



Mission: Highland Tactical Retrograde Maneuvers

“MY CENTER HAS GIVEN WAY, MY RIGHT IS IN RETREAT; SITUATION EXCELLENT. I SHALL ATTACK.” – FERDINAND FOCH

>>>PERSONAL JOURNAL: KYLE JORGEN, TECHNICIAN 1st CLASS<<<

Johnson’s Firestarter crushed Hernandez’s mess but still managed to stumble it’s way West, towards the mountains, towards the Khyber Pass. The flames had just started to spread to the brush, when Lupin ordered the men and any fighting equipment to follow Johnson through the pass, back to our extraction point, at best possible speed. Colonel Jensen’s silence was deafening.

Force Size Point Value (PER SIDE): 5000

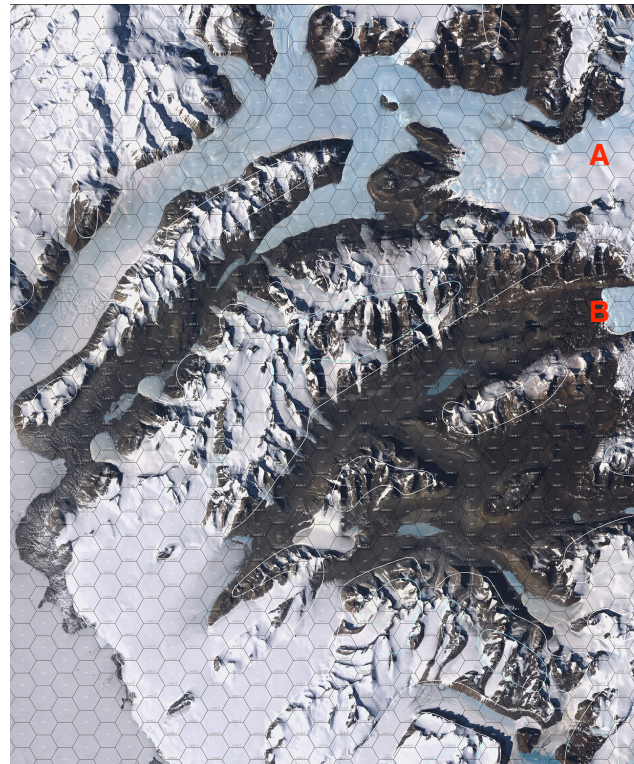
Era / Tech Base: Late Succession / 3039

Setup: Each sides rolls a a 1D6. The Winner of the roll selects to play the attacker or the defender. The defender’s home edge is the top and the attacker’s opposite at the bottom of the map, as shown.

After the end of the movement phase, a single vehicle from the convoy enters the map one of the following points chosen by the defender:

- A) 2905, 2906, 2907
- B) 2912, 2913

All convoy vehicles are moved before the “combat units” in the movement phase. Convoy vehicles are controlled by the defender unless captured. Vehicles are can be captured if an opposing mech end the turn within two hexes of the vehicle, and the closest defining mech is more than six hexes away.



Both attacking and defending forces are operating under **Forced Withdrawal** rules (Total War, Page 258).



Convoy Force Composition:

- 2x Armored Personal Carrier (Hover)
- 2x Armored Personal Carrier (Tracked)
- 2x Coolant Truck 135-K

Convoy vehicles have no ammunition and can not inflict damage by any means. All drivers have a skill of 5. A convoy vehicle is chosen and then deployed by the defender after all units currently on the board have completed their moves.

Victory Conditions:

The game will end, once either of the following conditions have been met.

1. All mechs on a side have been destroyed or forced into withdraw.
2. All convoy vehicles have, exited the left side of the map, been destroyed, disabled, or under the control of the attacking force.
3. A player concedes the victory to their opponent and withdraws.

Once the game has ended, the side that has accumulated the most victory points (VP) is declared the winner.

Scoring:

Victory Points (VP) are earned in the following ways:

1. Disabled or Destroyed Convoy Vehicle. (+1 VP to the attacker)
2. Convoy vehicle exits the left side of the map. (+3 VP to the defender)
3. Convoy vehicle under the control of a player (+2 VP to the player)
4. Enemy Mech Destroyed (+2 VP to the player)
5. Enemy Mech into withdrawal (+1 VP to the player)
6. Player Concession (+20 to their opponent)