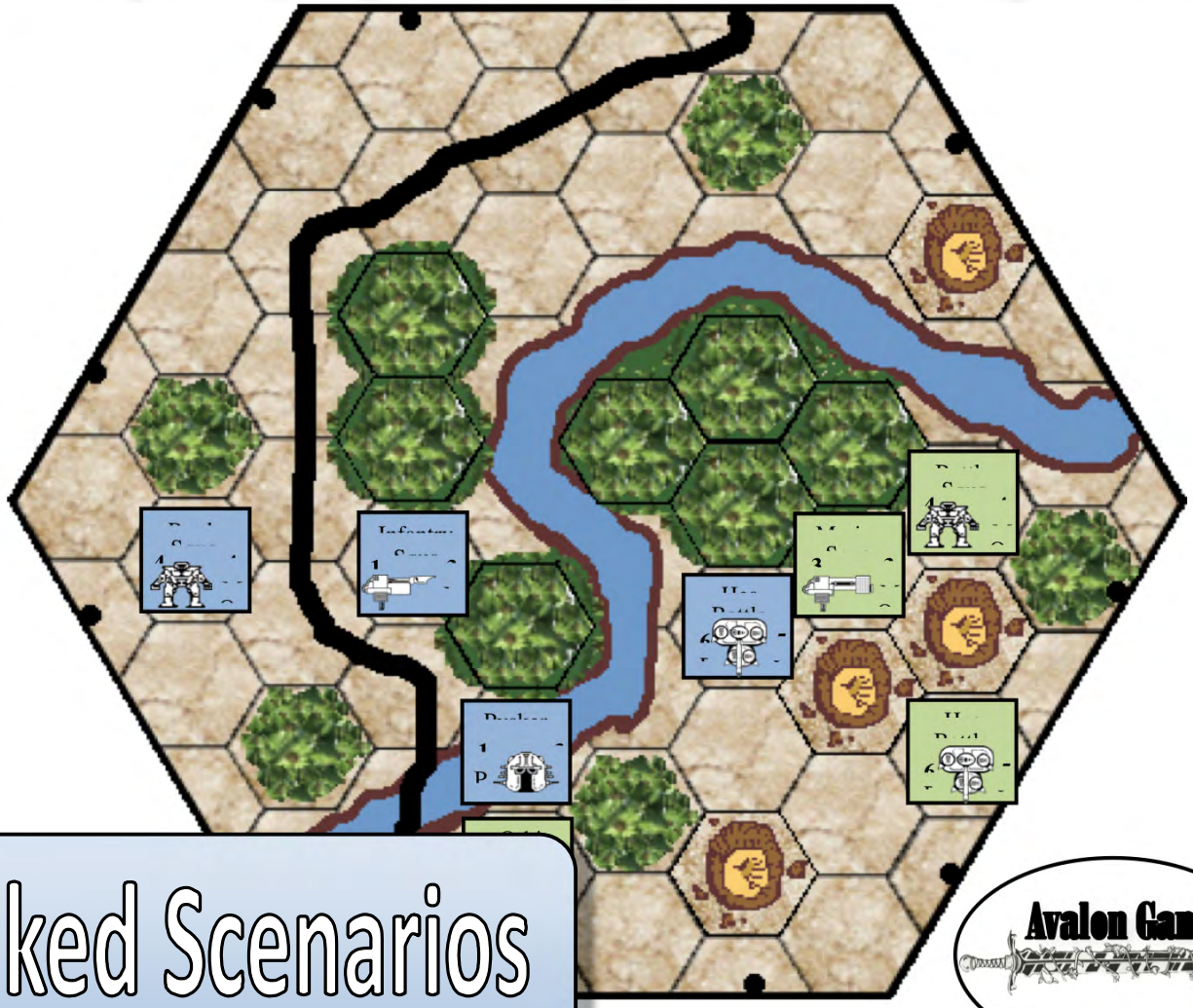
Future Wars



Linked Scenarios

Avalon Games

The following series of linked scenarios will allow players to play the various battles and conflicts, which occur when one alien race invades another race's world. The scenarios will allow players to work through various battles representing the conflict with the out come of these scenarios then dictate which scenarios and objects players will use in the next battle.

Players should play the first scenario in the series and then, based upon the results of that game continue along with the next scenario as dictated by the end result rules of the first scenario played.

An Avalon Games Product, All rights reserved, Version 1.0, 2011

All comments, suggestions and contacts can be made at…

Avalon Games Company, avalon@comstar-games.com

Or visit

Avalon Games at…

www.avalon-games.com

Game design, artwork and layout by Robert Hemminger

Avalon Games

Beachhead

Scenario 1

The invasion begins with one race trying to forge a small, safe beachhead upon the surface of the planet they are invading. Fast and deadly, the results of this small conflict can have massive ramifications on the course of the invasion and the war to come.

Race:

Each player should pick a race to play. Both players may pick the same race if they want. (If both play the race, players should mark their counters in some way as to show which counter belongs to which player) Once both races have been chosen, have each player roll 1D6. The highest rolling player then is declared the invader and the lowest rolling player the defender.

Starting Build Points:

Each play may buy up to a set amount of points to start the game with, as shown below. Some restrictions on the type of units, which may be bough, are also outlined.

Invader: 20 points to start, all units bought must have the Orbital or Orbital drop ability. Of those units bought at least half must have the Orbital drop ability.

Defender: 40 points with all units open for play.

Reinforcements:

At the start of each turn, after the first, the invading player may buy and play up to 10 points of new units or the use of a single bombardment. Those units bought must have either the Orbital or Orbital drop ability.

Set Up:

Place the Map Tiles as shown with each player placing a Map Tile of their choice, one at a time, starting with the Defending player. Have each player then place one objective marker on the Star hex on a single Map Tile. Only one objective may be placed on a map tile. The Defending player then places one more objects marker of any color (Represents the Star port), anywhere on the map board, placing the objective marker on any Star marked hex.

The Defending player then sets up and may place any units they have to start the game with, within four hexes of an objective marker or the Star port marker. Units may not be held off the board or in orbit. All of the defending player's units must be set up. The Invading player then starts the game by moving his or her units onto the map board, either from orbit, or as dropped troops. All of the Invading player's starting units must be brought in on the first turn.

Duration:

The game will run for eight turns and then ends.

Victory:

If at the end of the game if the Invading player has taken control of the Star port, with a non-orbital unit, he or she wins the game. To take control of the Star port or any other objective, the player must have a non-orbital unit in the hex where the objective is located.

If the Invading player does not have control of the Star port at the end of the game then total the victory points offered below to find the winner of the game, with the highest total winning this scenario.

Conditions:	**Points Gained:**
Holds a non-Star port objective:	1 Point per
Defender holds the Star port objective:	2 Points
Invader has three or more units on a Map Tile:	1 Point per tile

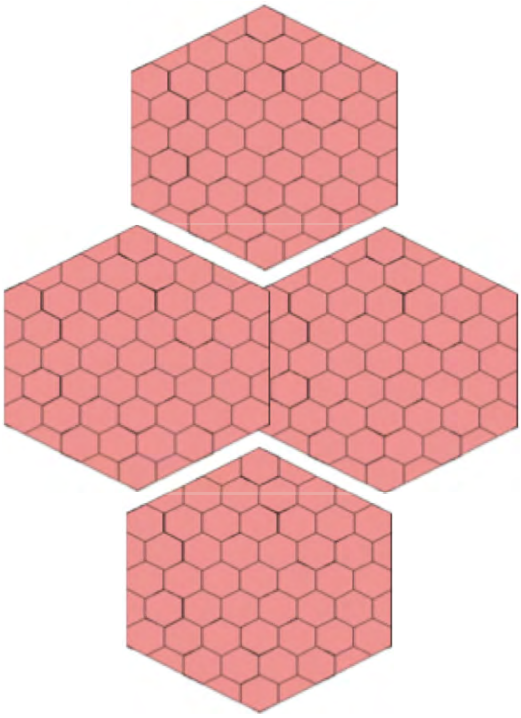
Map Set Up:

Place all the Map Tiles as shown. Take all the Map Tile and shuffle them up. Players should draw four Map Tiles and place them, one at a time in the configuration shown.

Victory Results:

If the Invading player took control of the Star port or won the game with the higher point total, then proceed to Scenaerio 2.

If the Defending player won the game, then play scenaerio 3.



Map Tile Layout