

## GRAV ARMOR

### Custom Scenario Number II (Unfinished)

by Allan Rothberg

This is an incomplete scenario. I believe it was designed with the Lerlim deploying the cities on maps 4-6-5 and the troops deployed on any map except 2-3-5, and the Panhumanic League entering on the edge of maps 2-3-5. From a hazy memory Victory conditions required the PH boys to take both city hexes with a loss for taking neither and a tie if they could only secure one of them. Lord knows if it is balanced.

### Terrain Key

	<u>Infantry</u>	<u>Hover</u>	<u>Grav</u>	<u>Combat</u>	<u>Description</u>
Blue	1	1/2	1	0	Ice Sea
Yellow	1	1	1	0	Frozen Tundra
Orange	1	2	1	1	Rough Terrain
Green	2	2	2	2	Evergreen Forest
Brown	2	2	1	2	Mountainous
Red Brown Lines	1	1	1	0 (3)	Underground Ice City Network *
City Hex	1	2	1	2	Outpost Town

\* the CV of 3 only applies to Infantry Class Units occupying the hex.

### Map Configuration

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

underlined maps are oriented bottom to top

Lerlim deploys first and moves second

### Lerlim

301<sup>st</sup> Hover Brigade (1-4 Inf Bns)

8 A Inf

8 Eta 5

2 Siga 3

2 Int 7

### Support Battalion

Lia 5

Chi 2

Silon 5

Mobile Reserve Elements

Zeta 6

Tau 8

Psi 5

Int 7

A Inf

Aza 3

FM 3

City Militia

2 L Mil (one in each city hex)

Native Grelack Infantry (deploy in Ice Cities on 4 Southern Boards)

4 L Inf

4 M Mil

**Panhumanic League**

Strike Force Briarfield

2 Zeta 6

1 Zeta 7

3 A Inf

3 Aza 3

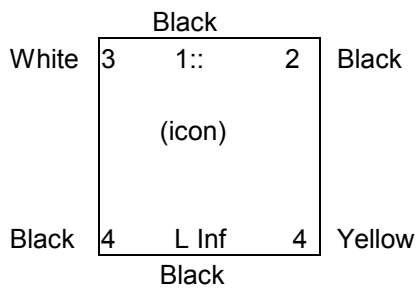
Chi 1

Tau 8

Nu 3

Psi 5

**New Unit - L Inf**



Armed with M19 High Power Laser Man Portable Cannon and only lightly armored, these troops are representative of well-trained Lerlim armed natives. They also represent specially trained and equipped Lerlim Jaeger-type units, the so entitled Light Infantry (or, if you will, Laser Infantry). L Inf take losses as Mil Infantry (they use the same Hit Effect Table).