

Grimdark Future – Escalating Significance vo.8

Mission Background

On the battlefields of the far future, mission objectives are prone to change when the battle progresses. It can be ammunition depots, military informants, satellite uplinks or the like, which can all play a very crucial role in any engagement. But once the enemy blew them up, this location is totally useless and of no strategic value anymore. So every commander has to adjust to changing war goals.

The Battlefield

For this mission you'll need a 6'x4' table with at least 10-15 pieces of terrain on it. There should be a larger terrain piece in each of the 6 table sections.

The Armies

For this mission you'll need two armies of at least 2500 points each. Competitive rules apply.

Deployment

The players roll-off, and the winner picks zone A or B to be his deployment zone, with his opponent taking the opposite. Then the players alternate in placing one of their units each within their deployment zone, starting with the player that won the roll-off.

First Turn

The players must roll-off to see who gets the first turn.

Objectives

Before rolling off for deployment zones, the players have to set up a total of 5 objective markers.

The first marker is automatically set up in the middle of the battlefield.

Then the players roll-off to see who goes first in placing the other 4 objective markers, and then alternate in placing one objective marker each, at least 9" from other objectives and 6" from the table edges. Objective markers may be placed inside deployment zones.

At the end of each round, if a unit is within 3" of a marker whilst enemies aren't, then the objective is seized. It remains seized after leaving the 3" area.

Pinned units can't seize markers.

At the end of round 1 players get 1 VP for each objective they seized.

At the end of round 2 players get 2 VP for each objective they seized.

At the end of round 3 players get 3 VP for each objective they seized.

At the end of round 4 players get 4 VP for each objective they seized.

At the end of round 5 players get 5 VP for seizing the objective marker.

The game ends after 5 rounds, and the player that scored most VPs wins.

A total of 35 victory points can be scored.

Special Rules

Advantage or Disadvantage?: On each new round the player that finished activating first on the last round gets to choose if he wants to a) activate first or b) remove a objective marker of his choice permanently. After choosing a) or b), the second player automatically gets the other option. This is decided after ambush troops are set up.

