

# BLAZE OF GLORY

While warfare is a grim affair at the best of times, in some circumstances a force can become so desperate that even simple survival is a slim hope. Rearguards, last stands, diversions... in all these cases and many others, a force resigns to the knowledge that they are likely to be wiped out by a vastly superior force, and prepare to sell their lives dearly.

## The Strike-teams

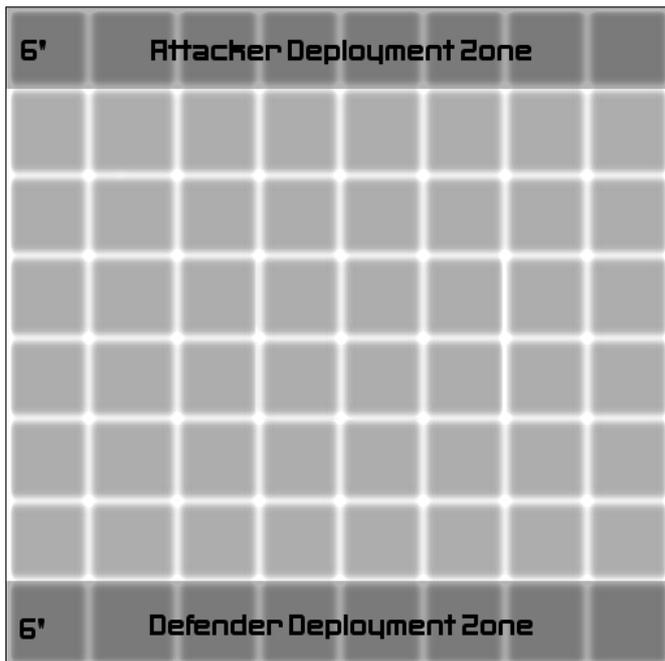
This scenario is for two opposing strike-teams, one attacker and one defender. The defending force consists of 170pts of troops, and the attacking force has 300pts.

## Deployment and Terrain

This scenario is best played out on a 4'x4' table. Terrain should be placed upon the battlefield in any mutually agreeable manner. The board should feature medium density terrain, with no ideal defensive positions. Suitable terrain would be ruined buildings, wrecked vehicles, piles of rubble, collapsed walkways, craters and other similar features.

The attacking player sets up first, placing his entire force within 6" of his chosen board edge. The defender then places his force within 6" of the opposite edge.

## Deployment Map



## Special Rules

### Strategic Withdrawal

The standard strategic withdrawal rules apply to the attacking team, which has a 50% break point. The defender does not check for strategic withdrawal, regardless of casualties.

### Game Length

The game lasts until one of the following criteria have been met:

- The attacking team makes a strategic withdrawal.
- Either strike-team is completely obliterated.

### Objectives and Victory Conditions

The objective for the defender is to inflict as many casualties on the enemy with his limited strength, while the attacker attempts to obliterate the defender's inferior force.

Victory points are awarded as follows:

- For each attacking model killed, the defender receives victory points equal to the model's cost.
- If the scenario lasts less than 6 turns, the attacker receives victory points for each defending model killed equal to double that model's cost.
- If the scenario lasts longer than 6 turns, the attacker receives victory points for each defending model killed equal to half that model's cost.

The winner is the player with the most victory points at the end of the game.

If the attacking force makes a strategic withdrawal, the defender wins automatically, regardless of the victory points earned by both sides.

### Multiplayer Variant

This scenario is suitable for three or more players, by forming teams of attackers and defenders.