

# Critical Mass Mission Generator

By Craig Grady

This Mission Generator has been designed to allow more experienced Critical Mass players a flexible and unique gaming experience beyond the standard missions found in the regular rules. The system allows you to manipulate the battlefield through the expenditure of Battlefield Assets which may bring you certain advantages or hinder your opponent. It also allows battles to be fought with commanders having symmetric or asymmetric mission objectives.

To utilise this mission generator both you and your opponent should proceed through these steps;

1. Take a brief look at your opponent's battle force list so you have an idea of your opponent's army composition and special rules, this should be no longer than 10 minutes.
2. Each player rolls a D3+1 for their pool of Battlefield Asset Points.
3. Each player secretly selects Battlefield Assets, choosing from a mix of Deployment, Mission and Battlefield Effects.
4. Both players simultaneously reveal what Assets they have spent their points on to each other.
5. Roll for Deployment Areas.
6. Deploy Terrain
7. Set your Objectives and Deploy.
8. Battle.
9. Post Battle Analysis.

## Battlefield Asset Points

These represent your commander's ability in choosing when, where and why you will fight and how the ground might advantage your force or hamper your opponent, and what additional equipment and supplies your force has been issued.

Each player gains 1D3+1 Battlefield Asset Points to spend before a battle. All of these points must be used. There are no minimums required for Battlefield Assets being acquired, however some do have maximums. These will be noted.

For tournament play no roll is made and each player is assigned 3 Battlefield Asset Points.

For friendly or campaign play you may wish to agree on a different method of generating Assets but it is recommended that a player has no more than 6 maximum.

You may expend Battlefield Asset points in these three areas;

## Deployment:

This will give you an advantage in deciding how both forces will be deployed to the battlefield. A maximum of 2 Assets can be used for deployment.

## Mission:

As a default your Battle Force will conduct a Patrol mission meaning it can only score Victory Points through eliminating enemy units. Selecting a Mission will grant further victory conditions that may give you an edge at the end of a battle. A maximum of 2 Assets can be used for selecting a Mission.

## Battlefield Effects:

These determine the time that the battle will take place, under what conditions and what additional weapons and supplies your force may have gained access to prior to the battle. A maximum of 4 Assets can be used for selecting Effects.

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## Deployment

(0-2 Asset Points)

Each point assigned as a Deployment asset will grant that player one additional D6 when rolling for the Battlefield deployment. When rolling multiple D6 for deployment the highest result must be used.

The player scoring the highest single roll must choose how the armies will deploy to the Battlefield from the following 4 methods. If the result is tied then Continued Assault Deployment must be used.

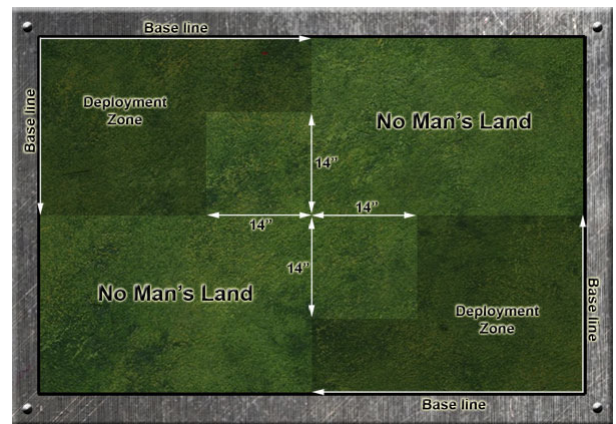
The player which assigned the most Asset Points to Deployment may also choose to remove or alter the position of terrain on the battlefield after terrain has been deployed. You may add OR remove D3 terrain pieces from the battlefield OR move D3 terrain pieces by 2D6" each, rolling individually for each terrain.

In the case of a tie then the player with the most Recon units in their army wins. If there is still a tie this bonus is lost to both players as both your forces know the ground to well.

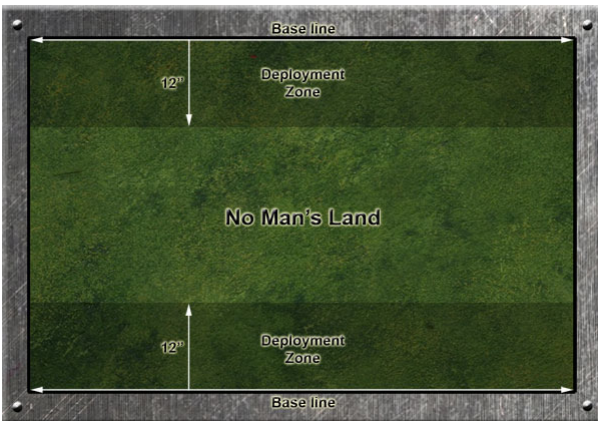
### 1. Meeting Engagement



### 3. Flanking Engagement



### 2. Line of Departure



### 4. Continued Assault



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## Mission

(0-2 Asset Points)

There are four missions which can be selected. Whilst both players can have the same mission it is more likely that these will be different. Each mission has a setup priority level determining which order players will deploy their forces to the battlefield. Levels are compared when your mission is revealed and the setup priority table used. This is explained a little further on.

All missions will be played over a minimum of 4 rounds but use the variable game length as described in the main rulebook meaning they may have a maximum of 6 turns.

All the missions in the generator use the Combat Drop, Reserves, and Victory Points rules found in the main rulebook.

A failed Battle Force morale check will also end a battle but unlike the regular rulebook missions this might not guarantee overall victory, only additional Victory Points. This is explained in the Post Battle section of this Mission Generator.

### PATROL – Setup Priority 1

(0 Asset Points)

Your force is patrolling out from its line to dominate the local area and engage the enemy.

There are no additional victory points to be gained from this mission.

### TAKE AND HOLD – Setup Priority 1

(1 Asset Point)

Command has identified several objectives of strategic importance in the area and requires your force to secure each location.

You must setup three objectives markers on the battle field after terrain has been deployed. You may deploy up to one in your deployment zone, up to one in no mans land and up to two in your opponents deployment zone. Objectives may not be placed within 12" of each other, the board edge or an opponent's objective marker. If both players have selected this mission the player which selected the deployment type should deploy an objective first then placement of objectives will alternate.

You may claim an objective if you have a unit unopposed within 4" of the objective in Phase 3 of a game round. The objective remains yours unless your opponent claims the objective. A unit can only claim one objective marker at a time in Phase 3 of a game round. You are not required to have a unit remain within 4" to hold an objective

only claim it, but leaving an objective unguarded will leave it open for your enemy to capture.

At the end of the battle you will gain Victory points for each of your own objectives that you control. An objective in your deployment zone is worth 1VP, in no mans land it is worth 2 Victory Points, and in your opponents deployment zone it is worth 3 Victory Points.

### BREAKTHROUGH – Setup Priority 1

(1 Asset Point)

Your force has been ordered to breakthrough enemy lines and raid their supply echelons.

You will gain victory points for each of your units that can leave the battlefield via your opponent's deployment base line. A unit can only be declared as having left the battle field if all its bases can move fully over the base line during their activation.

VP's are scored depending up the unit's type.

Units containing VTOL's: 0VP's

Units containing Vehicles/Infantry with Jump: 1VP

Unit only contains Infantry Bases: 2VP's

Unit contains Any Gun Bases: 3VP's

Battle Force Commander/Sub Commander: 1VP

Units that have broken through and exited the battlefield still count as being alive for Battle Force Morale Checks. If all your units exit the battlefield then the game ends.

### AMBUSH – Setup Priority 2

(2 Asset Points)

Your force has been ordered to push forward covering any avenues of approach. If the enemy advance into your positions you are to engage and destroy.

The Ambush mission will increase your deployment zone on the battle field.

In a Meeting Engagement your deployment area is increased by 10" along both base line directions.

The Line of Departure and Continuing Assault deployment zone depth is increased 10" towards the centre of the battlefield.

The Flanking Engagement deployment zone is increased by 10" along both base line directions. Note the 14"x14" box will now overlap the centre of the battlefield.

Units completely eliminated in the 1<sup>st</sup> round are worth double VPs.

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## Battlefield Effects

(0-4 Asset Points)

Battlefield Effects fall into two categories, Condition in which your force has chosen to battle, and Equipment Assets with which you have been re-enforced.

Players selecting the same Conditions generate no further effects, it is simply the case you have both seen the advantage of fighting under these conditions.

Equipment Assets benefit the selecting player and both forces may have selected the same. Each Equipment Asset counts as a unit for deployment purposes.

## Conditions

### Dawn Assault (1 Asset Point)

You are launching an early morning strike against scouted enemy positions. During Round 1 of the battle all your units gain +1 Ranged Defence.

At the start of Round 2 Dawn Breaks and you lose this advantage.

### Night Assault (1 Asset Point)

As darkness falls your attack begins. During a Night Assault all units on the battlefield gain +1 Ranged Defence.

If your opponent has selected Dawn Assault then you have pre-empted their attack, however Dawn will break at the start of Round 3 removing the +1 Ranged Defence to all units.

### Atmospherics (1 Asset Point)

Local conditions are making communications difficult in this area. Communication rolls will only succeed on a roll of 5+ rather than the normal 4+.

Roll 1D6 at the end of Phase 3 each game round. On a 6 the conditions subside and communication rolls may be made as normal for the rest of the game.

### Quagmire (1 Asset Point)

Soft ground combined with damp conditions has churned the ground making it difficult to traverse. All troops and vehicles except Grav & VTOL gain Slow1. Heavy Vehicles gain Slow2.

## Equipment

### Prepared Positions (2 Asset Points)

All your units may start the battle marked as Dug In.

Dug In Vehicles only ever make minor hit saves whilst Dug In and lose the Dug In status as soon as they move. Dug In vehicles are hit automatically in Close Combat.

### Tactical Minefields (1 Asset Point)

Your force has sown the area with tactical minefields to limit your opponent's manoeuvrability. When placed a minefields can either be explosive or monofilament.

You may place 2 Live Minefield Token and 2 Dummy Mine Field Tokens in No Mans Land during deployment, these token may not be placed within 10" of each other.

When an enemy base moves within 6" of a minefield token it must be flipped over by the owner to reveal it. (Note that Flying VTOLs ignore minefields completely). Be aware that flipping a token will move its position.

If a "dummy" token is revealed your opponent has thoroughly scanned the area for minefields and it is removed from the game.

If a token is "live" your opponent has blundered into your minefield and will be attacked.

Announce your minefield as explosive or monofilament and place a 6"x6" minefield template within 6" of the token edge. Remove the "live" token from the battlefield.

**Explosive:** Any base moving over or ending their activation on a 6"x6" minefield template must make a save. Vehicles must make a minor hit save.

Minefields are treated as difficult ground for movement.

**Monofilament:** All base types (except flying VTOLs) have their movement halved when moving on a monofilament wire template.

Any base moving over or ending their activation on a monofilament minefield will take a hit on a 4+. Infantry/Guns bases which are hit are eliminated with no save. Vehicles which are hit must make a minor hit save, with a +1 modifier.

Commanders using the Engineers to the Front command may instead of repairing a vehicle within 10", remove a placed minefield within 10" on the roll of a 4+.

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## Strong Points (1-3 Asset Points)

Your force has constructed a strong defensive position around an armoured strong point.

For each Asset point selected as a strong point you may select one type of strong point to deploy.

Strong points are deployed as a single entity but each strong point is activated individually. You will therefore need to add one activation counter to your pool for each strong point before the game begins.

Strong Points are mounted on a 40mmx40mm base, they block Line of Sight and provide cover to bases behind them.

All strong points are Heavy Immobile structures that have the same base profile.

Rdef	Cdef	A	ML	Armour	Special
4	4	1/1	-	9/9/5	Heavy Armour

You may select 0-1 Communication Strong Point with this profile;

Weapon	RNG	AD	DAM	Special
Comms Array	-	-	-	Comms
Point Defence Turret	18"	2	1	Sustained Fire, Fixed

You may select 0-3 Anti Tank Strong Points with this profile;

Weapon	RNG	AD	DAM	Special
Main Gun	24"	2	5	Penetrate
Point Defence Turret	18"	2	1	Sustained Fire, Fixed

You may select 0-3 Anti Personnel Strong Points with this profile;

Weapon	RNG	AD	DAM	Special
Main Gun	24"	4	1	Pulse
Point Defence Turret	18"	2	1	Sustained Fire, Fixed

If your opponent destroys a strong point during a game they will be worth 1 Victory Point each at the end of the battle.

If any of your strong points are still intact at the end of the battle you will gain 1 Victory Point for each.

## Obstacles (1-2 Asset Points)

Your force has deployed obstacles to the battlefield to hinder the enemy and channel their movement.

Every Asset point assigned to Obstacles allows you to deploy up to 3 Obstacles templates as one of your units in the deployment phase.

Obstacles are placed in your Deployment Zone and No Mans Land.

All obstacles must be deployed in open terrain.

Flying VTOLs ignore obstacles.

Commanders using the Engineers to the Front command may instead of repairing a vehicle within 10", remove a placed obstacle within 10" on the roll of a 4+.

There are two types of Obstacle from which you can select a mix of any.

### Anti Grav Field Generator Obstacle

These field generators throw out pulses of Anti Grav waves interrupting the propulsion systems of vehicles reliant on Grav technology. Any Grav or VTOL base crossing or moving within 12" of an Anti Grav Field Generator will immediately go OOA on a 5+. Anti Grav Field Generators have the following profile and are mounted on a 40mmx40mm base, they also block Line of Sight and provide cover to bases behind them.

Anti Grav Field Generators are mounted on a 50mmx50mm base, they block Line of Sight and provide cover to bases behind them.

Rdef	Cdef	A	ML	Armour	Special
4	4	1/1	-	8/8/4	Heavy Armour

### Tank Traps

Re-enforced and angled impede vehicle movement Tank Traps also provide handy cover.

Tank Traps use a 6"x2" Template and are considered Impassable Terrain to Gun, Wheeled, Walker and Tracked Bases. Infantry Bases on the template are considered to be in Hard Cover.

Any base which is directly behind a Tank Trap Template when targeted by ranged attacks across the template can also claim hard cover.

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## Battle Setup

Having revealed your Battlefield Assets to your opponent it is now time to establish the battlefield ready for play.

## Roll for Deployment

Each Player rolls 1D6, plus an additional D6 for each Battle field asset assigned to Deployment. The player with the highest single dice roll is the winner and may select the Deployment method for the battle.

## Deploy Terrain

Terrain can be vital as a battle develops and it now time for both players to make the best use of it.

If you are playing friends you may decide to have the battlefield setup up prior to the game, so you can jump straight into a battle, this is fine.

If you require a more random element then we recommend setting your battlefield up in this manner.

Divide the battlefield into four and fill one quarter with terrain pieces from your collections. This is all the terrain that will be used in the coming battle.

Terrain pieces as a rough guide should be no bigger the 12"x12" though you may both agree to use larger pieces of terrain if you have them.

Once you have established the amount of terrain you will be using remove it from the board.

Starting with the player that lost the deployment roll previously each player selects 1 piece of terrain and places it where they wish on the battlefield. Alternate the placement of all the terrain being used, noting that terrain cannot be stacked vertically.

The player that assigned the most asset points to Deployment may now move or remove D3 pieces of terrain.

Once all terrain pieces have been deployed you may now deploy any objectives required for your mission followed by your Battle Force.

## Objective and Battle Force Deployment

As mentioned in the Mission Asset selection, each mission has a setup priority level. Decide who is Player A and B and consult the Setup Priority Table.

		Player B Priority Level	
		1	2
Player A Priority Level	1	Alternate Unit Deployment	Player A Deploys Battle Force First
	2	Player B Deploys Battle Force First	Alternate Unit Deployment

If Objectives are required for mission then these are deployed before any Battle Forces.

When the table requires alternative deployment each player should roll 1D6 with the lowest scoring player deploying their first unit.

Deployment for units then alternates back and forth until all units have been deployed by both players.

When the table requires a specific player to deploy first, they must place there Battle Force in their deployment area followed by their opponent.

Remember some battlefield effects that you may have selected are deployed as units during your Battle Force Deployment.

## Battle

Once both armies have been deployed it is time to commence the battle. Both players roll for initiative and commence the game.

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## Ending your Battle

During Phase 3 of a game round a battle is declared over under the following conditions.

- Your opponent surrenders. In this case all units are considered 100% destroyed and the army broken for Victory Points.
- Your opponent fails there Battle force Morale.
- You or your opponent complete the Breakthrough Mission
- Your game times out.

- 2 VPs for breaking your opponents force and killing the Battle Force Commander and all Sub Commanders
- 3 VPs for breaking your opponents force and killing the Battle Force Commander, all Sub Commanders, and all unit commanders.

After adding all you Victory Points together, the player with the most has been victorious in this battle and is declared the winner.

## Post Battle Analysis

With the battle over it it time to see who have come out on top. Some time this is very obvious but in close fought battles the Victory Point should be tallied to see who has come out on top.

Victory Points Available in all Missions;

- 1 VP for each enemy unit destroyed.
- 1 VP for destroying the enemy's battle force commander.

Take and Hold Mission Specific Victory Points;

- 1VP for holding you own objective in you deployment zone.
- 2VPs for holding your own objective in no mans land.
- 3VPs for holding your own objective in your opponent deployment zone.

Breakthrough Mission Specific Victory Points;

- 1VP for each unit containing Vehicles/Infantry with Jump that has broken through.
- 2 VPs for each unit containing Infantry bases that have broken through.
- 3 VPs for each unit containing and Gun bases that have broken through.
- 1 VP for each Battle Force Commander/Sub Commander that has broken through.

Ambush Mission Specific Victory Points;

- Units entirely eliminated in 1<sup>st</sup> Game Round count double.

Additional Victory Points available in all Missions (add the highest only);

- 1 VP for breaking your opponents force and killing the Battle Force Commander