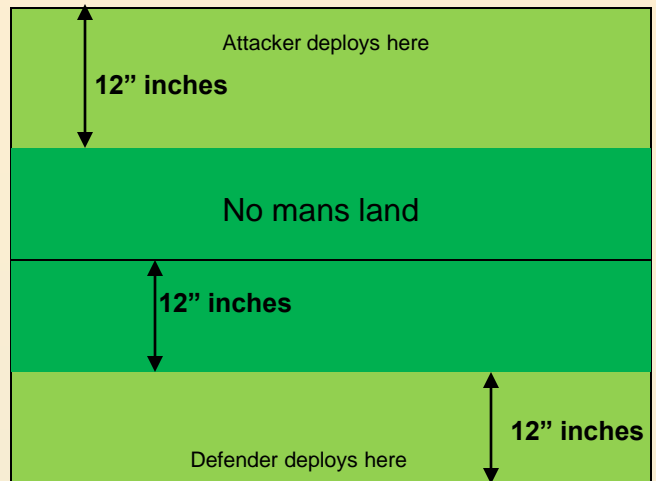
### Attacker and Defender

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 neutral third party. There should be 12 points of objectives on the table.**

1. 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.
2. Starting with the attacking player, both players alternate placing platoons in their own on table deployment area.
3. Both players, starting with the attacker now place any Warrior teams that are not part of a platoon and all Independent teams.



## Beginning the Battle

1. Starting with the attacker both sides conduct Reconnaissance moves.
2. 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.

## Ending the Battle

- The battle ends on or after turn 4 when either player starts their turn in possession of 8 points of objective markers.
- Or a Company morale failure.
- Or the game runs out of time.

## Deciding who Won

The player that holds 8 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.

If time runs out the player with the most Domination points wins. In the event of a tied Dominations points both players receive 3 points.

Calculate your Victory points using the table on page 275 MRB. Domination points maybe used to break tournament ties. A 5-2 win with 8 Domination points seized would be a 5.8 score.

Domination: Two opposing forces seek to control key areas of terrain on the battlefield. The Domination Mission uses, **Domination Points**, **Armored Lager**, **Flank Attack**, and **Prepared Positions**.

## Your Orders

### Attacker

Your force has been given orders to capture several key pieces of terrain along the frontline. Armored forces are moving up to help you..

### Defender

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.

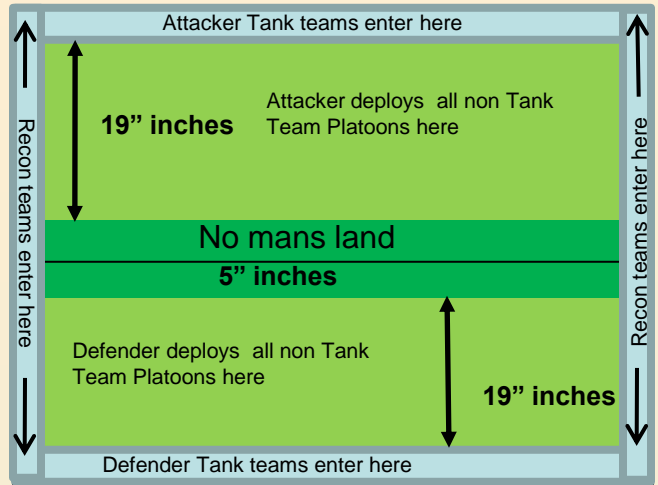
## Preparing for Battle

**Prior to the players set up the point objectives will be placed on key terrain by the TOURNAMENT ORGANIZER or a neutral 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.
- Starting with the attacking player, both players alternate placing platoons that do not contain any tank teams in their own on table deployment area.
- Both players, starting with the attacker now place any Warrior teams that are not part of a platoon and all Independent teams.

## Beginning the Battle

- Starting with the attacker both sides conduct Reconnaissance moves or declare the Recon platoon is Flanking and hold it in reserve. Two recon-capable platoons may be held in reserve and conduct a Flank attack.
- 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 dug in and gone to ground at the start of the battle.
- The Battle begins at Breaking Dawn with first turn visibility only 12" inches. Turn two is daytime full visibility.



- Per the **Armored Lager** rule on Turn one all tank teams enter the board from the edge of the players baseline.
- On Turn two Recon troops that were attempting to **Flank attack** roll a die. On a roll of 5 or 6 the platoon may enter from either short board edge. Before you roll the die you may stop attempting to flank attack and bring the Recon Platoon on table on your baseline board edge. The turn the Recon platoon enters they may not assault.

## Ending the Battle

- The battle ends on or after turn 4 when either player starts their turn in possession of 8 points of objective markers.
- Or a Company morale failure.
- Or the game runs out of time.

## Deciding who Won

The player that holds 8 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.

If time runs out the player with the most Domination points wins. In the event of a tied Dominations points both players receive 3 points.

Calculate your Victory points using the table on page 275 MRB. Domination points maybe used to break tournament ties. A 5-2 win with 8 Domination points seized would be a 5.8 score.

Two enemies seek to control key terrain on the battlefield. The Blind Domination mission uses **Domination Points, Meeting Engagement (p 264.) and Battle Orders.**

Mission 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 neutral third party. There should be 12 points of objectives on the table.

1. Both players roll a die. The player scoring the highest is the attacker and chooses one of the long table edges to enter/attack from. The other player enters/defends from the opposite edge.
2. Using the Battlefield Approach Template (BAT) both sides write down the entry sector of their forces, including independent and Warrior teams. This is done by platoon (Russian company) in accordance with the instructions in the Battle Orders rule. The Across the Volga rule for artillery is not permitted.
3. Beginning with the attacker, players enter the map and fight their forces in accordance with the Battle Orders rule.

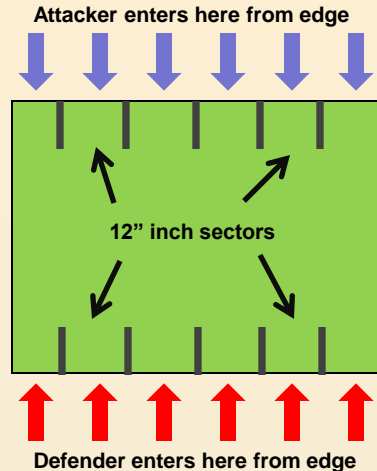
## Ending the Battle

- The battle ends on or after turn 6 when either player starts their turn in possession of 8 points of objective markers.
- Or a Company morale failure.
- Or the game runs out of time.

## Deciding who Won

The player that holds 8 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.

If time runs out the player with the most Domination points wins. In the event of a tied Dominations points both players receive 3 points.



## Battle Orders.

Players write down the entry of their forces using the Battlefield Approach Template (BAT). Each player secretly and clearly designates the 12" entry sector of each of his platoons (Russian companies) on the BAT. Units may not be accelerated or delayed. **Measuring from the very edge of the board**, units move onto the map at their normal movement rate. Immobile Gun teams without transport may be placed on table 4" from the table edge with the main body.

**TURN ONE Recon Units.** Observers and Recon platoons enter on turn 1.

**TURN TWO Advance Guard.** The Advance Guard (AG) consists of any **two** platoons (or a single Russian company) of the player's choice **plus** one independent team. The AG enters on Game Turn 2.

**TURN THREE Main Body.** The Main Body (MB) consists of the rest of the player's force. It enters on Game Turn 3.

No Double Time. Because the situation is unclear, no platoons may use Double Time movement until Turn 6.

Shooting. Platoons entering the game may shoot at their moving (reduced) rate of fire on the turn they enter. Exception: Barrage capable units must take one turn to "set up" before barraging. Gun teams may unlimber at the edge of the board and shoot direct fire at their reduced RoF.

Special Movement. Special Movement rules such as the Cobra move and Russian infiltration are not used in Blind Domination.



Domination: Two opposing forces seek to control key areas of terrain. The Domination Mission uses **Blitzkrieg Domination Points, Prepared Positions, Hurried Counter-attack, Air interdiction, and Blitzkrieg Moves.**

## Your Orders

### The German Attacker

Your force has been given orders to move quickly and capture several key pieces of terrain before the Allies can react. Any enemy forces encountered must be pushed back away from the key objectives and held for the rest of the army to pass through.

### The Allied Defender

Reports from the front-line indicate the Germans are attacking with surprising speed. Your units have been ordered to hold open key terrain and counter-attack German thrusts. You must hold the Germans to buy time for the rest of the army to react.

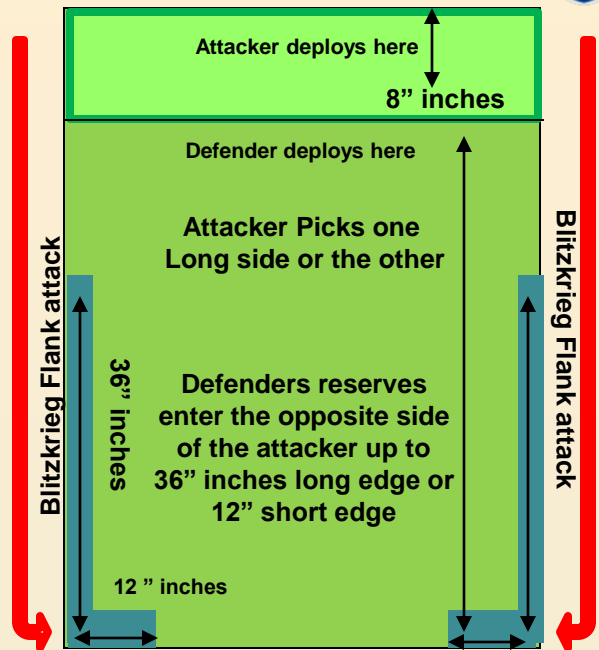
## Preparing for Battle

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

1. The Allied player is the defender and chooses a short table edges to defend from.
2. The Allies deploy half their platoons (rounded down) on table in prepared positions. The other platoons are held off table and will enter under "**Hurried Counter-attack rules**" opposite of the German long edge Blitzkrieg Flank attack.
3. The Germans choose a long edge for their Blitzkrieg Flank attack. They now deploy (not in prepared positions) in the 8" deployment area or hold as many platoons as they wish to enter on the Blitzkrieg long edge turn one.
4. Allies now place their Independent Teams in their deployment area. The Germans may deploy independent teams in the 8" area or move on turn one.

## Beginning the Battle

1. The on table Allies are dug in and gone to ground. All Domination points begin under Allied control.
2. Starting with the Germans both sides conduct Reconnaissance moves. Germans may move on table from the Blitzkrieg flank attack long edge.



3. The Germans go first. On turn one during the Assault phase the Germans may move a 6" Blitzkrieg move instead of using the stormtroop rule.
4. The Allied platoons held off table enter turn one per the **Hurried Counter Attack** rules. On the long or short edge opposite of the Germans Blitzkrieg flank attack .
5. The Germans may delay Allied platoons per the **Air interdiction rules**.
6. At the beginning of each player turn determine Domination point control and then the phasing player may remove 1 point from the table. These points must be under control and uncontested. The player keeps these points.

## Ending the Battle

The battle ends on any turn when one side has accumulated 8 points from the board, a Company morale check is failed, or all Domination points are gone from the table.

## Deciding who Won

The player with the most Domination points wins the battle if there is no Company Morale failure. Calculate your Victory points using the table on page 275 MRB. In the case of tie Domination points it is a 3-3 draw.

- If you wish to play this mission in Mid-War use Defensive battle to determine the attacker and defender.

Domination: Two opposing forces seek to control key areas of terrain. The Domination Mission uses **Blitzkrieg Domination Points, Prepared Positions, Hurried Counter-attack, Air interdiction, and Blitzkrieg Moves.**

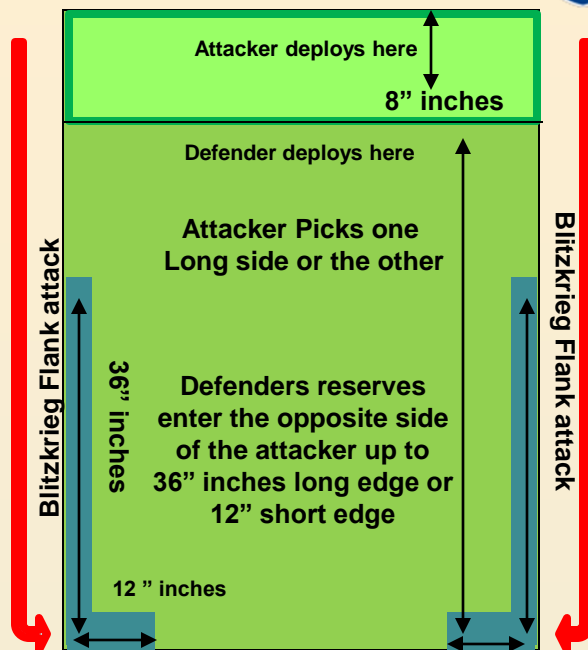
## Your Orders

### The Allied Attacker

Your force has been given orders to move quickly and capture several key pieces of terrain before the Germans can react. Any enemy forces encountered must be pushed back away from the key objectives and held for the rest of the army to pass through.

### The German Defender

Reports from the front-line indicate the Allies are attacking with surprising speed. Your units have been ordered to hold open key terrain and counter-attack Allied thrusts. You must hold the Allies to buy time for the rest of the army to react.



## 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 must be 12 points worth of objectives on the table.

1. The German player is the defender and chooses a short table edge to defend from.
2. The Germans deploys half their platoons (rounded down) on table in prepared positions. The other platoons are held off table and will enter under "Hurried Counter-attack rules" opposite of the Allied long edge Blitzkrieg Flank attack.
3. The Allies choose a long edge for their Blitzkrieg Flank attack. They now deploy (not in prepared positions) in the 8" deployment area or hold as many platoons as they wish to enter on the Blitzkrieg long edge turn one. (British may declare night attack.)
4. Germans now place their Independent Teams in their deployment area. The Allies may deploy independent teams in the 8" area or move on turn one.
3. The Allies go first. Only on turn one during the Assault phase the Allies may move a 6" Blitzkrieg move.
4. The German platoons held off table enter turn one per the **Hurried Counter Attack** rules. On the long or short edge opposite of the Allied Blitzkrieg flank attack .
5. The Allies may delay German platoons per the **Air interdiction rules.**
6. At the beginning of each player turn determine Domination point control and then the phasing player may remove 1 point from the table. These points must be under control and uncontested. The player keeps these points.

## Beginning the Battle

1. The on table Germans are dug in and gone to ground. All Domination points begin under German control.
2. Starting with the Allies both sides conduct Reconnaissance moves. Allies may move on table from the Blitzkrieg flank attack long edge.

## Ending the Battle

The battle ends on any turn when one side has accumulated 8 points from the board, a Company morale check is failed, or all Domination points are gone from the table.

## Deciding who Won

The player with the most Domination points wins the battle if there is no Company Morale failure. Calculate your Victory points using the table on page 275 MRB. In the case of tie Domination points it is a 3-3 draw.

- *If you wish to play this mission in Mid-War use Defensive battle to determine the attacker and defender.*

Domination: Two opposing forces seek to control key areas of terrain on the battlefield. The Domination Mission uses, **Domination Points**, **Armored Lager**, and **Prepared Positions**.

## Your Orders

### Attacker

Your force has been given orders to out flank and capture several key pieces of terrain along the frontline. Armored forces are moving up to help you..

### Defender

Your units have been ordered guard the flank and to secure key terrain along the expected flank attack of the enemy. It is vital you secure these key areas before the enemy takes them.

## Preparing for Battle

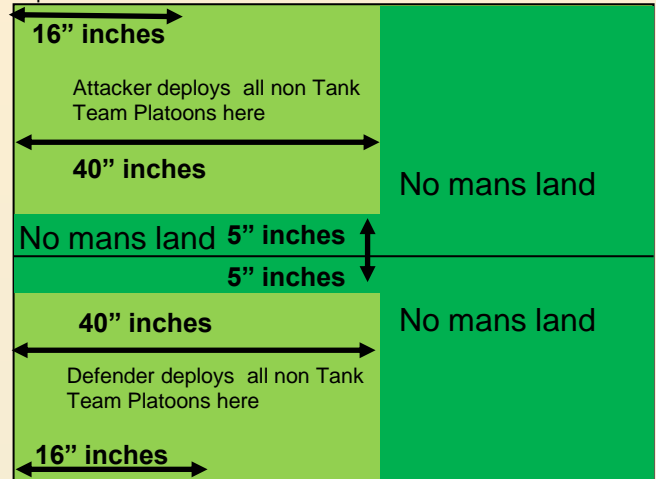
**Prior to the players set up the point objectives will be placed on key terrain in NO MAN'S LAND with the higher points in the large right flank area. There should be 12 points of objectives on the table.**

1. 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.
2. Starting with the attacking player, both players alternate placing platoons that do not contain any tank teams in their own on table deployment area.
3. Both players, starting with the attacker now place any Warrior teams that are not part of a platoon and all Independent teams.

## Beginning the Battle

1. Starting with the attacker both sides conduct Reconnaissance moves.
2. 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.
3. All teams are dug in and gone to ground at the start of the battle.

Attacker Tank teams enter here up to 16" from the corner



Defender Tank teams enter here up to 16" from the corner

4. Per the **Armored Lager** rule on turn three all tank teams enter the board from 16" from the corner edge of the players baseline.

## Ending the Battle

- The battle ends on or after turn 4 when either player starts their turn in possession of 8 points of objective markers.
- Or a Company morale failure.
- Or the game runs out of time.

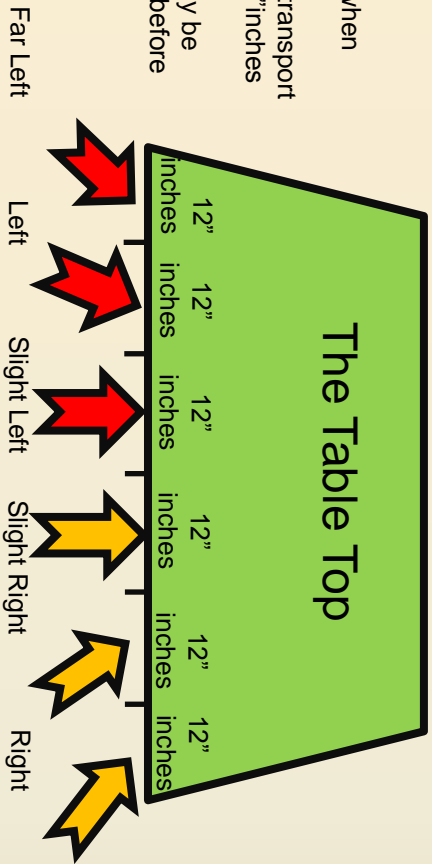
## Deciding who Won

The player that holds 8 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.

If time runs out the player with the most Domination points wins. In the event of a tied Dominations points both players receive 3 points.

Calculate your Victory points using the table on page 275 MRB. Domination points maybe used to break tournament ties. A 5-2 win with 8 Domination points seized would be a 5.8 score.

- 1) Measure from the table edge when entering the table.
- 2) Immobile Gun Teams without transport may move on the table up to 6 inches only on the turn they enter
- 3) Bunkers and Fortifications may be deployed 6" from the baseline before the games starts.

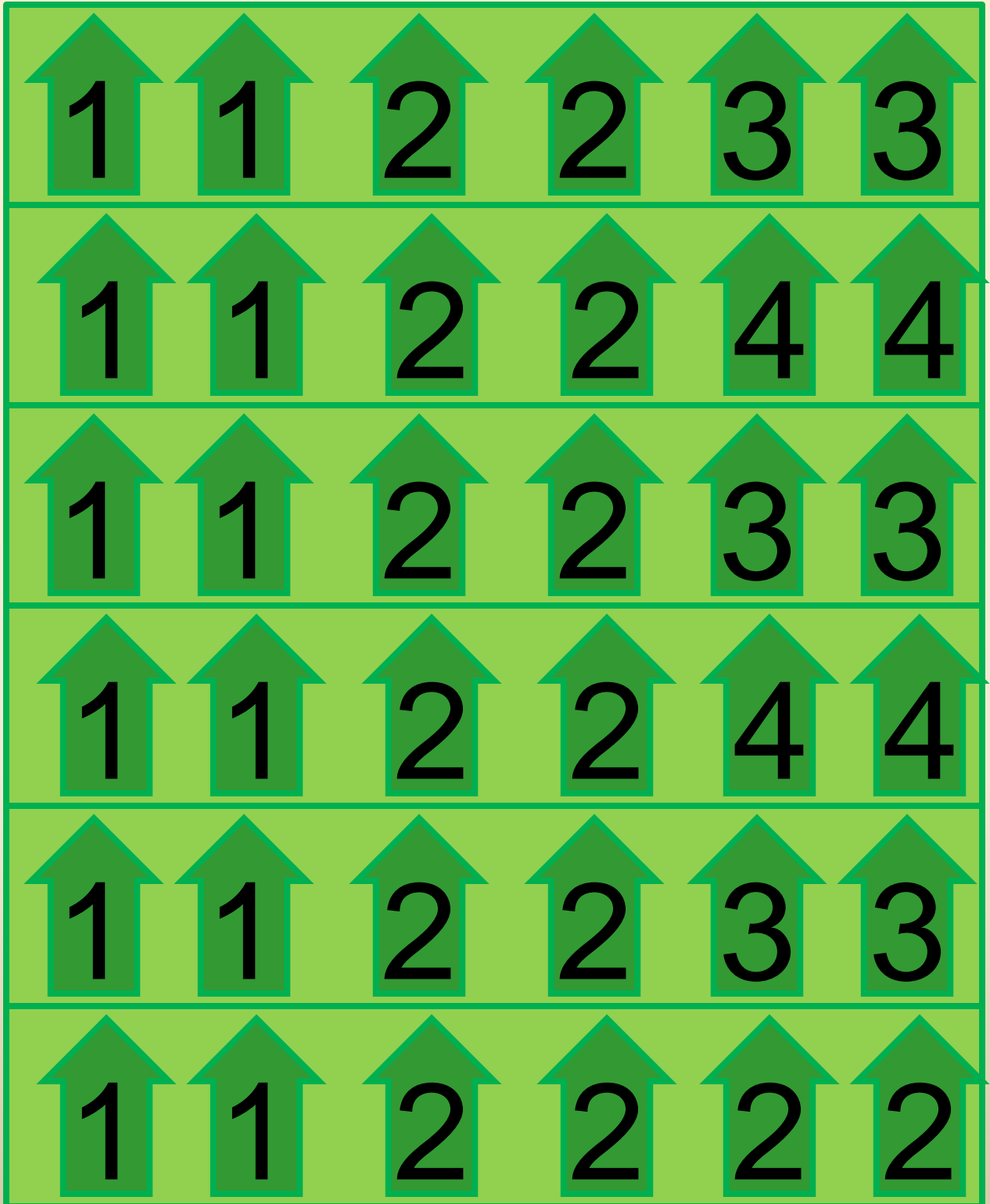


- 1) turn one recon and forward observer teams only;
- 2) turn two the Advance Guard consisting of any **two** platoons (or a single Russian company) of the player's choice **plus** one Warrior team and any number of independent teams;
- 3) turn three the Main Body, consisting of the rest of the player's force.

|  |          |      |             |              |       |           |
|--|----------|------|-------------|--------------|-------|-----------|
| <b>Recon Units</b><br>Recon Platoons and forward Observers | Far Left | Left | Slight Left | Slight Right | Right | Far Right |
|  | Turn One |      |             |              |       |           |

|  |          |      |             |              |       |           |
|--|----------|------|-------------|--------------|-------|-----------|
| <b>Advance Guard</b><br>Two platoons and one Warrior | Far Left | Left | Slight Left | Slight Right | Right | Far Right |
|  | Turn Two |      |             |              |       |           |

|                                      |            |      |             |              |       |           |
|--------------------------------------|------------|------|-------------|--------------|-------|-----------|
| <b>Main Body</b><br>Remaining forces | Far Left   | Left | Slight Left | Slight Right | Right | Far Right |
|                                      | Turn Three |      |             |              |       |           |



- Turn the point marker toward who ever controls the point or neutral if nobody controls it.