

STRIKE

Battlefield: The battle is played on a 6x4 table divided into three sections as shown in the diagram below.

Setup Objectives: Each player gets D3+2 VP objective markers to place on the board. Players roll a D6 to see who places the first objective marker, they then take turns placing them. The rules for placement are as follows: No objective marker may be placed within 20cm of a board edge. Each objective marker must be placed 30cm from another objective marker. Only one objective marker can be placed in your own deployment area by the owning player. At least one objective marker must be placed in the non-deployment zone by each player

Deployment: Both players roll a D6 and add their strategy rating to the roll. Reroll ties. Whoever rolls highest sets up first. No garrison formation setup. All formations can deploy up to 30cm from their long side table edge. There is no need to place Epic objective markers as this scenario has its own VP conditions.

First Turn: Roll a D6 and add strategy rating to see who goes first.

Game Length: This scenario lasts four turns.

Victory Conditions: The aim of the mission is to take ground from the enemy. At the end of the game the player with the most VPs is the winner. If the number of VPs is the same the game ends in a tie.

Scoring as follows:

- 1 VP for each VP marker you hold that is your own at end of game.
- 2 VP for each VP marker you hold of the enemies at end of game.
- 1VP for each unbroken formation in the enemy deployment zone at end of game.
- 1 VP for BTS (enemy formation worth the most points that is destroyed).

Claiming VP Objective Marker: to hold a VP objective marker a unit must be within 15cm at the end phase and your opponent does not. An objective is contested if both sides have units within 15cm of it in the end phase.

