

BATTLE OF ALTAIS

The War of 3039 was fought with the blood and sweat of two mighty nations. In the first wave, the planet of Altai was a pivotal strike deep into the Draconis Combine. Led by the 8th Donegal Guards the invading force was met by the previously unknown Ghost Regiments in an epic battle over control a planet meant to be a stepping stone to the heart of the Draconis Combine.

Game System: ACS

World/World Type: Altai

Objectives: Control of the planet of Altai is paramount to the success of the War of 3039. The first player to reach 24 Victory Points at the end of any turn is declared the winner of the scenario.

GAME SETUP

Recommended Terrain: Use the ACS SSRM and PCM maps. The Defender must place three objectives on the PCM. The objective must be placed in different hexes.

- Gaines (Planetary Capital)
- Willas (Space Port)
- New Ross (Space Port)

Deployment:

The Donegal Guards and Dragon Slayers deploy in either P1 or P4 on the SSRM map on the beginning of turn 1. The Gray Death Legion deploy in either P1 or P4 on the SSRM map at the beginning of turn 2.

The Attacker deploys all ground units on the PCM on turn 1 with up to 2 Formations declared as hidden to begin the game. Aerospace units may deploy as Ground Support or on the Inner ring of the SSRM.

Unit Composition

Attacking Commands:

8th Donegal Guards, (Veteran, Reliable)

Mech Regiment 1 (Medium/Heavy)

Vehicle Regiment 1 (Light)

Infantry Regiment 1

Infantry Regiment 2

Aerospace Regiment 1 (Light/Medium)

Dragon Slayers (Regular, Reliable)

Mech Regiment 1 (Medium)

Vehicle Regiment 1 (Medium)

Gray Death Legion (Elite, Fanatical)
Mech Regiment 1 (Heavy/Assault)
Infantry Regiment 1
Aerospace Regiment 1 (Medium/Heavy)

Defending Formation(s):
1st Ghost (Veteran, Questionable)
Mech Regiment 1 (Heavy)
Vehicle Regiment 1 (Heavy)
Infantry Regiment 1
Aerospace Regiment 1 (Medium)

2nd Ghost (Regular, Questionable)
Mech Regiment 1 (Heavy)
Vehicle Regiment 1 (Medium)
Infantry Regiment 1
Aerospace Regiment 1 (Medium)

Special Rules

Who's The Boss

The Donegal Guards maintain operations control of the invasion. The Attacker's LR rating is based on the Donegal Guards experience rating.

Expect the Unexpected

The presence of the Ghost regiments was all but a rumor before the invasion force landed. The Defenders receive a +2 bonus to Initiative and Engagement rolls for the first three turns.

Holding Back

The Dragon Slayers are to be held in reserve in the Middle Zone of the SSRM until called upon to reinforce the invading force after turn 3. The Attacker suffers a -5 VP penalty when the DragonSlayers advance beyond the Middle Zone. This penalty is reduced by 1 (to a minimum of zero) for each turn after turn 3 that they are called in.

Victory Conditions

At the end of each turn score victory points for control of the objectives. One victory point per objective. In order to control an objective, the player must have a majority of Combat Units occupying the objective hex. In the event of a tie, no Victory Points are awarded. Infantry Combat Units count for two Combat Units for determining control of objectives.

For each turn after turn 8, the Defender scores 2 VP if they have any surviving units with better than shaken morale.