

TURN SEQUENCE

- Step One:** Build Armies
- Step Two:** Set Up the Table
- Step Three:** Deployment Zones
- Step Four:** Mission Generation
- Step Five:** 1) Choose Half or more of Support Options
2) Select Remaining Support Options
- Step Six:** Deployment
- Step Seven:** Battle!
- Step Eight:** Victory Conditions

SET UP THE TABLE [p38]

DETERMINING TABLE EFFECTS

- 1-3 No Effects
- 4 Roll one Table Effect
- 5 Roll two Table Effects
- 6 Roll one Unusual Effect and roll again (reroll another 6)

Set up terrain after completing this step.

TABLE EFFECTS

- 1-2 **Night:** Concealment granted by terrain is doubled, with a minimum of 1 when in the Open.
- 3 **Dawn or Dusk:** The game occurs at Night, however, rather than doubling Concealment as noted above, simply add 1 to Concealment. If combined with Night, roll one die. On an 1-3, the first two rounds are Dusk and the remaining rounds are Night. On an 4-6, rounds 1-2 are dawn and any subsequent rounds are normal daylight. If this is rolled twice, there is fog or other such interference, count as having both this entry and Fog or Smoke, below.
- 4 **Fog or Smoke:** All Units have 1 point of Concealment for every 6 full inches between Models. Any Model firing a weapon with the MB trait is counted as having 1 point less Concealment until the end of the Round.
- 5-6 **Dust Storm, Rain or Snow:** The effects are as Fog or Smoke, but if combined, double Concealment losses and weapons with MB will add one to their MB rating. If rolled twice, combine these effects with Fog or Smoke, but additionally, no Model will ever count as being "Fully in the Open" and all Indirect Attacks and Airstrikes suffer a -1 modifier.

UNUSUAL EFFECTS

- 1-2 **Variable Time Limit:** Roll 1 die at the end of round 4 and each round thereafter. On a 4 or higher, the next round will be the last round of the game (ignore the usual game limit).
- 3 **EM Storm:** All Comm events are contested by the "storm" which rolls 1 die for its effect. Enemy Models may still use ECM as normal, in which case take the "Storm's" result or the enemy Model's, whichever is higher.
- 4 **White Sand Battle:** Choose 1d6 terrain pieces other than Static models. These areas have a fair amount of the corrosive sand and are considered dangerous terrain. You may include open or clear terrain areas for this, in which case mark off a diameter of 6" for the "terrain".
- 5 **Extreme Temperatures:** Roll 1 die for every Model at the start of the game. On a 1, that Model begins the game with a Stun Counter, representing the effects of prolonged heat or cold on the pilot or members.
- 6 **Friendly Fire:** In the artillery phase of Step 3 roll 1d6 before any other artillery is used. On a 1-3, things are clear, on a 4 or higher, 1 SP worth of Artillery is on its way. The player with the lowest VP total at this time in the game may choose the target point (s), which otherwise uses the normal Artillery rules.

DEPLOYMENT ZONES [p40]

- 1-2 Narrow Edge
- 3-4 Wide Edge
- 5 Diagonal
- 6 Surrounded

MISSION GENERATION [p42]

Priority	1	2	3	4
1	Standard	Standard	Standard	Standard
2	Standard	Standard	Defense	Defense
3	Standard	Defense	Defense	Offense
4	Defense	Defense	Offense	Offense
5	Defense	Offense	Offense	Offense
6	Offense	Offense	Offense	Offense

Objectives

OP = 2 + (2 per 750TV or portion thereof)

At least half of your OP must be selected from the Objectives list corresponding with your Mission, the others may be freely chosen.

STANDARD OBJECTIVES

Escape! (3 OP): A random Combat Group (do not include Infantry Groups without transport options) from your force must attempt to exit your opponent's table Edge. You gain 2 VP if ½ or more of the Combat Group manages to leave the Table, and an additional 1VP if no member of the Combat Group has been Killed or Critically Damaged.

Recon (2 OP): An enemy Model is of interest to Command, but just which one is unclear. Randomly choose a Combat Group not held in Reserve. If at the end of the battle, if you have gained Active Lock on or Destroyed at least half the designated Combat Group, you gain 1 VP, if you manage to Active Lock or Destroy the entire Combat Group then you gain an additional 1VP.

Scout (1 OP): Randomly choose a Terrain piece or Static Model at least 12" outside of your deployment area. If a Model from your force is able to successfully Forward Observe the Target two rounds in succession from within its Detect Rating in inches, you gain 1 VP.

OFFENSIVE OBJECTIVES

Assassination (1 OP): Randomly choose an enemy Squad leader or special Character. You gain 1 VP if the Model is Destroyed.

Breakthrough (2 OP): If at the end of the game, you have Models in your opponents Deployment zone, gain 1 VP. Additionally, if there are no enemy models within the deployment zone, you gain 1 VP.

Seize (2 OP): Randomly choose a Terrain piece or Static Model outside of your deployment area. If you have more Models within 6" of the Target at the end of the game than your opponent, you gain 1 VP. If you have more Models with Light or less damage within 6" of the Target, you gain an additional 1 VP.

Wipe Them Out (2 OP): One randomly chosen enemy Combat Group must be destroyed. You gain 1 VP if ½ or more of the Combat Group is Destroyed or Critically Damaged, and an additional 1 VP if the whole Combat Group is Destroyed. The Target of this objective may not be held in Reserve.

DEFENSIVE OBJECTIVES

Blockade (3 OP): If at the end of the game, there are no enemy models within your deployment zone (Models Critically Damaged or worse do not count), you gain 2 VP. If there are no enemy Models in your deployment zone at all, gain an additional 1 VP.

Protect (1 OP): Randomly choose a Squad leader or special Character. You gain 1 VP if the Model is not destroyed at the end of the game.

Survive (2 OP): Randomly choose a Combat Group from your force. You gain 1 VP if ½ or more of the Combat Group are not Critically Damaged or Destroyed, and an additional 1 VP if all members of the Combat Group is neither. The Combat Group may not be held in Reserve.

Hold (2 OP): Randomly choose a Terrain piece or Static Model outside of your opponent's Deployment Zone. If you have more Models within 6" of the Target at the end of the game than your opponent, you gain 1 VP. If there are no enemy Models within 6" of the Target, you gain an additional 1 VP. If the Target is destroyed, you gain no VP from this objective.

SUPPORT OPTIONS

SP = PL + (1 per full 500TV)

Option	SP Cost
Fighter Airstrike	2 SP
Fighter-Bomber Airstrike	3 SP
Bomber Airstrike	4 SP (PL 3+ only)
AA Drone	1 SP
AA Turret	1 SP
Light Artillery Strike	1 SP for 3 strikes
Medium Artillery Strike	1 SP for 2 strikes
Heavy Artillery Strike	1 SP per strike
Guided Artillery Strike	+1 SP for each group of strikes
Heavy Autocannon Turret	2 SP
Heavy Rocket Turret	3 SP
Observation Bunker	1 SP
Heavy Bunker	2 SP
Tank Blind	2 SP
Command Points	1 SP
Infiltrating Combat Group [p47]	1 SP (max # = PL)
Reserve Combat Group [p47]	1 SP (max 50% Combat Groups)

ANTI-AIR ASSETS [p45]

AA Drone: 1SP, grants each model in the Combat Group the AA ability on their longest ranged machinegun, pack gun, autocannon, rifle or laser weapon as long as it is not docked.

AA Turret: 1SP, (use the HAC Turret), armed with a single MAAC, rather than the standard weaponry

ARTILLERY [p46]

Strike	DM	Notes
Light	x12	Blast (2)
Medium	x18	Blast (3)
Heavy	x22	Blast (4)

DEFENSIVE ASSETS [p46]

	HAC Turret	HRP Turret	Observation Bunker	Heavy Bunker	Blind
Armor	25	25	25	45	N/A (terrain)
Damage	S L H C	S L H C	S S L H C	S S L H C	N/A (terrain)
Size	5	5	8 (2" x 2" x 1")	8 (2" x 2" x 1")	
Actions	1	1	0	0	0
Detect / Sensors	3 / +0	3 / +0	N/A	N/A	N/A
Weapons	2x HAC (T, Reloads)	2x HRP/48 (T, RoF 3, R)	N/A	N/A	N/A
Perks and Flaws	Weapon Link (HAC)	Weapon Link (HRP)	Rf (5), Stealth (2)	Rf (10)	N/A

AIRSTRIKES [p44]

	Fighter	Fighter-Bomber	Bomber
Min / Max Move	6 / 18	8 / 16	10 / 15
Turns	3	2	1
Defense	+1	0	-1
Armor	11	17	21
Damage	L H	L H C	L H C
Detect / Sensors	3 / +1	3 / +0	3 / +0
Auto Comm / Comm	5 / +0	3 / +1	4 / +1
Actions	1	2	3
Weapons	LAC x2 (Linked)	LAC x2, AGM x2	ATM x4 (Linked in twos)
Perks and Flaws	AMS	TD1, AMS	TD2, AMS

DEPLOYMENT [p48]

Both players roll their Army Commander's Leadership Skill, re-rolling ties. The highest roll may choose their deployment zone or pass the chance to their opponent. The person who chooses deployment zone also places the first Combat Group in their Deployment zone. Players then alternate placement of Combat Groups until all Combat Groups are placed, at which point the game may begin.

Players may choose to have their Combat Groups start the game at any speed, but this must be indicated and marked as they are being placed.

GAME DURATION [p48]

Games last four rounds, plus one round for every 1000TV of game limit or portion thereof.

COMMAND POINTS [p47]

Each side has a number of Command Points equal to their Army Commander's Leadership Score plus 1 for every 500TV or portion thereof of your Army. Additionally, the side with the least number of Combat Groups will gain a bonus number of CP equal to the difference in Combat Group numbers.

VICTORY CONDITIONS [p48]

(VP/OP) x 100

Find the force's PL on the table below, and scan across to find the first value equal to or greater than the result of the above formula.

The force with the higher mission success level is the winner of the engagement. Break ties first by total VPs (highest wins), then by PL (lowest wins).

PL	Total Failure	Failure	Disputed	Success	Overwhelming Success
1	5%	25%	50%	75%	100%
2	10%	33%	55%	80%	100%
3	15%	42%	63%	85%	100%
4	20%	50%	70%	90%	100%



DREAM POD 9