

SCENARIO – BREAK OUT

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Caught between a rock and a hard place, the defender attempts to escape envelopment by the attacker's forces.

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

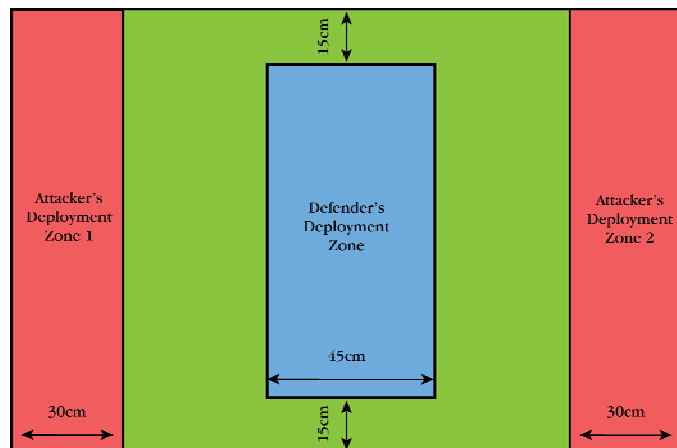
Game Length: 3+ turns

Scenario Special Rules – Alpha Level:

Attacker – Contingents (2)

Defender – Contingents (3), Garrisons

Gaming Area: Set up the terrain for the game in any mutually agreeable manner. Each player rolls a D6 and adds their strategy rating; high roll may decide to be attacker or defender. Alternating, starting with the attacker, the attacker places two objectives, one each, anywhere on each short table edge.



Deployment: Before the game begins, randomly choose one of the defender's contingents: formations in that contingent will not participate in the battle. The defender may only keep aircraft and spacecraft in reserve, all other available formations must be deployed in their deployment zone and up to two garrison formations may start the game on overwatch; defender aircraft enter the table from either long table edge, chosen by the defender, and exiting by the same edge. The attacker designates one of each of their contingents to their two deployment zones. Starting with the defender's garrisons, players alternate deploying their formations in to the appropriate deployment zones.

Victory Conditions: Starting at the end of the third turn, determine if either player has won. If neither player has won at the end of the fourth 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.

Process of Elimination: This goal is achieved if half or more of the formations in the opposing army are broken or destroyed.

Attacker:

Extermination: This goal is achieved if more than $\frac{3}{4}$ of the opposing army's formations are destroyed or broken and under half strength and you have more unbroken formations remaining than your opponent.

Hold the Line: This goal is achieved if the attacker controls the objectives on their table edges.

Wipeout: The attacker achieves this goal if all defender formations are either destroyed or broken and under half strength.

Defender:

Blitzkrieg: This goal is achieved by capturing an objective on the opponent's table edge.

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).

Overrun: The defender achieves this goal if two or more of your formations capture an objective on the opponent's table edge.

Scenario Special Rules – Delta Level:

Defender – Attrition (Light), Concealment (D3+3)
Fortifications (+10%)

Attacker – Preliminary Bombardment, 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 (1)

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