

# DAMNUNITION

## ASTRONOMI-CON TOURNAMENT SCENARIO

### OVERVIEW

The bombed out ruins of the city still hold valuable supplies. The terrain is as much of a danger as the enemy, as both sides battle to secure vital ammunition stores.

### MISSION SPECIAL RULES

Reserves, Deep Strike, *Dusk & Dawn*\*, *Supply Crates*\*, *Dangerous City Ruins*\*.

\*Refer to the accompanying Mission Special Rules sheet for more information.

### PRIMARY OBJECTIVE

You must secure as many Supply Crates as possible and hold them at the end of the game.

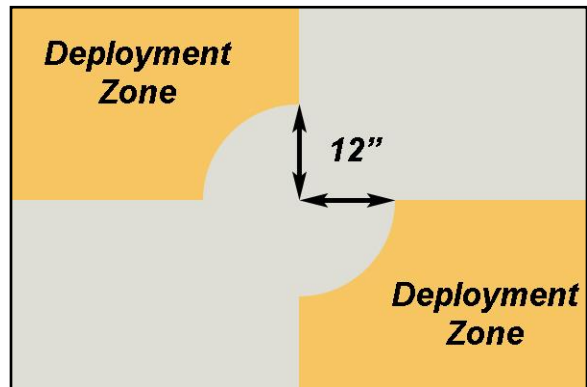
- +10 If you hold more Supply Crates than your opponent.
- +7 If you hold as many Supply Crates as your opponent.
- +3 If you hold fewer Supply Crates than your opponent.

### SECONDARY OBJECTIVES

- +1 If the enemy has no Scoring Units at the end of the game.
- +1 Your commander is not destroyed at the end of the game.
- +1 If you hold four or more Supply Crates at the end of the game.

### THE PRICE OF FAILURE

- 1 If you have no scoring units at the end of the game.
- 1 If you hold no Supply Crates at the end of the game.
- 1 If your highest point unit is destroyed.



### SET-UP

1. Before choosing table edges the players place the 6 Supply Crates on the table. They cannot be closer than 8" to each other or within 8" of any table edge.
2. Roll for the **Dusk & Dawn** Mission Special Rule.
3. Players roll-off and the winner chooses to go first or second. The player that goes first will then select a long board edge to be their own table edge, and the respective deployment zone. The other player will have the opposing deployment zone.
4. Starting with the player that goes first, that player deploys their force in their deployment zone. Once complete, the opponent then sets up their force in their own deployment zone.
5. Infiltrators are then deployed and any scout moves are made.
6. The player that deployed second may roll to Seize the Initiative.
7. Games follow the standard Ending The Game rules as detailed in the main rulebook.

