

SCENARIO AT-43 : ATTACK!



«Sergeant, when you spoke about the reconnaissance mission, just now, you presumed we had no prior knowledge of it...»

- Last words of 2nd Class Sergeant Kevin Borz

GAME MATERIALS

What you need to play this mission:

- 15 game tiles (available in *Operation: Damocles* tile set);
- 4 walls
- 2 high walls
- 3 nanogenerators

FORCES PRESENT

Number of players: 2

This mission opposes two attackers. Each player has 3000 A.P. to build his company (entirely assault).

TACTICAL POSITIONS

See the map.

Both players, starting with the youngest, place 4 low walls and 2 high walls anywhere he wishes as long as all walls are placed on one of the five tiles along his table edge (the tiles his respective access zone and drop point are located in).

TACTICAL POSITIONS

Each player's units come into play by their respective access zone (shown on the map).

In the first round, each player is allowed to deploy a single unit via his drop point (think of this unit as an advanced scouting unit charged with securing the drop point). This unit is considered as having entered play by the drop point. However, contrary to drop point rules, it is not considered activated and, thus, can act normally.

From the second round on, this drop point is used as described in pp. 86-87 of the *Rules of the Game*.



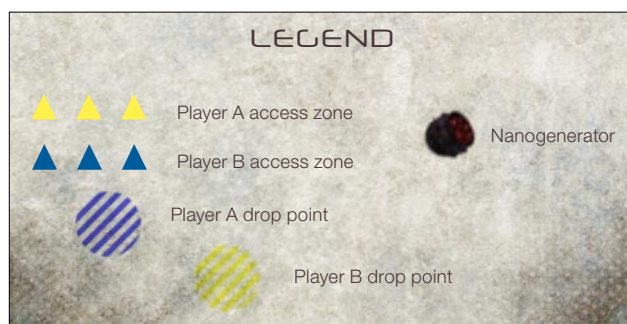
PRIMARY OBJECTIVES

Control the central nanogenerator: 4 V.P.

Control a nanogenerator on a drop point: 2 V.P.

CEASEFIRE

The game ends when a player totals 20 V.P. or more during the control phase. If both players meet this condition, the player with the most V.P. wins. In case of a tie, the game ends in a tie.



An original idea by Marc Lorieux.