

## GRAV ARMOR

### Custom Scenario Number I

by Allan Rothberg

**Game Length:** 20 turns

**Victory Conditions:** Lerlim captures all city hexes by turn ##:

18 = Lerlim Victory

19 = Draw

20 = Panhumanic Victory

### Terrain Key

|                 | <u>Infantry</u> | <u>Hover</u> | <u>Grav</u> | <u>Combat</u> | <u>Description</u>  |
|-----------------|-----------------|--------------|-------------|---------------|---------------------|
| Yellow          | 1               | 1            | 1           | 0             | Solid Plains        |
| Orange          | 1               | 1            | 1           | 1             | Hot Plains          |
| Blue            | P               | 2*           | 1*          | 1             | Molten Iron Seas    |
| Green           | 2               | 2            | 2           | 2             | Solid Slag Islands  |
| Red-Brown Lines | 2*              | 2*           | 1           | 2             | Liquid Metal Rivers |
| Brown           | 3*              | 3*           | 2           | 2             | Volcanic Mountains  |
| City Marker     | 1               | 3            | 3           | 3             | City of Orsus II    |

### Map Configuration

|          |          |          |          |
|----------|----------|----------|----------|
| <u>3</u> | <u>4</u> | <u>5</u> | <u>5</u> |
| <u>1</u> | <u>6</u> | <u>4</u> | <u>2</u> |
| <u>1</u> | <u>3</u> | <u>6</u> | <u>2</u> |

Underlined maps are oriented bottom to top.

### **Lerlim Imperial Forces** (all start in orbit)

2 Marine Assault Regiments (each 4xJInf, Eta5, Silon4, Silon5, DS8, FM3)

2 Grav Armor Divisions (each 3xZeta5, 3xZeta5, 3xZeta7, 6x AInf, 6xAza3, 3x Siga3, Xi2, Xi3, Xi4, AInf, Aza3, Psi5, Tau8, Nu3, Int7, Chi2, Siga3, Silon5, 2xOmi2, 2xOmi9)

Assault Regiment (AInf, Lia5, 2xSilon6, 2xTitan2, 2xInt7)

Scout Regiment (2xPsi5, 2xTau8, 2xChi1)

Assault Space Units (2xFL6, 2xFM3, 4xDS3)

Ortillery

4 5 =

4 4 =  
6 4 ^  
4 4  
4 5 ^

## **Panhumanic League Forces**

### At start

6 City hexes, 5 of which must be deployed on the center two maps and 1 of which must be deployed on any other map.

2 Native Armor Regiments (each 3xDel1, 3xDel2, 3xDel3, 2xEta5, 2xMMil0)

Native Defense Regiment (4xLMil)

Support Units (FM3, FL6, Silon4, Chi1, Nu3)

Battlegroup Moore (6xEta5k 6xAInf, 2xZeta6, Zeta7, 2xZho1, Ota2, Nu3, Chi1, 2xOmi2, Omi9, Silon4)

Battlegroup Hendrick (3xZeta6, 3xZeta7, 4xAInf, 4xAza3, AInf, Aza3, Psi5, Rhu1, Tau8, Nu3, Chi2, Ota2, 2xOmi2, 2xOmi9)

4 Forts – Alpha, Beta, Gamma, Delta, each 6 6 ^ 6, 6 7 ∴ Passive Defense 7

### Deployment

Native Defense Regiment in City Hexes

Native Armor Regiments within 9 hexes of a City Hex

Both Battlegroups on the same board as a City Hex

Forts anywhere, but must be able to trace range to a City Hex

### Reinforcements

Group A (2xFL6, 2xFM3, 8xZeta6, 4xZeta7, Chi2, 2xZho1, 2xXi3, 2xOta2, 2xRhu1, Psi5, Tau8, Nu3, 2xAInf, 2xAza3)

Group B (3xAInf, 3xAza3)

Group C (2xXi2, Xi3)

Group D (Rhu1, 2xTau8)

Group E (FM3)

Group F (FL6)

Ortillery

5 6 ^

5 7

4 5 =

4 5 □

Starting turn 3, the Panhumanic League player rolls 2d6 and consults the following table. All groups enter from any board edge during that turn. If a result comes up for a group that has already entered, instead eliminate 1 Lerlim Ortillery (Lerlim player's choice). Once all the Lerlim Ortillery is eliminated, the next duplicate die roll will bring in 1 Panhumanic Ortillery (Panhumanic player's choice).

| Die roll | Result  |
|----------|---------|
| 2        | n/a     |
| 3        | n/a     |
| 4        | n/a     |
| 5        | Group B |
| 6        | Group E |
| 7        | Group D |
| 8        | Group F |
| 9        | Group C |
| 10       | Group A |
| 11       | n/a     |
| 12       | n/a     |

I had started to write rules for fighters attacking Ortillery, with Ortillery defense equal to twice their ECM value and a Ortillery defensive fire on rising fighters, but I never finished them.