



PYRAMID SCHEME

ASTRONOMI-CON TOURNAMENT SCENARIO

OVERVIEW

After months of brutal combat, victory is still far from decided. Food, fuel and ammunition have run dangerously low. Many battle-torn armies have been forced to withdraw, unable to continue the fight. As dawn rises, aircraft engines can be heard. Supply pallets can be seen drifting from the skies by parachutes. Capturing these pallets might be the difference between life and death in the coming days...

MISSION SPECIAL RULES

Reserves, Deep Strike, **Keystone Pyramids***, **Large Pyramid***.

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

PRIMARY OBJECTIVE

The Large Pyramid must be unlocked and you must have more Victory Points worth of models on or in contact with the Large Pyramid than your opponent at the end of the game.

- +10 If you have more Victory Points worth of models on or in contact with the Unlocked Large Pyramid than your opponent.
- + 7 If the Large Pyramid is not Unlocked or you have the same number of Victory Points on or in contact with the Large Pyramid as your opponent.
- + 3 If you have fewer Victory Points worth of models on or in contact with the Unlocked Large Pyramid than your opponent.

SECONDARY OBJECTIVES

- +1 If you have more Victory Points in units on or in contact with a Keystone Pyramid than your opponent at the end of the game.
- +1 If you have more Victory Points in units on or in contact with both Keystone Pyramids than your opponent at the end of the game.
- +1 If your commander is on or in contact with the Large Pyramid at the end of the game.

THE PRICE OF FAILURE

- 1 If the Large Pyramid has not been unlocked by the end of the game.
- 1 If you have no units on or in contact with the Large Pyramid at the end of the game.
- 1 If all of your Scoring Units are destroyed at the end of the game.

Deployment Zone ⚡ 6"

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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.

