

Mission: last chance bunker



LEGEND

-  Attacker's access zone
-  Defender's deployment zone
-  Neutral access zone
-  Bunker
-  Container
-  Low wall
-  High wall

"Get moving! Take position in the bunkers. Faster! You think the morphos are going to be kind enough to wait for our reinforcements? Go, go, go! What..."

The Master Sergeant never finished his sentence. He was struck by nucleus gun fire.

A few days earlier, the Therians had cut them off from their fighting group. These bunkers were their last chance. If they could only hold their position till reinforcements got there...

The sergeant turned and shouted at his troops:

"You heard him, this is hog heaven! It's all easy! Get into the house and wait for the big bad wolf to come down the chimney!"

The steel troopers ran into position. The first contingent of storm golems was already visible. The sergeant turned his intercom on.

"Fire at will! Blow those machines to pieces!"

The Therians ran into a real wall of fire. The sergeant smirked with satisfaction: they'd probably all die, but they wouldn't die alone.

After all, the others weren't that far away ...

FORCES AVAILABLE

This mission opposes an attacker and a defender

The attacker's company is composed of 2000 A.P. of assault units

The defender's company is composed of 1000 A.P. of assault units and 1000 A.P. of reinforcement units.





TACTICAL POSITIONS

See the map.

PRIMARY OBJECTIVES

- Control a bunker: 3 VP
- Capture a bunker: 5 VP (Attacker only.)


SECONDARY OBJECTIVES

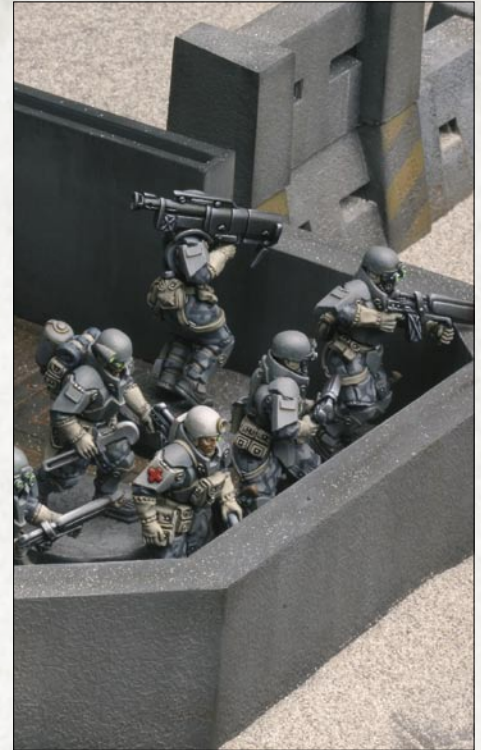
None.

SPECIAL RULES

Bunker: Only fighters of Size 2 or smaller can enter a bunker. No vehicle can enter a bunker.. A unit located in a bunker cannot be issued a "Take

cover!" combat drill. Each bunker has a single access to the rear. The loophole allows a unit to shoot, but not to fight in hand to hand combat. The bunker has the "Improved cover" and "Secured" abilities:

- *Improved cover:* A unit in a bunker gets  + cover tests This cover test also applies to artillery strikes and indirect fire weapons, except "Projection" weapons.
- *Secured:* The bunker cannot be sabotaged.



We are holding the position! The defenders assault units must be deployed in the designated zone. They cannot use any access zones. All the defenders assault units must be deployed by the end of round one. They cannot be left in reserve.

The cavalry is here! The defender's reinforcement units must enter the battlefield in the third round through the defender's access zone. They cannot stay in reserve.

Artillery strikes: This mission allows artillery strikes.

CEASE FIRE

The first player to reach 20 VP wins.

If neither player can win any more VP, the player with the most points wins.

