



DOMINATION MISSIONS



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

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

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.

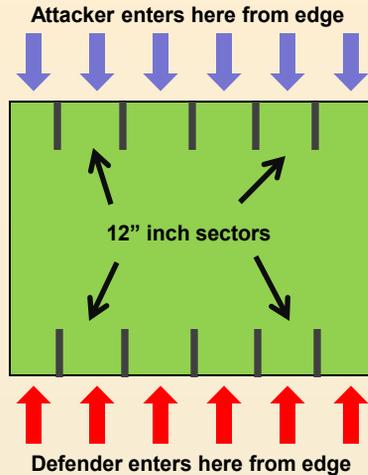
Ending the Battle

- 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.

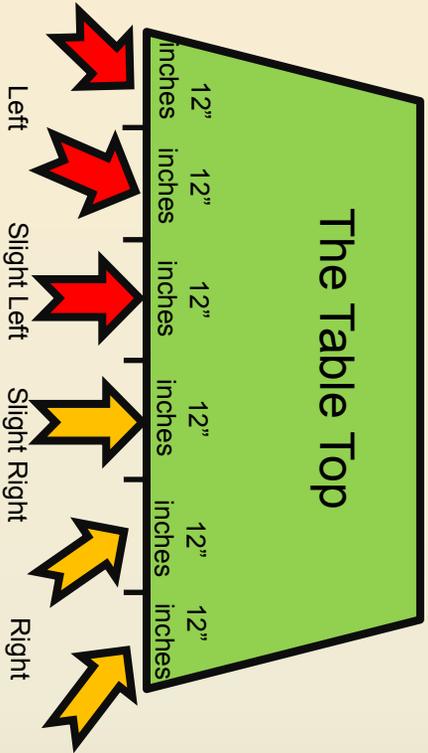
TURN THREE Main Body. The Main Body (MB) consists of the rest of the player's force. It enters on Game Turn 3.

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.

- 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.

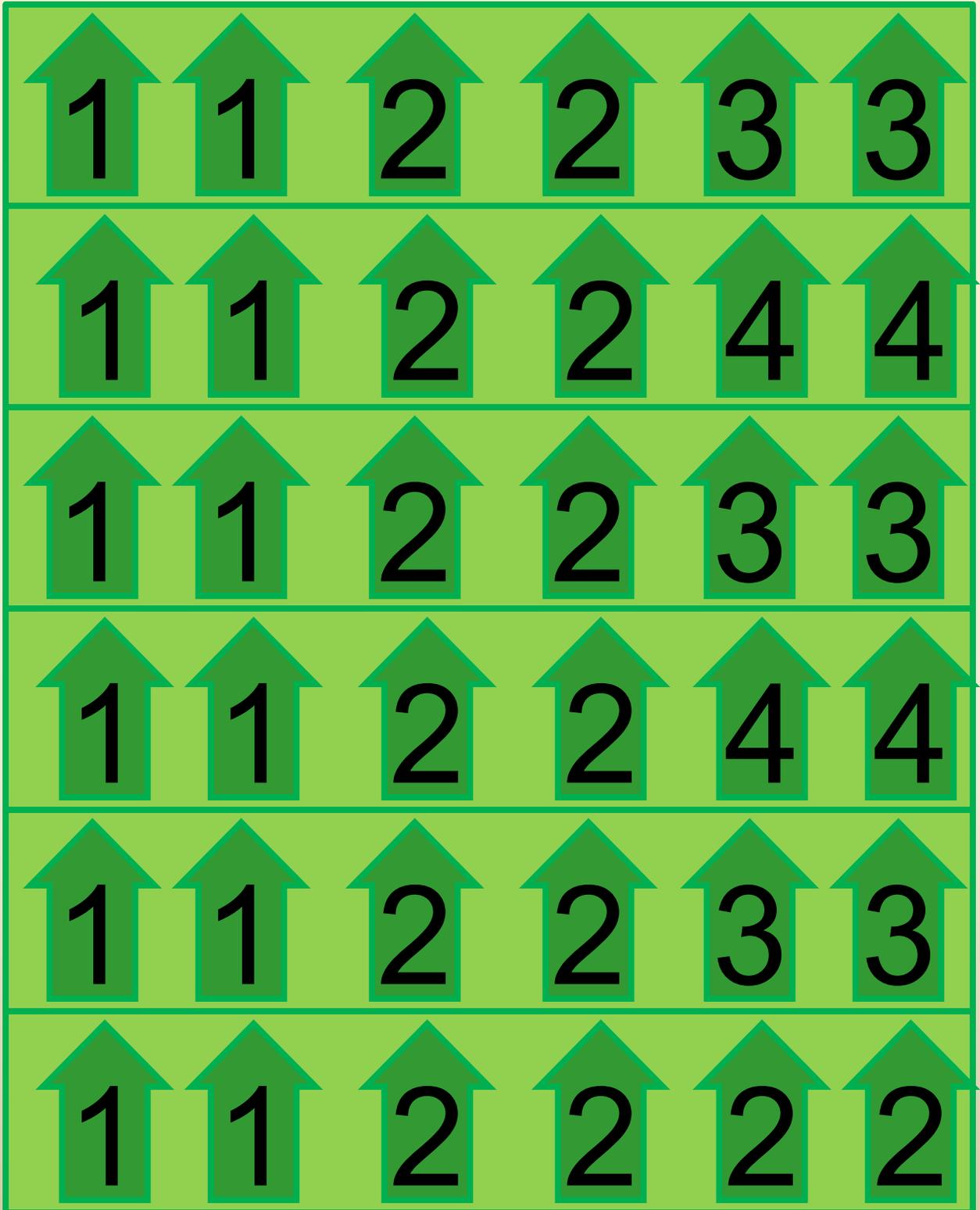
Recon Units Recon Platoons and forward Observers	Far Left	Left	Slight Left	Slight Right	Right	Far Right
	Turn One					

Advance Guard Two platoons and one Warrior	Far Left	Left	Slight Left	Slight Right	Right	Far Right
	Turn Two					

Main Body Remaining forces	Far Left	Left	Slight Left	Slight Right	Right	Far Right
	Turn Three					



DOMINATION POINT MARKERS



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