

Scenario: Drone Integration!

The vanguard of the C3 force is being harried by the infernal Ghar! Everything hangs in the balance as they desperately need to get to the inactive drone before they get overwhelmed. Take control of the malevolent Ghar forces and try to wipe out the advancing Concord, or use the C3 Strike Squads to reactivate the drone and take on the Ghar head-to-head!

THE BASICS

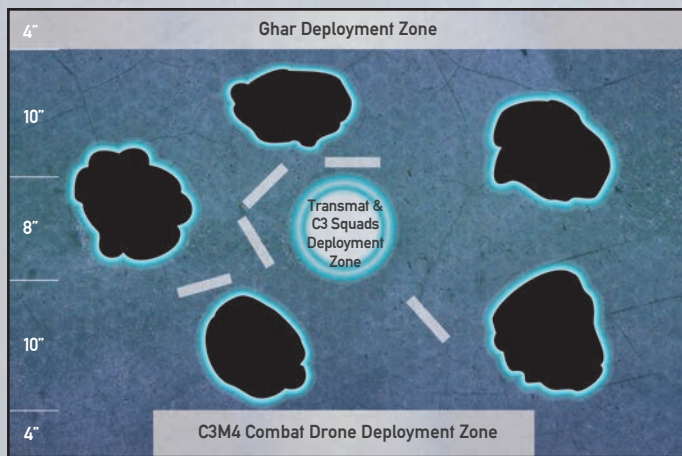
In addition to the armies and scenery as noted below you'll need a few things to allow you to play. A few ten-sided dice (or D10s as we refer to them), three Ghar and four Concord order dice, a dice bag, some shiny red pin markers and a tape measure should do nicely.

THE FORCES

The Ghar have three Battle Squads – each with two Troopers (three order dice). The Concord start with two C3 Strike Squads – each with five Strike Troopers (two order dice). You'll also need a C3M4 combat drone as mentioned later.

SET-UP

The table should be set up on 3 x 4 feet area. Place about 4-6 pieces of linear scenery that are impassable (barricades) plus 4-6 pieces about 8" in size that slow movement to half and block line of sight (dense forest/rocks) anywhere outside the C3 squad deployment zone. The deployment areas are shown in the map below, including the zone for the drone.



THE TURN

Each unit is represented by one order dice. These are placed into the bag ready to begin the first turn, in this case three Ghar dice and two Concord dice. The dice for the drone are left out of the bag to begin with.

The game starts by drawing a dice from the bag. The player whose army it belongs to will give an order to any of their units. This is then repeated until all the units have been given an order and the dice bag is empty.

When all units have acted, all dice are returned to the bag and the next turn begins straight away. This game lasts five turns.

ORDERS

When one of your dice is pulled from the bag and you have chosen a unit to act you have three orders you can choose from. Follow the rules below for each order.

Advance! Make a 5" move in any direction then make a shooting attack at a unit it can see using the following profile.

Shooting	No. of dice	Roll to hit	Enemy roll to save
Concord	1 per man	5 or less	9 or less
Drone	1	5 or less	7 or less
Ghar	2 per man	4 or less	5 or less

Fire! The unit stands its ground and makes a shooting attack at a unit it can see using the following profile.

Shooting	No. of dice	Roll to hit	Enemy roll to save
Concord	1 per man	6 or less	9 or less
Drone	2	6 or less	7 or less
Ghar	3 per man	5 or less	5 or less

Run! The unit makes a 10" move in any direction but does not fire at all this turn.

PINNING

Every time a unit takes one or more hits from shooting it receives a pin marker; only one pin is placed regardless of numbers of hits. This represents the suppressive effects that being shot at have on you! For every pin you have on a unit reduce its roll to hit and its morale roll, as shown below, by one.

MORALE

Being shot at is demoralising! If your unit suffers at least 50% casualties in a single shooting attack it will need to pass a morale check to stay in the fight.

- Concord: 7 or less (-1 for each pin)
- Ghar: 6 or less (-1 for each pin)

If you pass the morale check the unit continues to fight as normal. If you fail the remainder of the unit is removed from the field as casualties.

THE DRONE

If at the end of any turn there is a Concord unit in base contact with the drone it has been activated. Place **two** Concord order dice into the bag for the next turn onwards. This gives it the unique ability to act twice in each turn – please note the infantry can still only ever have one order per turn.

For the rest of the game the drone can move and shoot as normal using the profiles above.

WINNING THE GAME

If the Ghar kill all the Concord or stop the Concord from activating the drone, they are victorious!

If the Concord hold the transmat at the end of the 5th turn they win the game. Obviously this is a whole lot easier if you activate the drone!

Any other result is a draw.