

Tournament Scenario

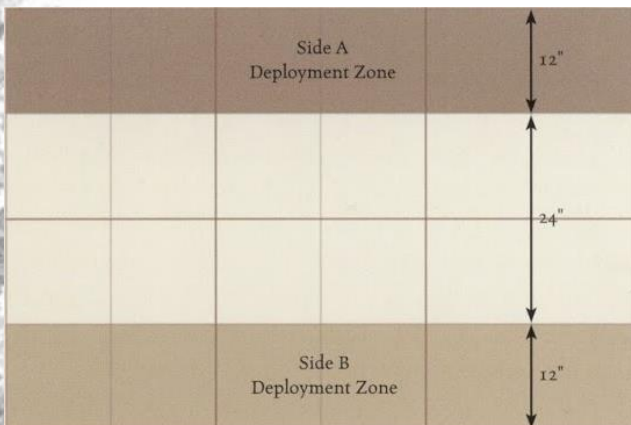
Supply Drop

Set-up

Set up the table with an even amount of terrain on the table.

Both players take it in turn to place six objective markers numbered 1 to 6 on the table they may not be placed with in 12" of each other and must be at least 6" from any table edge.

Both Players roll a die. The highest scorer picks a long table side and declares which if his units (if any) are being left in reserve. This can be up to half the units in their army, rounding down. The other player then does the same. No units are set up on the table at the start of the game (apart from forward observers/snipers).. Any units not left in reserve form the player's first wave.



Objective

Capture the supplies as they drop into the Landing Zone.

First turn

The battle begins. During turn 1 Starting with the player that placed the last object marker rolls a D6 the result is the location of the active drop this turn. On turn 2 the opposing player rolls a D6 for the location of the active drop, and so on until the end of the game.

During turn 1 both players bring their first wave onto the table. These units can enter the table from any point on their side's table and must be give either a run or advance order. Note that no order test is required to move units onto the table as part of the first wave.

Game duration

Keep a count of how many turns have elapsed as the game is played. At the end of turn 6, roll a die. On a result of a 1, 2 or 3 the game ends, on a roll of a 4, 5 or 6 play one further turn.

Victory

Players score 3 Victory Points if you control the active marker at the end of the turn. Each other marker is worth 0 Victory Points. Any units kept in reserve at the end of the game count as destroyed.

At the end of the game calculate which side has won by adding up your Victory Points.

Major victory – Score at least 5 more Victory Points than your opponent.

Minor victory – Score 2-4 more Victory Points than your opponent.

Draw – Score the same or +/- 1 Victory Points than your opponent.

Minor loss – Score 2-4 less Victory Points than your opponent.

Major loss – Score 5 or less Victory Points than your opponent.