

# BREAKTHROUGH

Elite strike -teams are often sent to strike behind enemy lines in order to destroy key objectives, carry out raids or any number of crucial missions. But sometimes their escape can go awry, and they end up having to break through an enemy force to get home safely.

## The Strike-teams

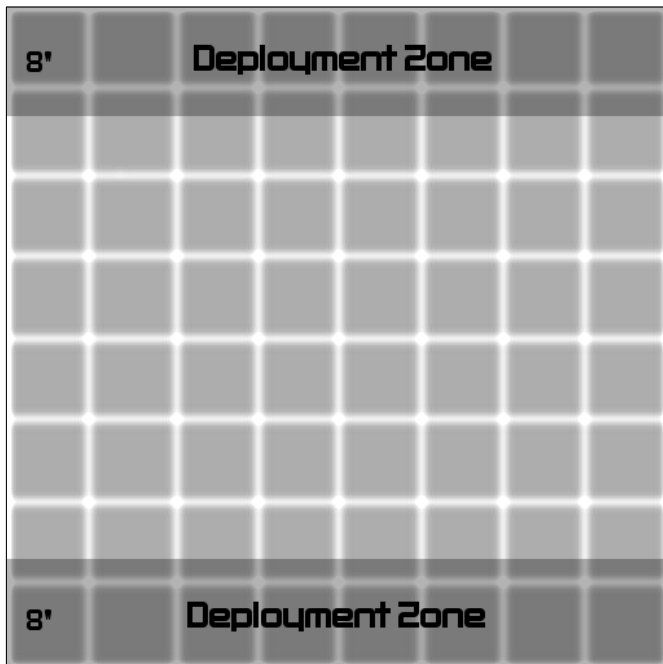
This scenario is for two opposing strike-teams of equal value, one is designated as the attacker, the other is the defender. 300pts is the recommended size.

## 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 have medium density terrain, including ruined and/or multi-level buildings, as well as features like lines of broken roads with rubble and roadblocks, walkways, canals, bridges and abandoned fortifications.

Once terrain has been placed, both players roll a d10, with the winner choosing their deployment edge and who deploys first. The other player is assigned the opposite edge. Players deploy models alternately within 8" of their respective board edges.

## Deployment Map



## Special Rules

### Strategic Withdrawal

The standard strategic withdrawal rules apply. Both teams have a 50% break point.

### Game Length

The game lasts for eight turns, or until one of the following criteria have been met:

- The attacking team has completely exited the table through their escape edge.
- Either strike-team makes a strategic withdrawal.
- Either strike-team is completely obliterated.

### Objectives and Victory Conditions

The attacker's objective is to move as many of his models as possible off the edge directly opposite his deployment zone. The defender must try to prevent this from happening.

Victory points are awarded as follows:

- For each model on the attacking team that exits by the escape edge, the attacker receives victory points equal to double the model's cost.
- For each defending model killed, the attacker receives victory points equal to that model's cost.
- For each attacking model killed, the defender receives victory points equal to double that model's cost.
- For each surviving model on the defending force at the end of the game, the defender receives victory points equal to the model's cost.

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

### Multiplayer Variant

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