



ROLLING THUNDER

A defender sits tight, watching the dust clouds that betray the approach of a fast-moving and likely heavily armoured enemy. Battle is just a few brief moments away and a line has been drawn to hold the invader back from vital rear positions.

Attacker's Briefing

A lightning thrust by your fastest moving forces has caught the enemy completely off guard. Rapidly falling back to protect a strategic resource, they have only managed to gather a few light units that were already in the area. Roll over their positions and crush them under your tracks on the way to final victory!

- Your army should be equal to or under either 750, 1,500 or 2,000 points.
- You take the first turn, moving your entire army on from your table edge.

Defender's Briefing

A misjudgement in the tactical prowess of your enemy has left the door wide open, and an armoured column is on its

way to deliver the hammer blow to your forward base of operations. Rapidly ordering units to the frontline, you must hold back this attack long enough for a stronger line of defence to be drawn up further down the road.

- Your army must be of equal or less points value than the attacking army.
- You may arrange terrain on your side of the table as you see fit.
- You deploy your entire army first.

Scenario Rules

The scenario will last for eight turns.

Map deployment

The attacker moves in from one long table edge. The defender's deployment zone the entire opposite half of the table.

Victory Conditions

The first army to Shatter the other will claim victory!

