

# DIVIDE AND CONQUER

## ASTRONOMI-CON TOURNAMENT SCENARIO

### OVERVIEW

Both armies have a clear mission – completely overwhelm their opponents with a massive display of offensive power along the front lines.

### MISSION SPECIAL RULES

Victory Points, Reserves, Deep Strike.

### PRIMARY OBJECTIVE

You score Victory Points equal to the value of each unit you have in your opponent's deployment zone at the end of the game. If a unit is only partially in a deployment zone, the unit is counted if the majority of the unit in the deployment zone.

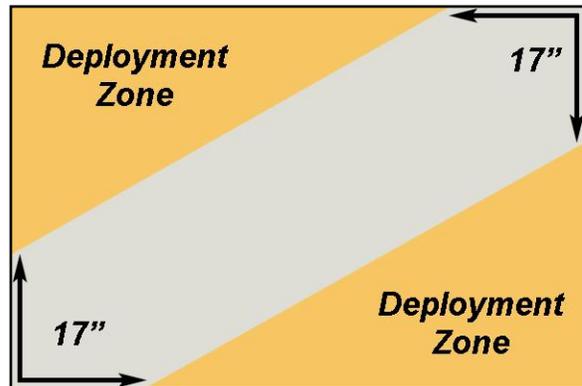
- +10 If you score 150 Victory Points more than your opponent.
- +7 If you score within 150 Victory Points of your opponent.
- +3 If you score 150 Victory Points fewer than your opponent.

### SECONDARY OBJECTIVES

- +1 If your highest point scoring unit is not destroyed at the end of the game.
- +1 If your opponent's commander is destroyed at the end of the game.
- +1 If you have more units in your opponent's deployment zone than your own at the end of the game.

### THE PRICE OF FAILURE

- 1 If your highest point unit is destroyed at the end of the game.
- 1 If none of your opponent's units are destroyed by the end of the game.
- 1 If you have no units outside of your deployment zone at the end of the game.



### SET-UP

1. 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 a corresponding deployment zone. The other player will have the opposing deployment zone.
2. 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.
3. Infiltrators are then deployed and any scout moves are made.
4. The player that deployed second may roll to Seize the Initiative.
5. Games follow the standard Ending The Game rules as detailed in the main rulebook.

