

Operation Blue Thunder for Dust Tactics V2

Something is going on in Antarctica. Axis forces have been very active on the north coast of Queen Maud Land. Attacker, you have been tasked to investigate. Defender, defend your installation!

Due to the remote and desolate location, Large and Huge Vehicles, Aircraft and Fortifications are not available for either force. Scenarios 5-8 take place inside the Axis base and Artillery may not be used by either side.

Scenario 1 - Reconnaissance

35 AP armies - 8 turn limit

A	A	A	A	A	A	A	A	A
D	D	D	D	D	D	D	D	D

alternate placing 2 tank traps, 2 ammo crates

Objective: Destroy all enemy units. Do not calculate victory points: if both forces are alive, the match ends in a tie.

Special rules: Each player may deploy only Infantry class 1 and 2, and one Vehicle of class 3.

Scenario 2 - Patrol Encounter

65 AP armies - 8 turn limit

A	A	A	D	D	D	A	A	A
A			D	D	D			A
A			D	D	D			A
A			D	D	D			A
A			D	D	D			A
A			D	D	D			A
A			D	D	D			A
A			D	D	D			A
A	A		D	D	D		A	A

alternate placing 2 tank traps, 2 ammo crates

Objective: The first player to destroy all enemy units, or the player with the most victory points after 8 turns wins.

Scenario 3 - General Assault

65 AP armies - 8 turn limit

A	A	A	A	A	A	A	A	A
D	D	D	D	D	D	D	D	D

alternate placing 2 tank traps, 2 ammo crates

Attacker: You've discovered the enemy base! Force your way into it. Have at least one miniature alive on the defender's deployment zone at the end of round 8 to win.

Defender: Prevent your opponent for entering your base. If your opponent has no miniatures in your deployment zone at the end of round 8, you win.

Special rules: Cover may be placed only in the 3 center rows. Infantry class 1 and 2 squads gain Demo Charges (Limited Ammo 4) that may be used (Roll 1/2) against Wall Terrain squares (Damage Capacity 8). Destroyed wall squares are removed and become open terrain. Make note of which squares are destroyed for Scenario 4.

Scenario 4 - Counter-attack

Attacker: 65 AP / Defender: 35 AP - 8 turn limit

			A	A	A			
D								D
D								D
D								D
D								D
D								D
D	D	D				D	D	D

defender places 2 tank traps, 2 ammo crates

Attacker: You're in! Continue your assault. Have at least one miniature alive in the objective area (the 6 bottom rows) at the end of round 8 to win.

Defender: The enemy has entered your base. Eliminate them! If your opponent has at least one miniature alive in the objective area, you lose.

Special rules: Cover may be placed only in the objective area. If the attacker destroyed any wall squares in Scenario 3 the corresponding wall squares become open terrain and the attacker

