

SCENARIO – BEACHHEAD

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Attacking forces have established themselves in enemy territory and look to expand their gains while the defended attempts to push them back

Forces: Both players pick armies to an agreed points total between 2,000 to 5,000 points using the tournament army lists.

Game Length: 4+ turns

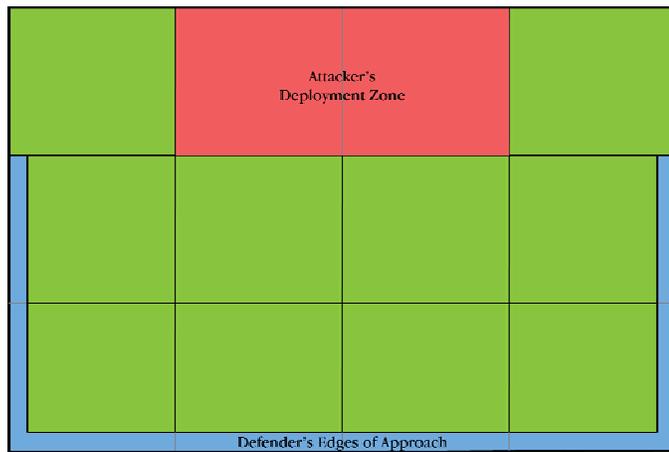
Scenario Special Rules – Alpha Level:

Objectives

Attacker – Contingents (3), Reinforcements (Delayed 1)

Defender – Reinforcements, Vanguard

Gaming Area: Set up the terrain for the game in any mutually agreeable manner. Divide the battlefield into twelve (12) equal sectors as shown below. Each player rolls a D6 and adds their strategy rating; high roll may decide to be attacker or defender. If one player sets up the terrain then their opponent may choose which long edge has the attacker's deployment zone. If you set up the terrain as a joint effort then the player with the higher Strategy rating may choose the long edge has the attacker's deployment zone. If both players have the same Strategy rating then roll dice to see who gets the choice of table edge. The attacker places a single objective anywhere touching any part of the defender's edge of approach.



Deployment: Before the game begins, the attacker chooses one of their contingents to be held as reinforcements that will enter play from the table edge of their deployment zone, delayed one turn. Starting with the player with the higher strategy rating, the Attacker deploys formations, alternating with any of the Defender's vanguard formations; the Defender may deploy vanguard formations up to 30cm in from their Edge of Approach and up to two of these formations may start the game on overwatch. The remainder of the Defender's formations will enter the battlefield as reinforcements, starting anywhere on the Defender's Edge of Approach.

Roll to determine who goes first normally.

Victory Conditions: Starting at the end of the fourth turn, determine if either player has won. If neither player has won at the end of the sixth turn then the 'tiebreaker' rule is used to determine the winner, for a minor victory.

Each player is trying to achieve specific goals. A player wins if they have achieved two of these goals in the end phase of turns four or later, and have achieved more goals than their opponent. The goals are:

All:

Break Their Spirit: This goal is achieved by destroying (not breaking) the formation worth the most points in the opposing army. If several formations are tied for the most points, this goal is achieved by destroying any one of them.

Attacker:

Blitzkrieg: The attacker achieves this goal by capturing the objective on the defender's table edge.

Overrun: You achieve this goal if two or more of your formations capture the objective on the opponent's table edge.

Stranglehold: This goal is achieved if you control five or more sectors and more sectors than your opponent.

Toehold: This goal is achieved if you control two or more sectors.

Defender:

Counter-Thrust: The defender achieves this goal if they have an unbroken formation at over half strength fully in the attacker's deployment zone (war engines count starting DC).

Hold the Line: The defender achieves this goal if they control the objective on their table edge.

Make Them Pay: This goal is achieved if half or more of the enemy's formations are destroyed or broken and under half strength. Formations in reserve do not count towards this goal.

Wipeout: This goal is achieved if all enemy formations are either destroyed or broken and under half strength.

To control a sector, an unbroken formation consisting of more than one unit (war engines count their starting DC) must have more than half its remaining units fully within the sector with no unbroken enemy formations within the sector. A sector is contested if it contains unbroken units from both armies. Sectors have no "memory" and are uncontrolled if there are no formations controlling it.

Scenario Special Rules – Delta Level:

Defender - Attrition (Light), Fortifications (+20%), Surprised (1)

Attacker - may choose one option from the following: Battlefield Conditions, Planetary Conditions, or Weather Conditions.

Scenario Special Rules – Omega Level:

Randomly apply one of the following: Battlefield Conditions, Planetary Conditions

Defender - Attrition (Heavy), Concealment (D3+3) Fortifications (+20%), Surprised (2)

Attacker - Attrition (Light), Preliminary Bombardment, Vanguard, may choose one option from the following: Weather Conditions.