

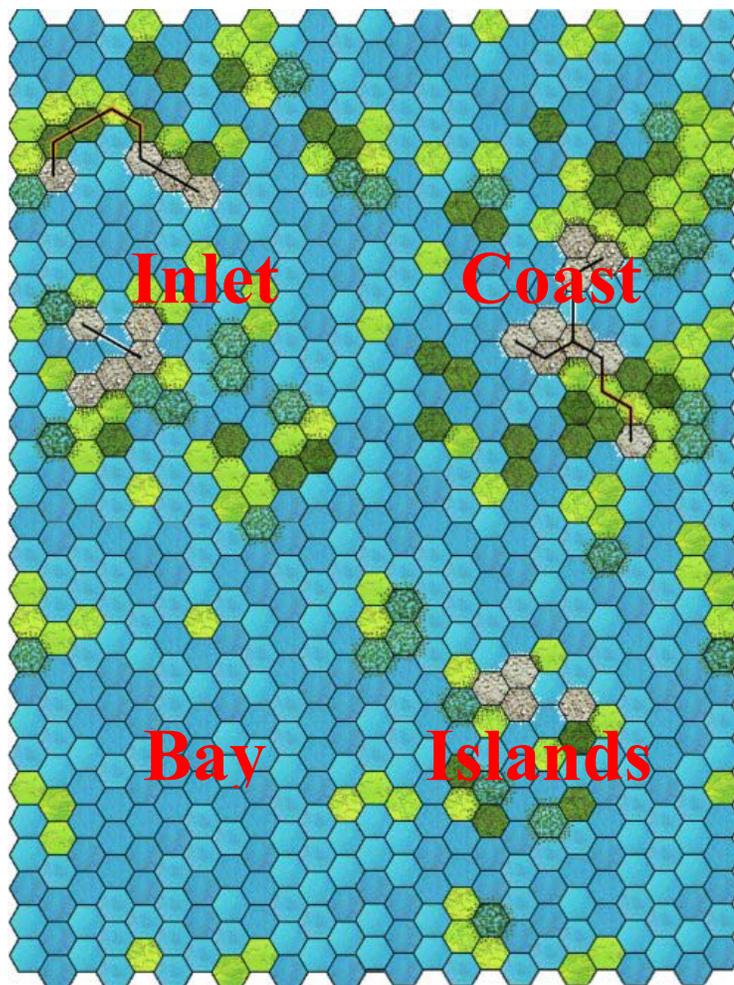
Kraken Scenarios

As of July 20, 2006

Test Scenario #1

The Pacific has not been free of conflict while Europe burned, as the Japanese attempt to build another Pacific empire and conquer China. In this scenario a task force has been stealthily dispatched to eliminate the laser towers protecting several cities, and another smaller task force is rushing to intercept. The defenders are late, but not by much...

Map Layout:



Attacker:

1 HVY Cruiser (Cybership) and 12 Naval Units (72VP worth of ships)
Enter on the south edge of the bay map on turn 1.

Defender:

2 Destroyers (Cyberships) and 4 Naval Units (24VP worth of ships)

Enter from west edge of inlet map on turn 3

6 Armor Units (36VP worth of GEVs or Howitzers) and 2 Laser Towers

Setup on northern two mapsheets, with one laser tower per map (inlet and coast).

Victory

Attacker Victory: both Laser Towers destroyed

Defender Victory: at least one Laser Tower capable of firing

Draw: anything else

Two Nations Another War

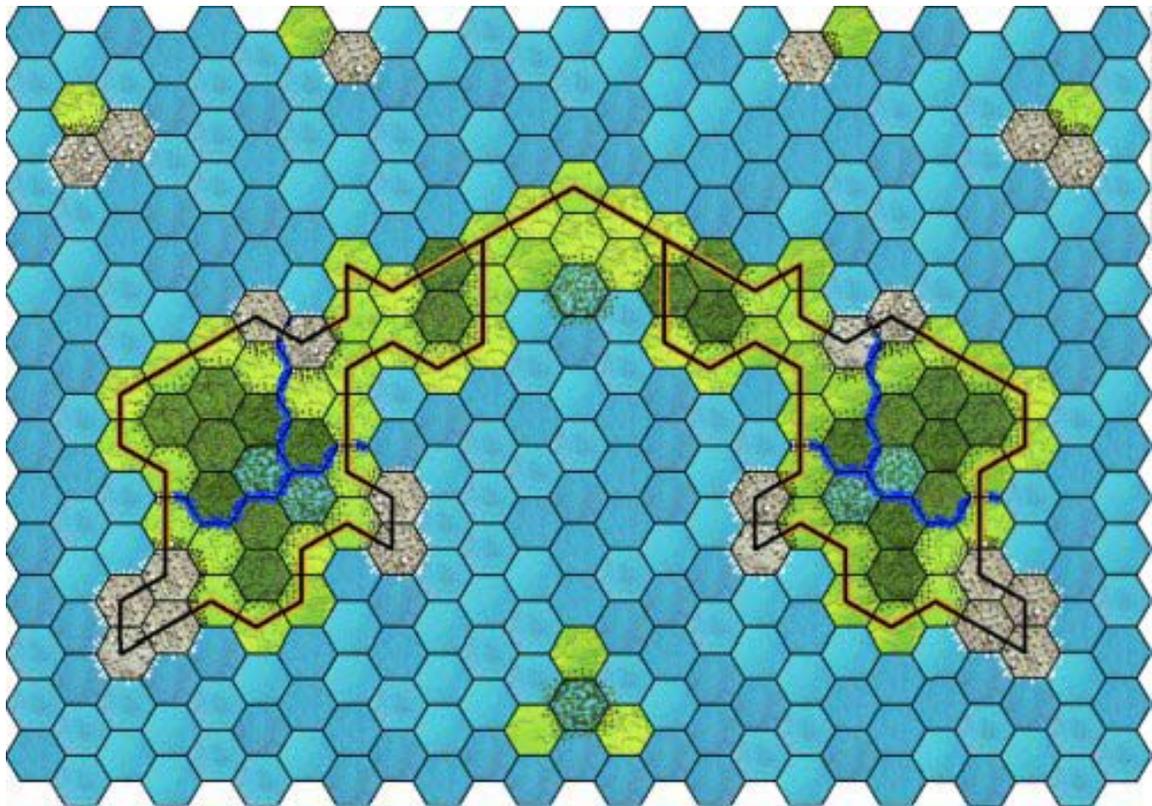
A campaign scenario for Ogre Kraken

Introduction

Another theoretical war game, used by Combine Commanders to sharpen the wits of officer candidates. The scenario was completed with the help of sophisticated combat simulators, and the results were dissected and studied. The victorious commander had to be a master of both tactics and strategy – planning the shape and layout of the battle was as important as the conduct of combat.

Setup

Use the Two Nation Another War map.



The White Nation uses Pan-European units and tactics. Use white counters to depict the White Nation on the map. The White Nation enters the board from the west side of the map.

The Black Nation uses Combine units and tactics. Use black counters to depict the Black Nation on the map. The Black Nation enters the board from the east side of the map.

Both the White Nation and the Black Nation start the game with **10 armor or naval units**, and **6 infantry squads**. Use the fuzzy-wuzzy rule for unit selection – no more than 25% of the armor units may be of the same type. Only GEV-PCs are exempt from this rule.

Both sides select their units. Flip a coin to see who moves first. Whoever loses the coin toss and moves second receives a bonus of **1 additional armor unit** on their first turn (thus 11 armor in total).

The White Nation enters on the west side of the board and the Black Nation enters on the east side of the board. The entry hex counts as for movement.

Special Rules

Towns play a key role in this scenario. They are representative of wealth and materials, and both sides will want to control as many town hexes as possible, as soon as possible.

Towns cannot be destroyed in this simulation. They provide defensive bonuses as usual. Roads in towns can be targeted as per GEV 8.05.

Towns are considered under a player's control when at least one squad of infantry occupies the hex. Therefore every town hex in rear areas will have at least 1 squad of infantry in each hex.

Reinforcements

At the beginning of each turn, each player will earn 1 armor unit for every 5 town hexes under his control.

Reinforcements can be redeemed before the start of the movement phase, or saved until later in the game. It's permissible to save up 10 armor units, for example, and then redeem and place them all at the beginning of a turn.

Reinforcements can be placed in any town hex that the player controls. Stacking limits must be observed. They can move and fire normally as soon as they are placed. The unit costs for this game (set up and reinforcements) are as follows:

One infantry squad	1/3 armor unit
Light tank, LGEV	1/2 armor unit
GEV-PC	1 armor unit
Heavy tank, missile tank, GEV, LHWTZR	1 armor unit
Cruise Missile crawler	1 armor unit
Mobile howitzer or howitzer	2 armor units
Cruise missile	2 armor units
Super heavy tank	2 1/4 armor units
Kraken Naval units	as per Kraken rules
Cruise Missile sub	4 armor units

Sorry, no Ogres or cyberships.

Partial armor units can also be saved and redeemed on subsequent turns (after a player buys a Super Heavy tank, for example).

Victory Conditions

The winner will either:

- a) eliminate all enemy units, Or;
- b) gain such a superiority that his opponent surrenders.

Strategy

Early on, speed is of the essence, as both players try to capture as many towns as possible.

Good use of your reinforcements is vital. With patience, you can redeem and place a sizeable force at just the right time and place to deliver a knockout blow against your opponent.

Over time, the player who can obtain the greatest number of reinforcements should win.

Be prepared for a long game when playing this scenario.