

Grimdark Future – Breaking Stasis vo.9

Mission Background

The Dictator class cruiser Divine Punishment was rendered incapable by an unknown attack force. Precious containment canisters were blasted out of the cargo bays and fell into the gravity field of a nearby unnamed planet and rained down on it, together with the debris of the destroyed escort ships. While it is unknown who led the attack, both factions got secret informations about the contents of the canisters. They keep rare warp-infused alien material in stasis. Because of the damage suffered, the stasis field of the canisters could break down any time, rendering the contents useless.

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 2500 points each, and each army must have at least one hero. Each player must then select one of their heroes to count as the army general. Competitive rules apply except the army composition limitation of only 3 copies of the same unit. Remove this limitation.

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 deployment, the players have to set up a total of 6 objective markers.

The players roll-off to see who goes first, and then alternate in placing one objective marker each, at least 9" from other objectives. Only one marker may be placed in each of the 6 battlefield zones. 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 does not remain seized after leaving the 3" area.

Pinned units can't seize markers, and if units from both sides are contesting a marker, the unit with the most remaining total wounds seize the marker.

At the end of round 1 players get 1 VP for each objective they seized. Then a D6 is rolled and the according objective marker is removed.

At the end of round 2 players get 2 VP for each objective they seized. Then a D6 is rolled and the according objective marker is removed. Re-roll if the according marker already is missing.

At the end of round 3 players get 3 VP for each objective they seized. Then a D6 is rolled and the according objective marker is removed. Re-roll if the according marker already is missing.

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

At the end of the game players get 1 VP for destroying at least half of the units in the enemy army, 1 VP if they destroyed the most expensive unit in the enemy army, as well as 2 VPs for killing the enemy general.

The game ends after 4 rounds, and the player that scored most VPs wins.

Special Rules

Falling Debris: At the end of each round (after scoring) roll 2D6. The results mark the battlefield zones affected. If the same zone is rolled twice, the effect is only applied once.

Roll a D6 for every unit in the affected zone. Infantry throw themselves into cover, vehicle crews prepare for impact and units try to get into favourable positions to withstand the rain of debris. On a result of 1-3 the unit counts as Pinned.

