

Scenario 1: "Deny the Beachhead"

Mission Description:

In this scenario the campaign attacker is put instantly onto the defensive as their drop zone becomes the focus of an enemy counter attack.

This is it. The attack has begun. The first troops are already on the ground, but for the attackers it's the time when they are most at risk. They must get the bulk of their forces on the ground before the enemy can react and crush their under-strength advance formations.

For the defenders, it's a race against time to stop the enemy attack in its tracks, before wave upon wave of enemy craft land more and more troops onto the newly opened war zone. They must get their forces into the newly established drop zone and disrupt any further incursions.

Mission Objectives:

The attacker (campaign defender) must get their formations into the defenders deployment zone to prevent further enemy deployments.

Check for victory conditions in the end phase as normal.

If the attacker (campaign defender) has 2 unbroken formations inside the defenders deployment zone, then the attacker wins.

If by the end of turn 4 the defenders deployment zone is clear of un-broken enemy formations, the defender wins.

Forces & Deployment:

This game can be played to any pre-determined points limit (600-800 points recommended on a 6'x 4' table).

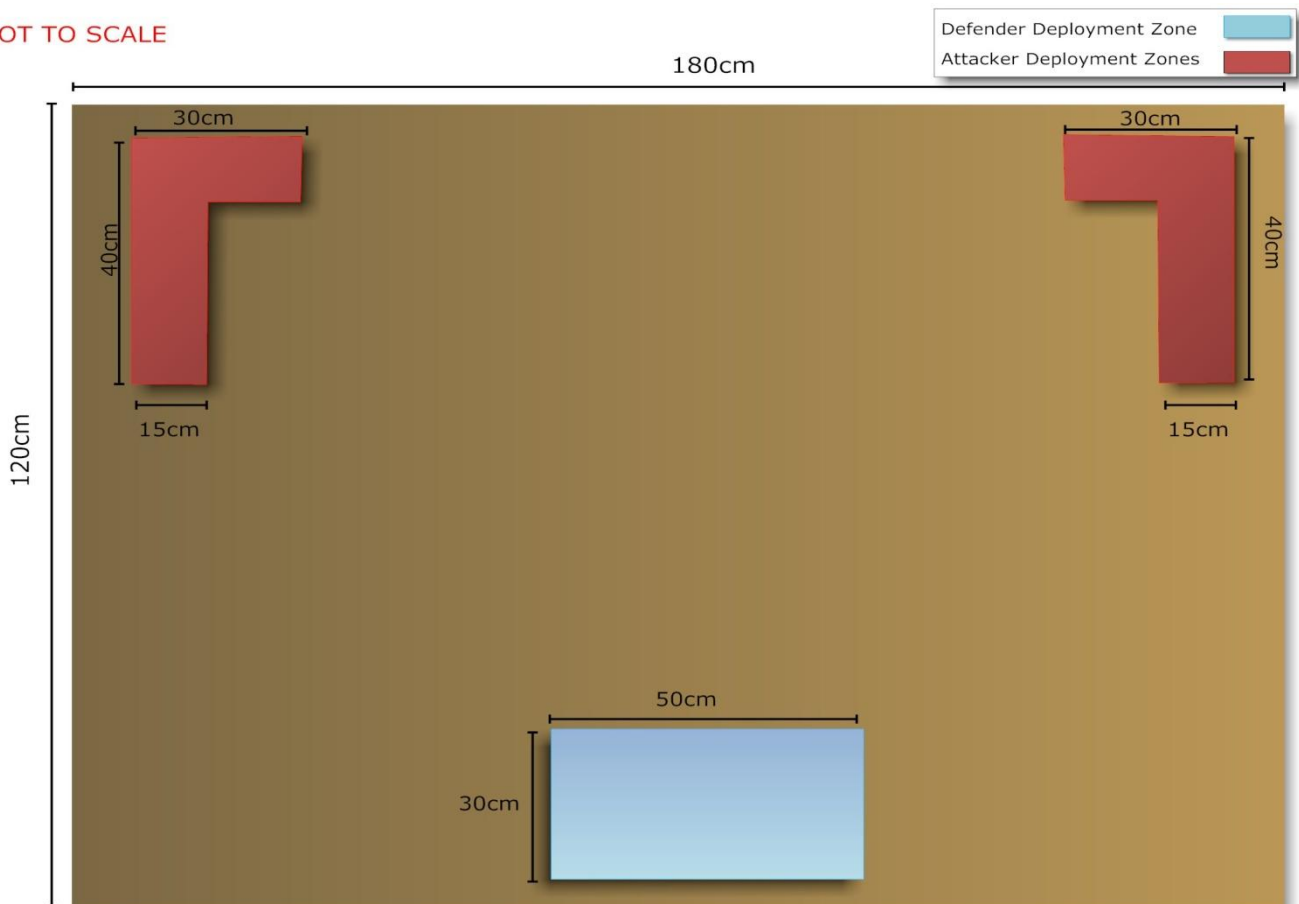
With limited forces on the ground, the defender (campaign attackers) has a 25% point disadvantage (e.g. they may choose a 450 point army for a 600 point game) and may not take any war machine class ground units (walkers or tanks - they're due in the next drop wave).

The attacker's force may use the full points decided upon for the game and has the full force organisation chart available.

The attacker has two deployment zones in the corners at either end of the long edge of your gaming board. The attacker must deploy half their formations in each zone.

The defender (campaign attacker) has one rectangular deployment zone in the centre of their board edge. This area should be well provided with cover for the defenders, as you see fit

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Scenario 2: "Smash the Line"

Mission Description:

With the beachhead established, the campaign attacker is back in the driving seat, and is the attacker for this mission.

The enemy attack was heavy, but the first wave held the enemy clear of the most vital of the drop zones. Further troops have continued to flow in, although not with the crushing pace which had been hoped for.

None the less, the attack must go ahead and the attacking forces must move forward to break the enemy's hastily erected defensive lines and make some ground, before they themselves receive reinforcement.

Mission Objectives:

The attacker has to break through the defenders and get as many of their formations into the second zone, behind the enemy line, as possible. In the End phase of each turn, count up the number of unbroken attacking formations which are in zone two and reference the table below. The attacker wins if at any stage these formations are equal to or exceed the target breakthrough number (rounding up if the game is played to another point level).

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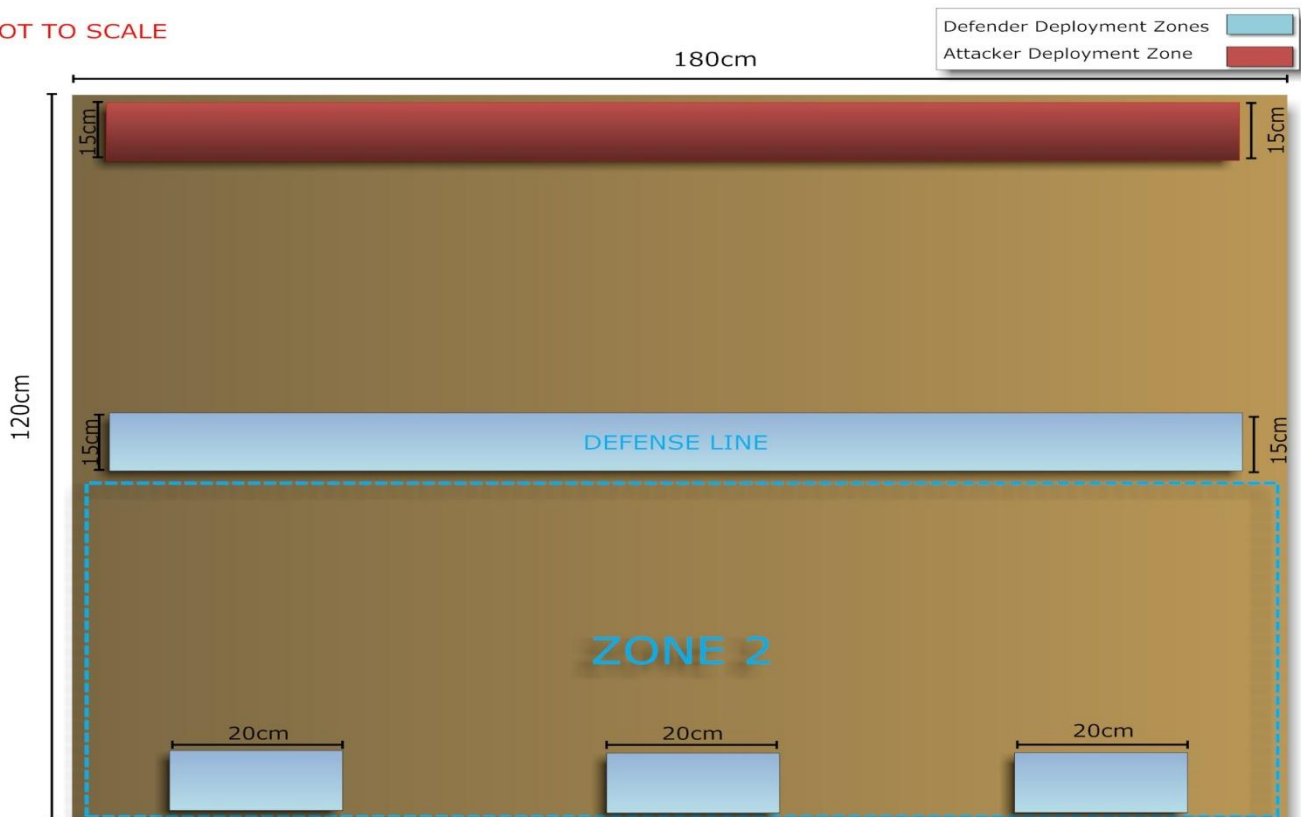
Game Played to (x) points	Target Breakthrough Number
400	2
600	3
800	4
1000	5

Forces & Deployment:

Forces are chosen to a pre-arranged points total (800 points recommended on a 6'x 4' table). The defender may have up to half their forces deployed in the defensive line in the centre of the table at the start of the game. The rest of their forces are held in reserve to enter from the reserve zones shown on the map.

Reserves are bought on from turn two by passing a training test on the formations basic training level (no modifiers from other formations). Since they are coming from off-board, they must enter on either tactical move or Double time orders.

Reserve zones are randomly allocated for each formation as they activate. Roll a D10. 1-3 Left, 4-6 centre, 7-9 right. On a 10, the player deploys in a reserve deployment zone of their choice. The attacker activates first on first turn.



Designers note: This scenario falls apart if the attacker takes an air cavalry army as they can drop troops in zone two on turn 1 and win without contest. It's not clever, and it's boring, so simply don't do it! However, the scenario can be fun and make for an interesting game when use ground forces, so I'm not going to remove it because of this minor crack, or justify a few boring gamers with a background reason for no air cav – It's a game, have fun! ;o)

Scenario 3: "Tighten the Hold"

Mission Description:

The winner of mission 3 becomes the attacker for this mission, although in reality the war has reached an even point and both sides are moving forwards in this, a pitched battle in the suburbs surrounding a large city.

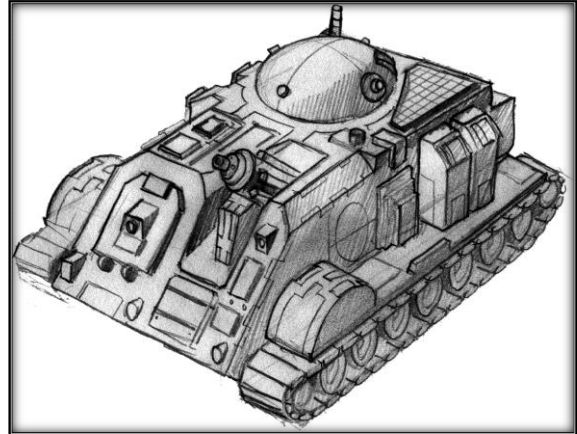
The attacker races to tighten their grip around one of the planet's major cities. Their targets are the securing of vital strategic outlying defences, communications centres and utilities stations, to set up a strangle hold on the city itself. At the same time, the city garrison moves out to deny the enemy these objectives and secure them for themselves, strengthening their presence and allowing them to continue to utilise the city's facilities to further their war efforts along a far larger front.

Mission Objectives:

This game is a pitched battle with 3 objectives for both sides to contest.

One is placed roughly at the table centre and each player takes one of the remaining two objectives and places it in the opposing players half of the board, at least 30cm from any table edge, or other objective.

Unbroken formations may claim an objective if they have at least one unit within 15cm of the objective in the end phase. A Player may only



claim an objective if there are no enemy formations also within 15cm. If both players have formations within 15cm, the objective does not count towards the victory conditions for either player for that turn.

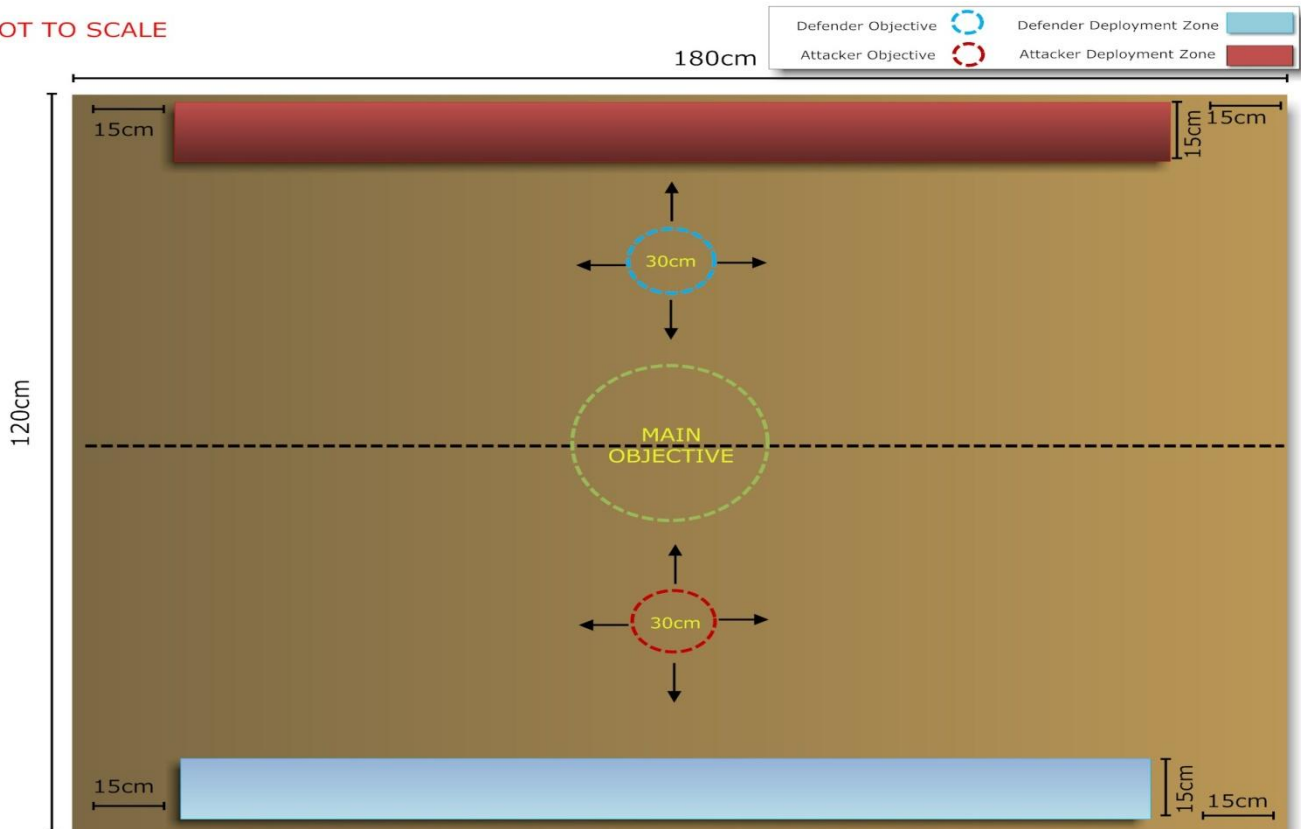
The game ends when one player controls any two of the objectives in the end phase of the third or any subsequent turn.

Forces & Deployment:

Forces may be chosen to any pre-arranged points value, with full force organisations available to both players.

Deployment is along the long edge of your gaming table, with a 15cm deep deployment zone for both armies.

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Scenario 4: "The Last Stand?"

Mission Description:

The losing army from mission 3 is put on the back foot and falls back to a strongpoint in an attempt to hold out for a reprieve.

The bastion stands as a final outpost for the defenders in this sector. It is surrounded and the attack will come at the defenders from all sides. They must be crushed quickly, for the entire front could still be at risk if they are allowed the time to bring the communications systems back online and call in backup for a coordinated counter strike. The defenders are readying themselves to sally forth and make a break back to their own lines. However, their forces are weakened and they need just a little time to prepare for the last ditch assault.

Mission Objectives:

The attacker wins this scenario by having an unbroken formation inside the defenders

deployment zone in the any end phase before the end of the fifth turn.

The defender must hold the compound. They are successful if there are no un-broken enemy formations within their deployment zone when victory conditions are checked in any turn after or including the fifth.

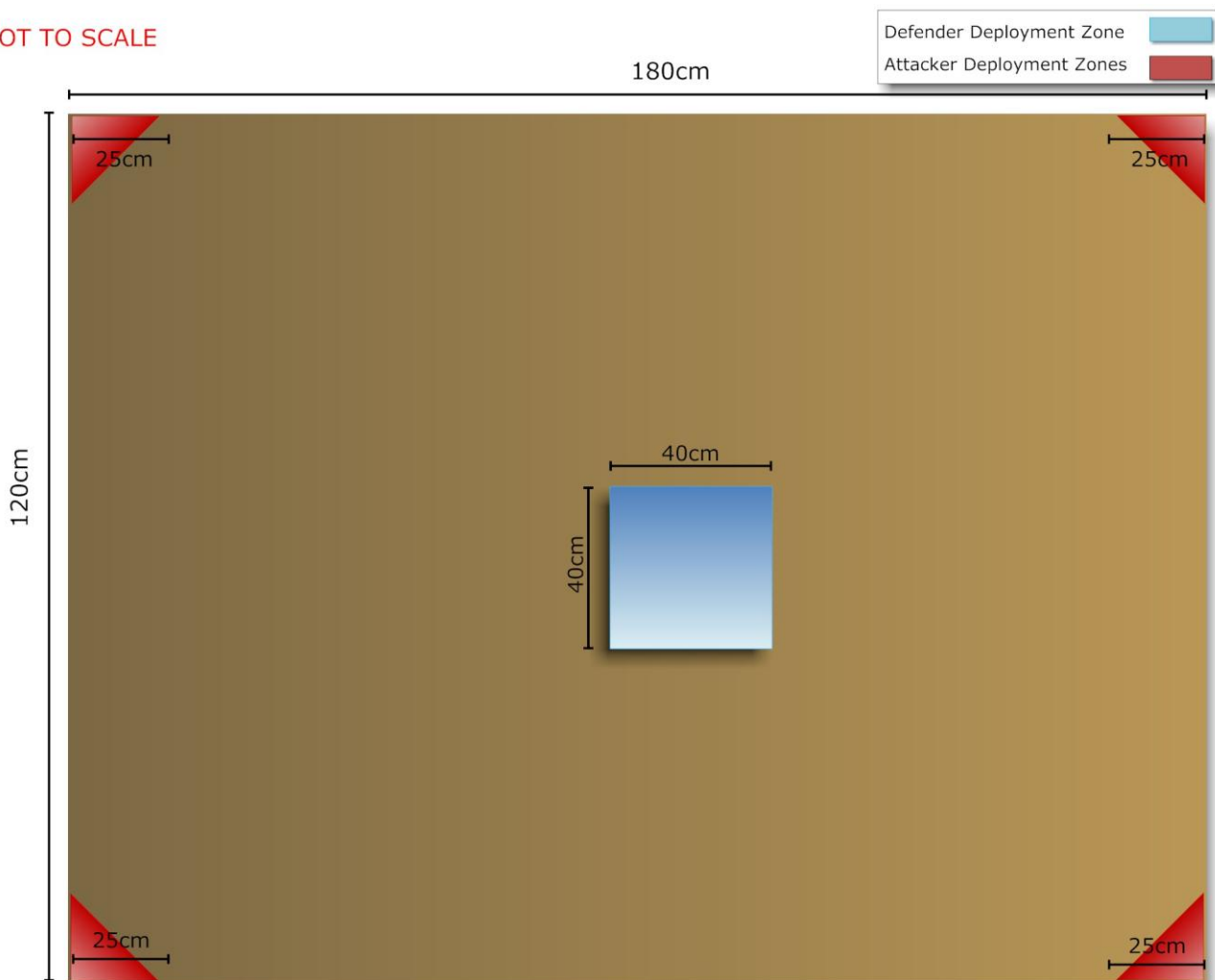
Forces & Deployment:

The defender deploys in the centre of the table, in what should be a reasonably defensible position (for example, good scattering of medium cover buildings).

The attacker must split their forces into four equal sized (by number of formations) sets and deploys in the four corners as shown. Aircraft do not count towards the formations deployable in any of the corners, but may come on from any of the four deployment zones once they are activated.

The game is played to a pre-determined points value (600-800 points recommended) and both players have full access to their complete Force organisation chart.

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Scenario 5: "Back to the Boats!"

Mission Description:

For the defeated army from mission 4, this sector is deemed a lost cause and they must pull out their valuable forces to fight another day. If the defenders in mission 4 won, they've gained themselves the time to pull out. If the attackers won, they broke the bastion, and continued on to the main lines. This is the last desperate dash to safety for the forces who themselves were meant to be a relieving force to the stricken bastion of scenario 4.

All hope is lost. The only option available is to get as much of your forces back off this forsaken planet and live to fight another day, on another front. Your air fleet have managed, temporarily at least, to ensure air cover whilst the ground forces rush back to the evacuation ships and head for orbit or another system entirely!

Mission Objectives:

The defender has to get as many of their formations off the board as possible. They do this by exiting along the short table edge through one of the three loading zones. One point is awarded for each unbroken formation successfully exiting the board in a dropship. A bonus point is awarded for getting the HQ formation off the board and another for the most expensive (points) formation, other than the HQ.

Escape ships can take off at the end of any defender's activation, closing a loading zone for the rest of the game, with points being scored for the unbroken formations safely inside it.

The attacker must prevent unbroken enemy formations from exiting the board through the escape ships. They may fire upon the escape ships before they take off. They each have FDV 8, MDV (8) and DP (6).

The game runs until the defender has no more unbroken formations on the table. At that point, count up the points scored by the defender. They must score points equal to at least half the number of their starting activations (rounding up) in order to win.

Forces & Deployment:

The game is set to a pre-determined points value. The attacker gets a 25% bonus when choosing their forces. It is assumed that the defender has temporary air superiority and the attacker may take no air units. The defender may take air units as normal. They do not count towards evacuated formations, but DO count towards their starting number of activations.

After deployment, the defender makes a moral test for every formation in their army. If failed, the formation starts the game Broken status and may do nothing for the first turn other than attempt to rally in the end phase

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