

QUICKSTRIKE

TACTICS

Quickstrike Tactics 0.2

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https://www.betulastudios.com/#/games/quickstrike-tactics

Quickstrike Tactics is a fast-paced, tactical 28 mm true-skirmish miniature wargame. Players control individual infantry units and vehicles, taking turns activating models to complete mission objectives and neutralize enemy forces.

The simple yet engaging mechanics of Quickstrike Tactics ensure that players experience exciting and strategic gameplay throughout the game.

Game Basics

- Scale & Measurement: Played with 28 mm scale miniatures. The base unit of measurement is 2 cm.
- Dice: All rolls (Attack, Defense, Skill checks, etc.) use standard six-sided dice (D6).
- Alternating Activations: Players take turns activating one unit at a time to move, attack, or perform actions.
- Play Area: Standard battlefield size is 120 x 120 cm, but can be adapted to fit available terrain and space.
- Terrain Agreement: Before setup, players agree on which terrain elements count as Difficult Terrain (halves movement) or Blocked Terrain (impassable/blocks Line of Sight).
- Rule Precedence: If rules conflict, Mission Rules override Special Rules, which override Basic Rules. If a dispute arises that cannot be resolved, let a third party decide or roll a D6 to resolve it.
- Base-to-Base Contact: Units are in base-to-base contact when their miniature bases physically touch (or when a vehicle's hull touches a model's base or another vehicle).

Game Turn Sequence

Each game turn progresses through six distinct phases in the following order:

1. **Initiative Phase:**
   Determine which player holds the initiative for the current turn. The player with the fewest surviving models on the battlefield goes first, unless mission rules state otherwise.
2. **Movement Phase:**
   Starting with the player who holds initiative, players take turns activating one unit at a time to move up to its maximum movement distance or perform a Run action.
3. **Close Combat Phase:**
   If any units are within 2 cm of an enemy, Close Combat takes place. Players alternate activating eligible engaged units to make melee attacks (within 4 cm) or Disengage.
4. **Ranged Combat Phase:**
   Starting with the player holding initiative, players alternate activating units to execute ranged attacks against target units within line of sight and weapon range.
5. **Task Phase:**
   Starting with the player holding initiative, players alternate activating units to perform mission-specific objectives or tasks (such as hacking terminals, planting charges, or picking up objectives) requiring a Skill roll.
6. **Ongoing Damage Phase:**
   Resolve any active status effects (such as ongoing fire damage from Fire Grenades) affecting units on the battlefield.
7. **End of Turn:**
   Once all phases are resolved, the current turn ends and a new turn begins with the Initiative Phase.

The game turn sequence repeats in each subsequent turn, with players taking tactical actions to outmaneuver their opponents, complete mission objectives, and achieve victory on the battlefield.

Movement Phase

The players take turns moving their soldiers. The player with the Initiative goes first.

1. Select a unit that has not yet moved this turn.
2. Move unit in accordance with the rules.
3. Give your opponent the opportunity to move one of their units.

Movement rules

Base Unit:

- The base unit measurement is 2 cm.
- All movement distances are measured in base units (cm).

Infantry Movement:

- Infantry units have a Movement stat of 10 cm per turn.
- During the Movement Phase, each infantry unit can move up to its Movement stat in a straight line or around obstacles.
- The model cannot move through other models or Blocked Terrain and will have its movement impaired in Difficult Terrain (see below).

Running:

- As an alternative, Infantry Units can choose to run during their turn to move up to 20 cm, but they cannot perform Ranged attacks or perform any tasks during that turn.
- Players must clearly indicate if a unit is running during their Movement Phase.
- Movement is restricted and affected by Terrain as normal.

Obstacles and Terrain:

- Infantry units can move through open terrain freely but may face penalties or restrictions in Difficult or Blocked Terrain.
- Difficult Terrain: Units are able to move half their movement allowance when moving through Difficult Terrain, start halving the movement fr. Examples of difficult terrain could be rubble, bushes, etc.
- Blocked Terrain: Infantry units cannot move through blocked terrain, like walls or large boulders.

Cover and Defense Bonus:

- Units can gain a Defense bonus of +1 when attacked if they are partially or wholly behind cover (e.g., buildings, walls, terrain features). For example, 4+ Defense becomes 5+.

Vehicle Movement and vehicular close combat

- Vehicles have their designated Movement stat based on their type.
- During the Movement Phase, each vehicle can move up to its Movement stat, but never through obstacles.
- Vehicles can try to ram and run over enemy units.
    1. When coming in base-to-base contact with an enemy unit during the Movement Phase:
        - Resolve a Close Combat Attack against the enemy model at once using normal Close Combat rules.
        - Then continue moving the Vehicle unit up to it's movement allowance, resolving further attacks against enemy units as they occur.
    2. If the vehicle ends it's movement within 2 cm of an enemy model, it becomes engaged in Close Combat as any other type of unit.

Engagement and Disengagement:

- If an infantry unit moves within 2 cm of an enemy unit, it becomes engaged in close combat and cannot move further.
- Engaged units can disengage by moving away from the enemy unit, but they cannot perform any other actions during that turn.
- If a unit is within 2 cm of an enemy unit at the start of its Movement Phase, it must move away from the enemy, if possible, to avoid being engaged in close combat.
- If there is no escape route due to blocked terrain or enemy units, the unit must remain stationary and cannot perform any other actions during that turn.
- Please note that you can Disengage in the Close Combat Phase as well, see below.

Terrain Elevation:

- For simplicity, the game assumes flat terrain, and there are no rules for difference in elevation.

These movement rules provide players with tactical choices and strategic maneuvering options while keeping the gameplay straightforward and engaging. As players position their units, they must consider terrain, enemy engagements, and whether to run for faster movement or preserve the ability to attack or complete tasks.

Close Combat Phase

The player with the Initiative goes first.

1. **Select unit:** Choose a unit that has not yet activated in this phase. To be eligible, it must be **Engaged** (within 2 cm of an enemy Unit).
2. Choose Action:
    a. **Attack**: Target an enemy Unit within 4 cm of your Models in the selected Unit.
    b. **Disengage**: Move your unit away up to 4 cm if the path is clear (only available if currently Engaged within 2 cm).
3. If attacking: Select a target unit, roll the appropriate attack dice against the target's Defense value. If successful, the target takes damage (normally 1 HP).
4. Give your opponent the opportunity to select one of their eligible units and repeat from step 1.

- Repeat this process alternately until all eligible units in Close Combat have been activated.
- Eliminated units cannot be chosen to fight.

Close combat rules

Engaged Units & Melee Range

- Engagement (2cm): Units within 2 cm of an enemy unit are officially "engaged" in close combat. You must move within 2 cm during the Movement Phase to lock an enemy in combat or to choose to *Disengage*.
- Melee Attacks (4 cm): To keep the game fast and avoid "pile-in" movements, any model that is within 4 cm of an enemy model is allowed to fight in close combat during the Close Combat Phase.

Tactical Note: This rewards players who cluster their forces or move multiple units close to the fight and effectively prevents long "conga-lines" since you need to be within 4 cm to contribute with attacks.

Multiple opponents

- If a unit has more than one Attack die, it can allocate its Attack dice to different enemy targets within 4 cm. Resolve each attack roll separately. Declare all target allocations before rolling any dice.

Attack Roll

- **Attack Roll**: Roll the designated number of D6 dice for the attacking unit.
- **Hit Check**: If the roll equals or exceeds the target unit's Defense stat (e.g. 5+), the attack is successful and hits. If it is less, the attack misses and no damage is dealt.
- **Damage**: Each successful hit reduces the target unit's HP by the weapon's Damage stat (normally 1 HP).
- **Elimination**: If a unit's HP drops to 0 or below, it is immediately eliminated and removed from the gaming area.

Disengagement

- Engaged units can choose to Disengage when activated instead of attacking.
- Move the unit up to 4 cm away from all enemy units. If blocked by terrain or other models, it cannot Disengage.
- The move is allowed even if it means that you are still Engaged in Close Combat.
- A unit that has Disengaged cannot take any further actions in this phase.

Tactical note: Disengage can be used to move away from a stronger opponent to instead be in Close Combat with a weaker enemy unit.

Modifiers and Special Rules

- Specific units, terrain features, or abilities may grant modifiers to attack or defense rolls. Refer to specific unit stats or mission rules.

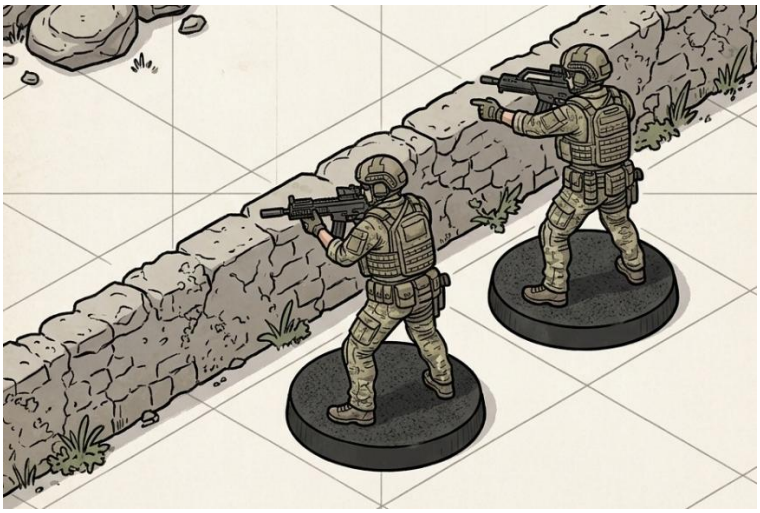
These close combat rules provide a straightforward and dynamic system for resolving close combat interactions between units. Players must carefully plan their unit positioning and choose the right moments to engage in close combat or disengage to gain an advantage over their opponents.

Ranged Combat Phase

The player with the Initiative goes first.

1. Select a **unit** that has not yet attacked in the Ranged Combat Phase.
2. A unit can only attack with a single weapon, select which weapon the unit will use.
3. Select a target **unit**, ensuring the target is within line of sight and within range of the chosen weapon.
4. Resolve the attack and apply any damage to the target unit.
5. Give your opponent the opportunity to select and attack with one of their units.

Repeat this process alternately until one player runs out of units to attack with, then the other player continues to select units until no more units can attack.



Ranged combat rules

Line of Sight:

- To make a ranged attack, the attacking unit must have a clear line of sight to the target unit (visible on a part of the body of the miniature).
- You can’t draw line of sight through other models, models always block line of sight.

Weapon Range:

- Each ranged weapon has a designated range value.
- To perform a ranged attack, the target unit must be within the attacking unit's weapon range and within line of sight.

Initiating Ranged Combat:

- Declare the attacking unit and the target unit before rolling any dice.

Attack Roll:

- The attacking unit rolls the appropriate number of dice indicated by the weapon stats.
- Declare the attacking unit and the target unit before rolling any dice.

Resolving the Attack:

- If the attack roll equals or exceeds the target unit's Defense stat, the attack is successful, and the target is hit.
- If the attack roll is less than the target unit's Defense stat, the attack misses, and no damage is dealt.

Damage and Elimination:

- If successful, the target unit takes damage based on the weapon's damage stat.
- Reduce the target unit's HP by the damage taken.
- If a unit's total HP is reduced to zero or below, it is eliminated from the game.
- Model Removal: The controlling player (the player whose unit is getting attacked) decides which specific Models within the unit are eliminated as damage is sustained, unless a special rule (such as a Sniper's Scope) dictates otherwise.

Modifiers and Special Rules:

- Specific units, terrain features, or abilities may grant modifiers to attack or defense rolls during ranged combat. Refer to specific rules for each unit or scenario.

These ranged combat rules provide a straightforward and engaging system for resolving ranged attacks between units. Players must consider positioning, line of sight, and cover to optimize their attacks and defend against incoming fire.

Vehicle Rules

Occupancy & Transport:

- When an infantry miniature enters a vehicle, it is considered "Mounted" inside.
- Mounted miniatures cannot take any actions or attacks while inside the vehicle, but they gain the following benefits:
    - They move with the vehicle as it moves, using the vehicle's Movement stat instead of their own.
    - They are fully protected from ranged attacks as long as the vehicle is not destroyed.

Embarking and Disembarking:

- **Embarking:** An infantry miniature can embark onto a vehicle during its Movement Phase if it starts its movement within 2 cm of the vehicle. It is then placed inside and removes its activation for the rest of the turn.
- **Disembarking:** A mounted miniature can disembark from a vehicle during its Movement Phase. Place the miniature within 2 cm of the vehicle. Once disembarked, it can move and take actions as usual during the remainder of its turn.
- **Deployment embarkation:** An infantry unit can start the game embarked in a Vehicle.

Vehicle Destroyed

- **Destroyed Transport:** If a vehicle carrying mounted miniatures is destroyed or immobilized, any miniatures inside must immediately make a Defense roll (using their own Defense stat, or the vehicle's, depending on preference—suggested: roll equal to or higher than 4+). If they fail, they are destroyed along with the vehicle. If they succeed, they are safely placed within 2 cm of the wrecks. This includes the driver which if successful will disembark and is considered Basic Infantry armed with a close combat weapon and a pistol.
- **Wreckage / Obstacle:** If a vehicle is destroyed, the model remains on the gaming area and permanently counts as Blocked Terrain/Obstacle.

Tactical Note: This simple vehicle occupancy system allows players to make tactical decisions about using transport for rapid movement and protection from ranged fire. Keep a close eye on transport capacities when building your force!

Force Selection Rules

Tactical note: In Quickstrike Tactics, each miniature acts as an independent unit, giving you individual activations for fast-paced, tactical gameplay.

Model Points (MP):

- Each miniature in the game is considered its own unit and is assigned a Model Points (MP) value based on its combat effectiveness, resilience, and overall power level.
- The words Model, Unit and Miniature are all interchangeable in the rules.

Total MP Cap:

- Before the game starts, players agree on a Total MP Cap for their forces. For example, the Total MP Cap could be set at 100 MP.

Build Your Force:

- Players use the Total MP Cap to recruit individual miniatures for their force, ensuring the total MP value does not exceed the cap.

Unit Minimum and Maximum:

- To ensure variety and balanced gameplay, establish a minimum and maximum number of units, weapons and equipment type that players can include in their forces.
- We suggest the following number of units:
    - Minimum: At least 7 infantry miniatures.
    - Maximum: No more than 15 infantry miniatures.

Vehicle Allowance:

- Vehicles operate separately from infantry. Players are allowed up to two vehicles, subject to a separate vehicle MP cap. We suggest 50 MP, which includes upgrades to the vehicles.

Example Force selection (Only an example):

- Total MP Cap: 100 MP (Infantry).
- Infantry Limits: Between 7 and 15 individual miniatures.
    - At most 5 Elite Infantry
    - At most 2 Heavy Infantry
    - At most 2 Sniper Rifles (or models equipped with sniper rifles)
    - At most 1 RPG (or models equipped with an RPG)
- Vehicles: Up to 2 vehicles (using a separate 50 MP cap).

These force selection rules provide players with flexibility and freedom to customize their armies while maintaining a sense of balance in the game. Players can experiment with different combinations of miniatures, create diverse forces, and adapt their strategies based on their chosen units.

Units

Infantry Units

In Quickstrike Tactics, infantry units consist of a single miniature. Each uni has 1 Hit Point (HP). This means that an infantry unit can sustain 1 damage before being eliminated from the game. When an infantry unit's HP reaches 0 or below due to attacks or ongoing damage, it is removed from the battlefield.

Tactical note: Having 1 HP for infantry units keeps the game dead simple and allows for quick gameplay. Players must strategize and protect their infantry units effectively since they are relatively fragile compared to vehicles. This rule encourages players to use cover, transports and positioning to their advantage and adds tension to combat engagements.

All Infantry models are considered being equipped with a close combat weapon and a pistol.

Basic Infantry - 5 MP

- Movement: 10 cm
- Close combat attack: 1D6 dice
- Defense: 4+
- HP (Hit Points): 1 (Eliminated when HP reaches 0 or below)
- Skill: 4+
- Equipment:
    - Can be equipped with Assault Rifle or Close Assault Weapon
    - Can be equipped with one Assault Grenade, Fire Grenade or Smoke Grenade

Elite Infantry - 15 MP

- Movement: 10 cm
- Close combat Attack: 2D6 dice
- Defense: 5+
- HP (Hit Points): 1 (Eliminated when HP reaches 0 or below)
- Skill: 3+
- Equipment:
    - Can be equipped with Assault Rifle, Close Assault Weapon or Sniper Rifle
    - Can be equipped with one Assault Grenade, Fire Grenade or Smoke Grenade

Heavy Infantry – 20 MP

- Movement: 8 cm
- Close combat attack: 1D6 dice
- Defense: 5+
- HP (Hit Points): 1 (Eliminated when HP reaches 0 or below)
- Skill: 5+
- Equipment:
    - Can be equipped with RPG or Light Machine Gun

Vehicle units

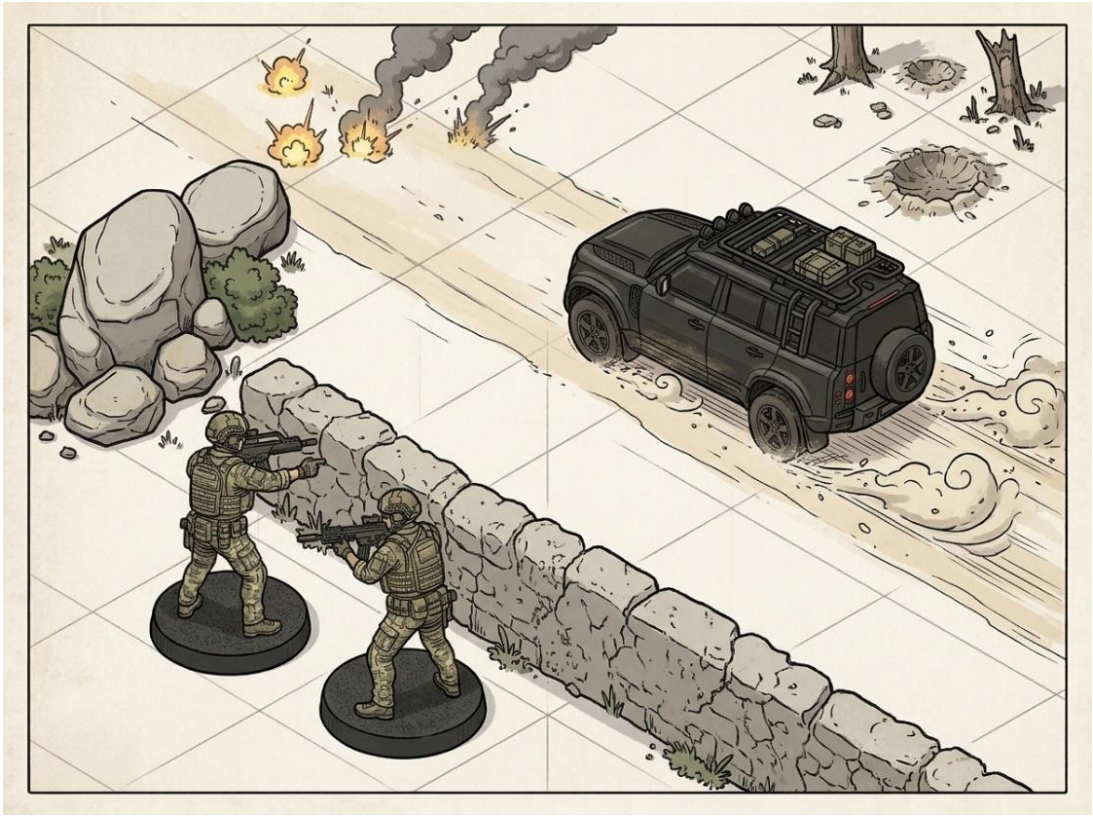
Car- 25 MP

- Movement: 20 cm
- Close combat attack: 1D6 dice
- Defense: 3+
- HP (Hit Points): 4
- Transport capacity: 3 models (the Car has a separate driver)
- Equipment: Can be equipped with a Light Machine Gun for a cost of 10 MP and will then have a transport capacity of 2 due to the vehicle now has a separate gunner.

Armored Vehicle – 30 MP

- Movement: 15 cm (Faster and more agile than infantry and light vehicles)
- Close combat attack: 2D6 dice (it's heavy)
- Defense: 4+
- HP (Hit Points): 6
- Transport capacity: 6 models (the Armored Vehicle has a separate driver)
- Equipment: Can be equipped with a Light Machine Gun for a cost of 10 MP and will then have a transport capacity of 5 due to the vehicle now has a separate gunner.

These unit stats provide players with clear and straightforward information about the capabilities and characteristics of each unit type in Quickstrike Tactics. By having defined stats for each unit, players can make informed decisions during force selection, tactical positioning, and combat engagements.



A Car trying to extract a VIP

Weapons

Close Combat Weapons

All Infantry models are considered to be equipped with basic close combat weapons, like combat knives. Vehicles can attack in close combat just by trying to run over an opponent.

Ranged Weapons

Assault Rifle:

- Range: 50 cm.
- Attack: 1 or 2D6, representing single or burst fire.
- Damage: 1 HP
- Special rules:
    - If firing single shot, make the Attack roll easier by 1 (i.e. 3+ instead of 4+)

Close Assault Weapon (Submachine Gun / Shotgun):

- Range: 25 cm.
- Attack: 1D6
- Damage: 1 HP
- Special Rules:
    - Close Assault: When attacking a target within 10 cm, the player can roll an additional D6 and choose the highest result.

Pistol:

- Range: 25 cm.
- Attack: 1D6
- Damage: 1 HP

Sniper Rifle:

- Range: 70 cm.
- Attack: 1D6
- Damage: 2 HP
- Special Rules:
    - Stationary: The unit cannot move and shoot in the same turn.
    - Scope: Cover can not be used against Sniper Rifles and if the target has been stationary this turn, the Attack Roll with the Sniper Rifle can be rerolled if it fails.

RPG (Rocket-Propelled Grenade):

- Range: 60 cm
- Attack: 1D6
    - If the RPG misses the target, draw an imaginary line between the shooter and the target, the rocket will continue to travel to the next possible target in the line. If it is a model, roll to hit against Defense as usual. If it hits Blocked Terrain the rocket will explode there, possibly damaging anyone standing close enough. This also means that the rocket could miss all targets and fly off the gaming area.
- Damage:
    - Anything within 2 cm of the point where the RPG hits will take 3 HP in damage. Only Cover saves are allowed within 2 cm of impact.
    - From 2 to 4 cm from the center where the RPG hit will take 1 HP in damage if the attacker succeeds in the Attack roll against their Defense value, Cover saves add to Defense as normal.
- Special Rules:
    - Limited ammunition: The RPG has a limited number of uses, 2 shots per game.

LMG (Light Machine Gun):

- Range: 50 cm
- Attack: 3D6
- Damage: 1 HP
- Special Rules:
    - Suppressive Fire Rule
        - Before rolling the attack dice, declare that the Light Machine Gun will shoot Suppressive Fire against an area;
            - Nominate a point anywhere within range and line of sight. Any Infantry unit within 6 cm of that point are potentially suppressed.
            - All units wholly or partially within that area are affected. Instead of trying to eliminate individual units, the Light Machine Gun forces affected units to make a Skill roll (e.g., 5+ on a D6) or become Supressed.
    - Suppressed units cannot move or perform any further actions this turn and cannot move or Attack during its next round unless the model firing the Supression Fire is killed before that.
    - Unwieldy: If the model carrying the LMG has moved this turn, it will only Attack with 1D6 and can not shoot Suppressive Fire.

Grenades

Assault Grenade:

- Range: 15 cm
- Attack: 1D6
- Damage: 1 HP
- Special Rules:
    - Area damage: Can target a specific location on the battlefield (e.g., behind cover) rather than a specific unit. All units within 4 cm of the target location are affected. Roll for defense as normal for those models.
    - Cover save bonus is based on where the Grenade lands, not from the point of the throwing Model.
    - Potential scatter: If the Attack roll misses, the Grenade scatters the difference in die roll to the target number times 2 cm (example: rolled 1 instead when the Attack roll was 4+, the grenade scatters 6 cm (Target 4 – Roll 1 = 3 x 2 cm) in a random direction).

Fire Grenade (Molotov Cocktail)

- Range: 15 cm
- Attack: 1D6
- Damage: 1 HP
- Special Rules:
    - Area damage: Can target a specific location on the battlefield (e.g., behind cover) rather than a specific unit. All units within 4 cm of the target location are affected. Roll for defense as normal for those models.
    - Cover save bonus is based on where the Grenade lands, not from the point of the throwing Model.
    - Potential scatter: If the Attack roll misses, the Grenade scatters the difference in die roll to the target number times 2 cm (example: rolled 1 instead when the Attack roll was 4+, the grenade scatters 6 cm (Target 4 – Roll 1 = 3 x 2 cm) in a random direction).
    - Ongoing Damage: In addition to the initial damage, all affected infantry units receive an "Ongoing Fire Damage" status effect. The "Ongoing Fire Damage" effect lasts for the current game turn and the next game turn.
    - Ongoing Fire Effect:
        - At the end of each game turn during the duration, all affected infantry units take a Damage Roll against their Defense value due to the burning fire effect. If the roll is failed, they take 1 HP in damage.
        - After the end of the second game turn, remove the "Ongoing Fire Damage" status effect from all affected units.

Smoke Grenade

- Range: 15 cm
- Attack: 1D6
- Damage: 0 HP
- Special Rules:
    - Potential scatter: When throwing the grenade, the throwing model will succeed in throwing the Smoke Grenade on their Skill level (i.e. 4+). If unsuccessful, the Smoke Grenade scatters the difference in die roll to the target number times 2 cm (example: rolled 1 instead when the Skill roll was 4+, the grenade scatters 6 cm (Target 4 – Roll 1 = 3*2) in a random direction)
    - Area effect: Can target a specific location on the battlefield (e.g., behind cover) rather than a specific unit. All units within 6 cm of the target location are affected.
    - When the Smoke Grenade is thrown, place a "Smoke Screen" marker on the target point to signify the area of effect.
        - Units within the Smoke Screen area are considered partially obscured.
        - Units attempting to target or shoot at units within the Smoke Screen area have a -1 penalty to their Attack rolls due to the reduced visibility.
    - Stacking Smoke Grenades:
        - If multiple Smoke Grenades are thrown in the same area, the smoke screen effects stack. Each Smoke Grenade creates a separate smoke screen, increasing the obscured area and the penalties to Attack rolls accordingly.
    - Dispersion: The Smoke Screen lasts until it has been dispersed, see below.
        - At the end of the game turn, roll a D6 to determine if the smoke disperses:
            - On a roll of 1-3, the smoke disperses, and the Smoke Grenade is removed from play.
            - On a roll of 4-6, the smoke lingers, and the Smoke Grenade remains in play for an additional turn.

The Smoke Grenade provides a tactical advantage to players, allowing them to create a temporary area of reduced visibility and cover on the battlefield. It can be used to protect advancing units, obscure enemy lines of sight, or disrupt enemy shooting positions.

Missions

These missions offer diverse objectives and strategic challenges for players, encouraging creative tactics and decision-making throughout the game. As players engage in these missions, they'll experience intense battles and thrilling moments as they strive to achieve victory for their respective forces.

1. Secure the Intel

Objective:
Force A (Attacker) must retrieve a briefcase containing vital intelligence from the center of the battlefield and extract it. Force B (Defender) must prevent Force A from extracting the briefcase or eliminate all attacking units.

Deployment Zones:
The game board is a 120 cm x 120 cm battlefield divided into two halves by an imaginary centerline.
• Force A (Attacker) deployment zone: 30 cm deep across the entire width of one side.
• Force B (Defender) deployment zone: 30 cm deep across the entire width of the opposite side.
• The briefcase is placed at the exact center of the battlefield during setup.

Deployment Rules:
• Force A deploys all units within their deployment zone.
• Force B may deploy units either in their deployment zone or dispersed within 10 cm of the briefcase.

Special Rules: Briefcase Retrieval
• An infantry unit from Force A can pick up the briefcase by reaching the center and succeeding on a Skill roll (4+ on a D6) during its activation.
• Once retrieved, the carrying unit can move the briefcase back towards extraction.
• The carrying unit cannot attack or run, but may embark into a vehicle. Other units can cover and protect the carrier.

Victory Conditions:
• Force A wins if an infantry unit carrying the briefcase leaves the battlefield through any table edge other than Force B’s deployment zone edge.
• Force B wins if they prevent Force A from extracting the briefcase by the end of the game, or eliminate all attacking units.

Mission Length:
The mission ends after 6 turns.

2. Control the Checkpoints

Objective:
Force A (Attacker) aims to capture and hold three designated checkpoints (flags/points) across the map. Force B (Defender) must prevent Force A from securing the checkpoints or eliminate all attacking units.

Deployment Zones:
The game board is a 120 cm x 120 cm battlefield divided into four equal quarters.
- Force A deploys in one quarter.
- Force B deploys diagonally opposite in the opposite quarter.
- Three checkpoints are evenly distributed across the remaining two quarters.

Deployment Rules:
- Force A deploys their units anywhere within their deployment zone.
- Force B deploys their infantry units (and optional vehicles) within 10 cm of the checkpoints to establish initial control.

Special Rules: Checkpoint Control
- To capture a checkpoint, a Force A infantry unit within 2 cm must succeed on a Skill roll (e.g. 4+ on a D6) during its activation.
- To maintain control, Force A must keep at least one infantry unit within 2 cm of the captured checkpoint at the start of each of their turns.
- If Force A has no units within a captured checkpoint, control reverts back to Force B.

Victory Conditions:
- Force A wins if they control all three checkpoints at the start of any turn.
- Force B wins if they prevent Force A from controlling all three checkpoints by the end of the game, or eliminate all attacking units.

Mission Length:
The mission ends after 5 turns.

3. Infiltration and Sabotage

Objective:
Force A (Special Ops Team - Attacker) must infiltrate an enemy facility and sabotage critical objectives. Force B (Defending Forces) must hold the facility and eliminate the intruders.

Terrain

- Create a facility or compound in the center of the battlefield.
    - Designate a security system terminal in the facility
    - Designate three structurally important points in the facility
    - Designate a computer terminal in the facility

Force Selection (Asymmetric Forces):

- Attacker Bonus: Force A receives 25% more MP for unit selection (e.g., Force A has 100 MP for Infantry, while Force B has 80 MP).

Deployment Zones:

- The facility (central objective area with buildings) is located near the center of the 120 cm x 120 cm board.
- Force A deploys within 10 cm of any table edge
- Force B deploys dispersed anywhere inside the facility.

Deployment Rules:

- Force A deploys units within their table edge zone, ready to infiltrate.
- Force B deploys units strategically inside the facility perimeter.

Special Rules: Infiltration Tasks
Force A must complete at least 2 of the 3 primary tasks inside the facility:
1. Disable Security System: Reach the security system terminal and succeed on a Skill roll (e.g. 4+ on a D6).
2. Plant Explosive Charges: Reach two designated structural points; succeed on a Skill roll at each point (e.g. 4+ on a D6).
3. Retrieve Intel: Locate the computer terminal and succeed on a Skill roll (e.g. 4+ on a D6).

Victory Conditions:
• Force A wins if they complete at least 2 of the 3 tasks AND have at least one surviving infantry unit outside the facility at the end of the game.
• Force B wins if Force A fails to complete at least 2 tasks before the end of the mission, or if all attacking units are eliminated.

Mission Length:
The mission ends after 5 turns.