

## HOF Playtest Demo Scenario

As far as a demo scenario I suggest a standard 3 x 3 grid configuration thus:

1	2	3
4	5	6
7	8	9

Make sure board 2 has a building in the center. This is the Attacker's objective. The other boards should have fairly dense terrain but that is up to the players.

Defender has 2 x Muster Privates Teams and 1x Muster Majoris.  
Attacker has 2x Muster Privates, 1x Muster Veterans, and 1 x Muster Majoris.

Defender sets up anywhere on boards 1-6. Attacker enters from the bottom edge of boards 7-9 on the first turn.

Roll 1d6 on a roll of 1-3 the Defender sets up before the Attacker selects waypoints. On a roll of 4-6 the Defender sets up AFTER the Attacker has set his waypoints.

The defender is using waypoints to set up his defense. In his it maybe that only single waypoints are used to tell each team where to hold.

The attacker must use waypoints to define his approach to the objective. Does he want to send all his troops up the center (8, 5, 2) or try something a little more complicated like a pincer attack (some teams (7, 4, 1, 2 and some 9, 6, 3, 2) or some combination of the two?

Unlike gamers who have a full view of all the troops on the table, our little commanders have to plan ahead and then adjust for contingencies as their communications gear allow.