



Operation Lucky Six is friendly one day campaign aimed to bring Bolt Action players together for a fun series of linked narrative games. Each player will bring a force of 750 points. Depending on the forces players bring, there may be games where forces that historically were allies are facing off against each other. We will call this a snafu caused by poor communications to preserve the narrative!

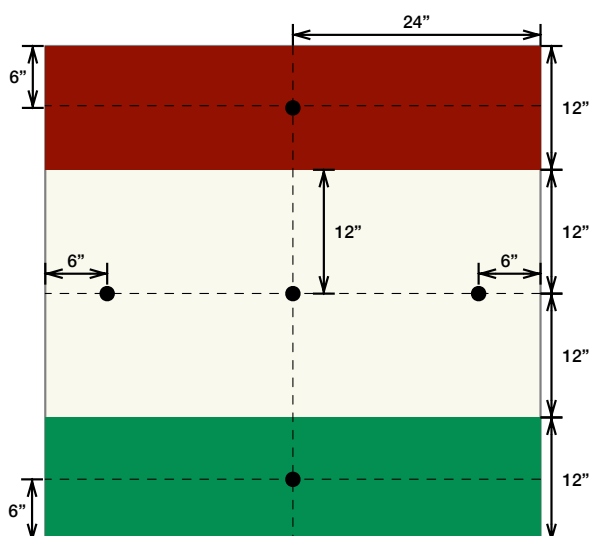
The schedule for the day is:

10:00am - 10:15am	Players arrive and unpack
10:15am - 10:30am	Briefing
10:30am - 12:30pm	Game 1
12:30pm - 1:30pm	Lunch break & best painted voting
1:30pm - 3:30pm	Game 2
3:30pm - 4:00pm	Break
4:00pm - 6:00pm	Game 3
6:00pm - 6:30pm	Wrap up and awards

The campaign is played over 3 games, the scenarios for each game are listed below. All 3 games use **Prepared Positions** deployment type (page 170 of the core rulebook). In addition to tracking the victory conditions of each game, **keep track of how many enemy units you have destroyed over the course of all 3 games**. At the end of the 3 games, the player with the highest total of destroyed enemy units will win the *Warlord* prize. The player with the best painted army, as voted on by all players, will win the *Quartermaster* prize.

Fully painted armies are highly encouraged, but not required. Fully painted armies will receive 1 additional intel marker at the beginning of the second game. All models must be complete, i.e. no missing parts. Models must also be WYSIWYG.

Game 1: Key Intel



The explosive destruction of a transport aircraft has left key intelligence assets strewn across a contested battlefield. Both sides rush to recover what they can in order to gain a strategic advantage.

5 objective markers representing key intel and assets from the downed aircraft are positioned as shown on the map. To capture an objective, one of your infantry or artillery units must end its activation within 3" of the objective, and there must be no enemy unit of any type within 3" of it. Once you have captured an objective, mark it as yours with an appropriate model, token, dice, etc. It will remain under your control until the end of the game, or until an enemy unit captures it back, as described above.

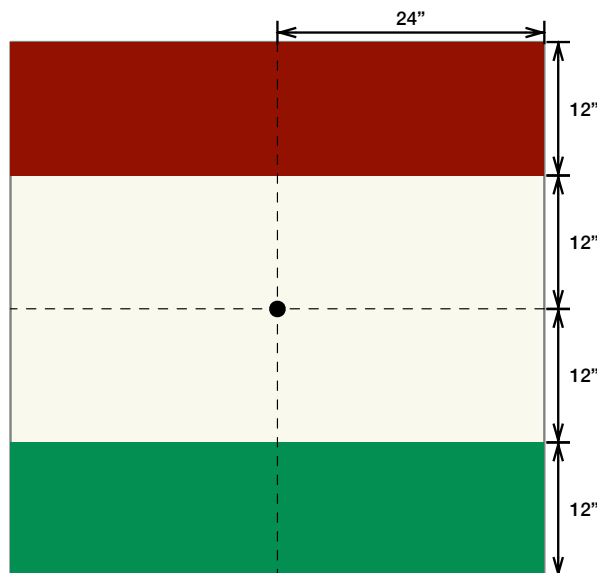
The game ends after 6 turns. The player with the most objectives controlled is the winner.

Hold on to all the objective markers you controlled at the end of the game. Each marker represents enemy intel you have recovered. During games 2 and 3 you can spend a marker just before an order dice is drawn from the dice bag. Instead of drawing a dice you may instead choose a dice from the bag, either your's or your opponent's. This dice is then resolved as normal.

Game 2: The Prize

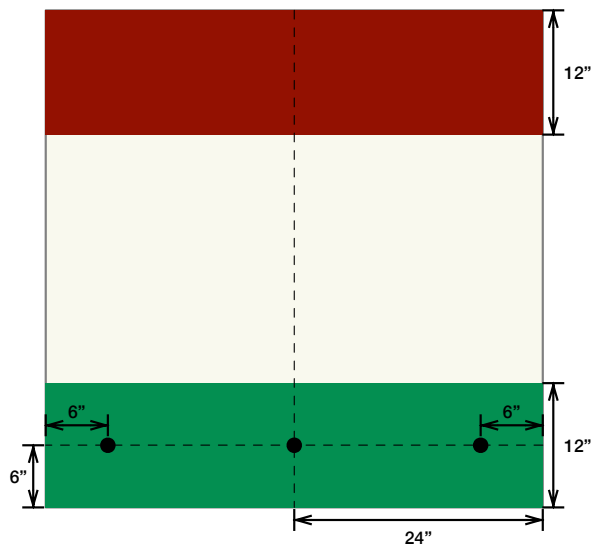
The intel gathered from the downed aircraft indicates that a high ranking officer was onboard and carrying a briefcase with valuable documents. With the approximate coordinates of case revealed both sides attempt to recover the prize.

An objective marker representing the briefcase is setup in the middle of the battlefield, as shown on the map. To seize the briefcase, an infantry unit must *Advance* or *Run* and end its move with one model touching the briefcase. That model immediately picks up the briefcase and will carry it as its unit moves. If the model carrying the briefcase is killed, the briefcase is immediately transferred to any other model in the unit. If the entire unit is destroyed/removed from play, the briefcase is dropped at the unit's last position for someone else to pick up later. If the unit carrying the briefcase is destroyed in an assault, the enemy unit that destroyed it can immediately claim the briefcase and place it next to one of their models before they make their regroup move.



The unit carrying the briefcase is allowed to deliberately move off its own deployment zone edge (DZE) – to do so, the unit must be successfully ordered to *Advance* or *Run*, and then all the models in the unit need to move into contact with their own DZE. If a unit carries the briefcase off the table, the game ends immediately and that player wins. Otherwise the player in possession of the briefcase after 6 turns is the winner.

Game 3: Press the Advantage



Having secured secret documents from the enemy, the location of a key strategic stronghold has been revealed. Now assaulting forces gather to take or destroy it, but they face an uphill struggle against entrenched artillery.

Players who controlled the briefcase at the end of round 2 are attackers, other players are defenders. 3 objective markers are placed in the defenders deployment zone, as shown on the map. After both sides have deployed, the defender makes a **preparatory bombardment** as described on page 174 of the core rulebook.

All objectives are held by the defender at the start of the game regardless of where their troops are positioned. To capture an objective there must be a model from one of your infantry or artillery units (or a transport including one such unit) within 3" of the

objective at the end of the turn, and there must be no enemy unit of any type within 3" of it. Once you capture an objective, you hold it until the enemy captures it back. After 6 turns if the attacker controls 2 or more objectives they win the game, otherwise the defender wins the game.