

SCRAMBLE

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OVERVIEW

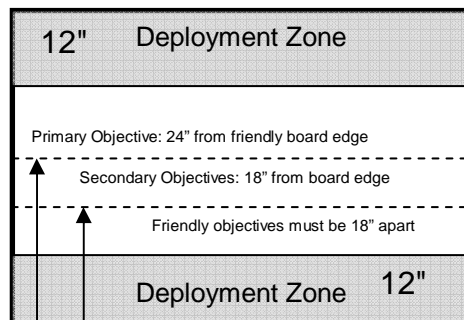
Valuable objectives have been lost in no man's land; both sides scramble to reclaim them.

SCENARIO SPECIAL RULES (GAMMA)

This mission uses the *Infiltrate*, *Deep Strike*, *Dusk/Dawn* and *Victory Points* special rules. Each side must supply one primary objective (base no larger than 60mm), and two secondary objectives (base no larger than 40mm).

SET-UP

1. Both players roll a die, the player with the highest score may choose which long board edge side to deploy along. Players may deploy up to 12" onto the board. The other player's deployment zone is the opposite side.
2. The player that scored lowest places his primary objective on the battlefield. The primary objective cannot be within 24" of his board edge. The other player then places his primary objective under the same conditions.
3. The first player now places one of his secondary objectives. Secondary objectives must be at least 18" from his board edge, and cannot be within 18" of any friendly objective. The second player now places one of his secondary objectives under the same conditions. The first player places his other secondary objective, and the second player places his second and final objective.
4. When all objectives are placed, roll a scatter die and a D6 for each. On a roll of 'Hit', the objective stays where it is. On any other roll, scatter in the direction indicated.
5. 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.
6. Units are deployed in the following order: Heavy Support, then Troops, Elites, HQ, and Fast Attack units.
7. If either side has any units which can infiltrate then they may deploy these units after all the other units have been placed. If both sides have Infiltrators then roll a dice; the winner may choose whether to deploy his Infiltrators before or after the enemy Infiltrators.
8. Roll for who gets first turn. Highest score may choose whether to go first or second.



MISSION OBJECTIVE

Each player is seeking to recapture his own objectives. To control an objective, you must have more scoring units within 6" of the objective than enemy scoring units.

Players score Victory Points for destroying enemy units, as per the usual rules.

Control of your primary objective is worth 600 VP.

Control of your secondary objectives is worth 300 VP for each.

You do not gain points for controlling your opponent's objectives, although naturally you deny him the points.

The player who scores 100+ points more than his opponent is the winner. If the final scores are within 0-99 points, the game is a draw.

GAME LENGTH TOTAL VICTORY

Six turns.

You control all of your objectives, and your opponent controls none of his.

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.