

RED VS. BLUE

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OVERVIEW

The Eternal conflict, which side are you on?

Blue Imperialists intent on expanding the Empire? Or Red Capitalists taking objects for their coffers?

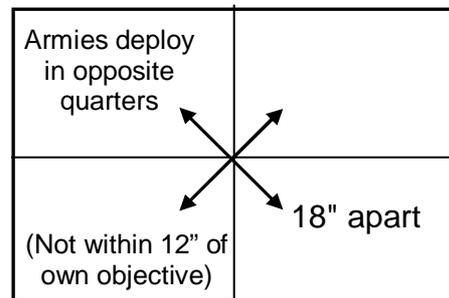
Which side are you on? If your opponent tells you he's Red, don't believe him! He's probably a Blue spy! If he tells you he's Blue he's trying to trick you.

SCENARIO SPECIAL RULES (ALPHA)

Red vs. Blue uses the *Escalation* special rule.

SET-UP

1. Both players roll a die, the player with the highest score may choose which quarter to deploy in. Each player must place a Primary objective in the opponent's quarter as close to the centre of the board as possible. Scatter each objectives 1D6". Objectives always scatter, use the arrow on the 'hit' for direction.
2. Players may not deploy within 12" of their own objective, or within 18" of the enemy.
3. The player that scored lowest deploys one unit in his deployment zone. His opponent then deploys a unit in his deployment zone. Players take turns deploying a unit at a time until their entire forces are on the table.
4. No unit can be deployed within 18" of the enemy OR within 6" of the table centre at the start of the game.
5. Units are deployed in the following order: Heavy Support first, then Troops, Elites, HQ, and Fast Attack units.
6. Roll for who gets first turn. Highest score may choose whether to go first or second.



MISSION OBJECTIVE

At the end of the game, declare your colour. (Note: You don't have to decide until the end of the game what colour you are!)

Red players must capture the objectives. You control an objective if you have more scoring units within 6".

Blue players must capture table quarters with scoring units, as per the usual rules for the Cleanse mission.

Note that, regardless of your colour, you can still contest a quarter or objective with scoring units to deny the enemy.

In games where both players are Red, the player holding the most objectives wins

In games where both players are Blue, the player holding most table quarters wins.

In games of Red vs. Blue, objectives are worth two quarters.

If both or neither players satisfy their goal, or if the players tie on their goals, the game is a draw.

If only one player satisfies their goal, that player is the winner.

GAME LENGTH

Six turns.

LINE OF RETREAT

Troops forced to retreat will do so towards the nearest board edge of their deployment zone, using the normal fall back rules.