

## GRAND DESIGNS

*Command has issued their orders. All of them. Every objective, every contingency, every priority - simultaneously. Somewhere in the chaos, there is a plan. Good luck finding it.*

### SET-UP

Set up a Strategic Objective marker in the centre of the table.

Place the Top Secret Objective in the centre on top of the Strategic Objective (a briefcase or similarly suitable marker on a 1" diameter base).

There are 4 objectives. Both players roll a die. The highest roller places one objective anywhere on the table at least 12" from another objective (including the Strategic Objective) and at least 6" from the table edge. The other player places another objective using the same restrictions. Players alternate until all objectives are placed. If an objective cannot be placed by the above criteria, then it is not placed and the game is played with fewer objectives.

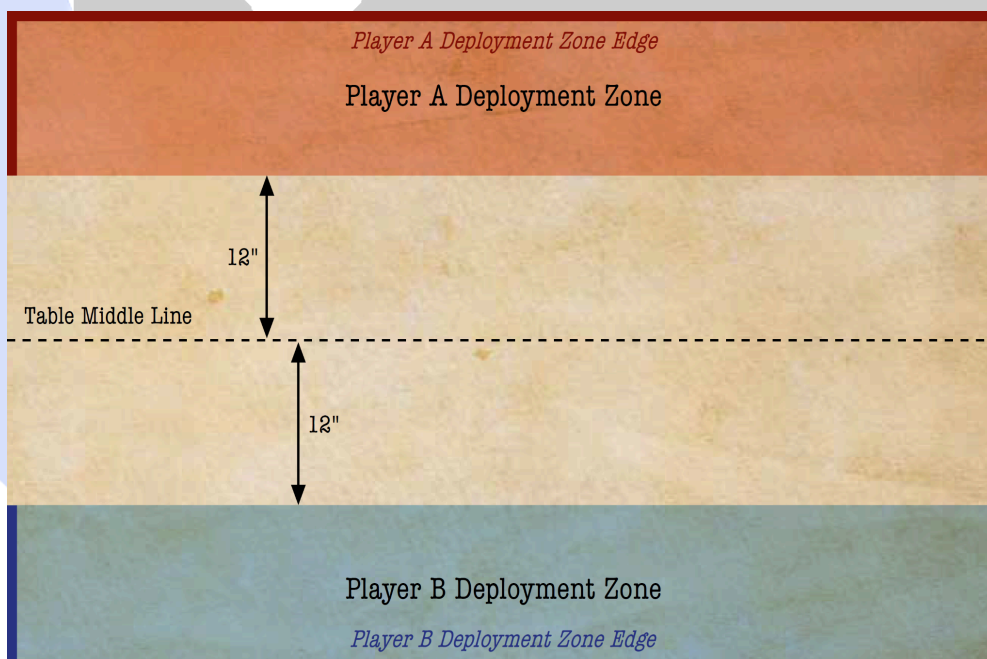
Both players roll a die, the highest scorer chooses a long table edge for their DZE and places their base (2" diameter base) at least 4" from their long table edge, then declares which of their units (if any) are embarked on transports, which units are being left in reserve - this can be up to half of the units in their army, rounding down, and which units are outflanking. The other player then does the same, with the exception of picking a DZ.

No units are set up on the table at the start of the game. Any units not left in reserve form the player's first wave.

### Outflanking is not allowed.

- Units in reserve can enter from any point on the controlling player's DZE from turn 2 onwards.
- Infiltrators can be set up anywhere on the table outside of the opponent's DZ & 12" from any enemy unit.

### BATTLEMAP



## OBJECTIVE

The objective is simple - both sides must attempt to destroy the other whilst preserving their own forces, whilst also moving, and also capturing objectives, and capturing intelligence, and destroying the enemy base, and killing their officer. But that is all, very simple.

## BATTLE COMMENCES

During Turn 1 both players must bring their first wave onto the table. These units can enter the table from any point on the player's DZE, and must be given either a Run or Advance order. Note that no order test is required to move units onto the table as part of the first wave and that troops are not allowed to make an assault when they enter the table.

*Units that require an order test to activate even when unpinned, such as shirkers, still require a test to enter the table. If this is failed, they will enter reserves. One man turret vehicles can attempt to enter with an advance with an order test, and if they fail their test, they will also go into reserves.*

## GAME DURATION

Keep a count of how many turns have elapsed as the game is played. At the end of turn 6, roll a die. On a result of 1, 2 or 3 the game ends, on a roll of 4, 5 or 6 play one further turn.

## SCORING

Note that in this scenario, units are allowed to deliberately move off the table from the opponent's **long table edge** to reach their objective - to do so, they need to have sufficient movement for the entire base of every model to be off the table, vehicles must have sufficient movement for their entire hull to leave the table.

To count as "in" an area, such as the neutral zone or opponent's DZ all models in the unit must be wholly within that area. If a unit straddles two or more areas it counts as being in the lowest points scoring area.

Units who *Panic* due to a FUBAR and run off the table still count as destroyed, and do not score VPs for the controlling player.

At the end of the game, calculate which side has won by adding up victory points as follows:

- 1 VP per enemy unit destroyed.
- 1 VP for each of their units in the neutral zone.
- 2 VP for each of their own units that is inside their opponent's DZ.
- 3 VP for each of their own units that has moved off their opponent's long table edge.
- 3 VP per objective controlled (except the strategic objective).

*To capture an objective, at least one of your infantry or artillery units (not aboard a transport) must end its activation within 3" of the objective, and there must be no enemy unit of any type (with the exception of medics, chaplains and empty transports) within 3" of it.*

*Once you have captured an objective, mark it as yours with an appropriate model or token (a flag is ideal!). It will remain under your control until the end of the game, or until an enemy unit captures it back, as described above.*

- 3 VP for killing the opponent's highest ranking officer.

*If all are equal rank, the one which cost the most points, if all are equal points, randomise it by rolling a die.*

- 5 VP for retrieving the Top Secret documents.

*To seize the briefcase, an infantry unit must Advance or Run and end its move with one model touching the briefcase (or occupying the building section where the briefcase is). That model immediately picks up the briefcase and will carry it as its unit moves. If the model carrying the marker is killed, the marker is immediately transferred to any other model in the unit. If the entire unit is destroyed/removed from play, the briefcase is left there for someone else to pick up later. If the unit carrying the briefcase is destroyed in an assault, the enemy unit that destroyed it can immediately claim the briefcase and place it next to one of their models before they make their regroup move. If the briefcase ever ends up in impassable terrain (e.g. a building it is in is set on fire), then units pick it up by moving into contact with that impassable terrain. To retrieve the briefcase the unit carrying it must deliberately move off its own table edge - to do so, the unit must be successfully ordered to Advance or Run, and then all the models in the unit need to move into contact with their own table edge.*

- 5 points if the enemy base is destroyed.

*At the end of any game turn, roll a die for each of your infantry or artillery units that is not Down, or on a transport vehicle, and is touching the enemy base (even if there is an enemy unit of any type touching it!). On a roll of 4+, the base is destroyed.*

- 5 points for control of the strategic objective. To capture an objective, one of your infantry or artillery units must end the game within 3" of the objective, and there must be no enemy unit of any type within 3" of it.

#### VICTORY CONDITIONS

Win/Draw/Loss		Major/Minors	
2+ VP more than opponent	Win	4+ VP more than opponent	Major Victory
All other results	Draw	1+ VP more than opponent	Minor Victory
		All other results	Draw

#### SECONDARY OBJECTIVES

If secondaries are in use:

To capture the secondary objective, at least one of your infantry or artillery units (not aboard a transport) must end its activation within 3" of the objective, and there must be no enemy unit of any type (with the exception of medics, chaplains and empty transports) within 3" of it.

Once you have captured an objective, mark it as yours with an appropriate model or token (a flag is ideal!). It will remain under your control until the end of the game, or until an enemy unit captures it back, as described above.

#### NOTE

All distances to/between objectives are measured from the centre of the objective. Horses, bicycles and motorcycles (we can dream) are not transport vehicles and so dismounting is not required to capture an objective.