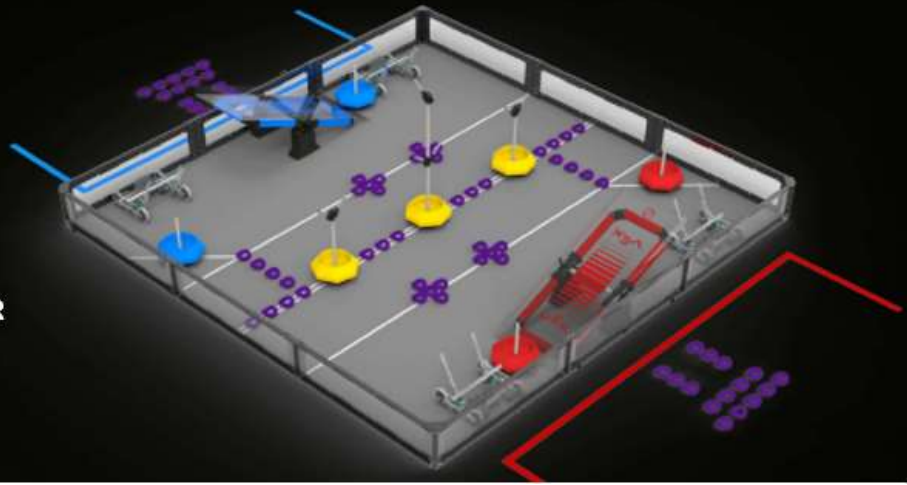


GAME DESCRIPTION



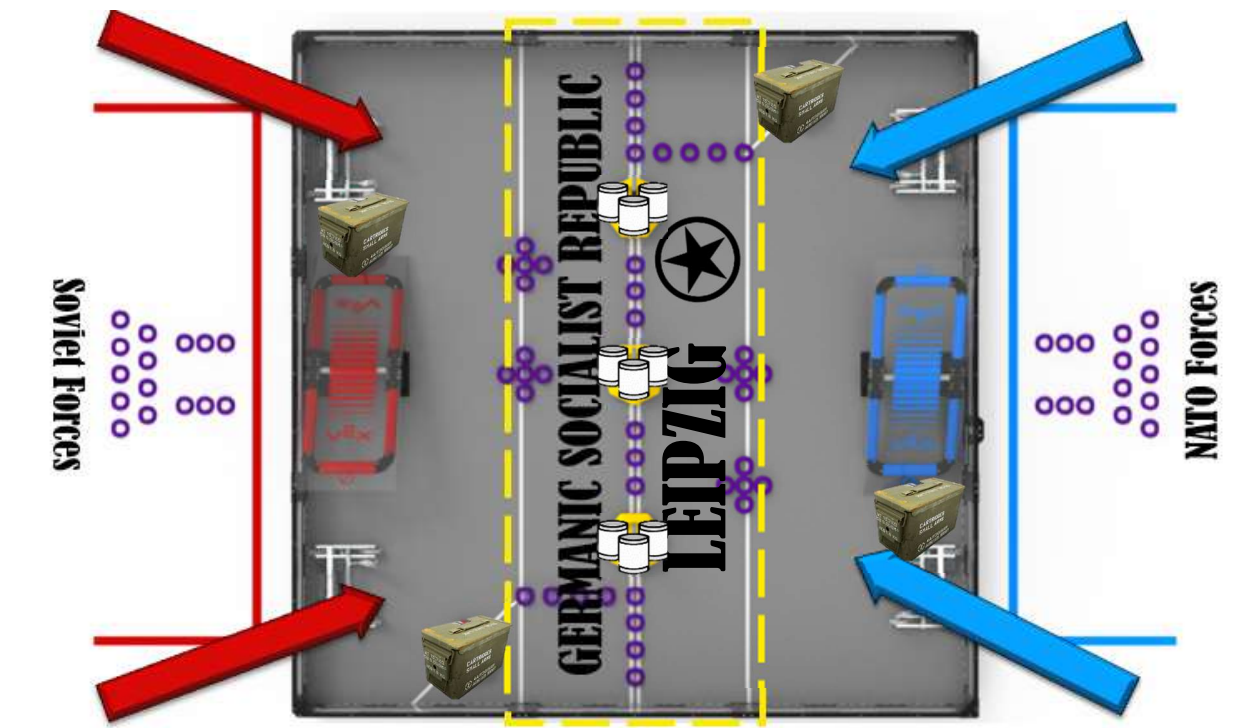
vex
ROBOTICS
COMPETITION
THE LEIPZIG ENCOUNTER
2021-2022



THE LEIPZIG ENCOUNTER

TEAM 7481B: OLD GUARD

AN ALTERNATIVE REALITY COLD WAR THEME



THE POWDERKEG:

In the nearly dissolved Soviet Union, a problem arises, one that could doom the fate of the country. The USSR's puppet nations in the Warsaw Pact have been swept through with disastrous poverty. The USSR has been taking money from these puppets for its own needs, but now the consequences have arisen, and puppet citizens are angered. Due to immense economic devastation, factories have been abandoned and resources are lacking.

The west faces a similar problem. Western Europe is suffering from economic depression. Companies have left the region leaving many jobless, and it's only a matter of time until Europe is heavily poor and resourceless. In this crisis, a UN security meeting is summoned. Most non-European countries have shown disinterest in the situation. However, the US, UK, and USSR have their stake in the game, and they recognize that many of their puppets are being allegiant to the other side. Tension arises between puppets and alliances; conflict is imminent.

THE STRAW THAT BROKE THE CAMEL'S BACK:

Following the security meeting, three of the world's superpowers now have conflict brewing. The democratic US and UK began propaganda campaigns in West Germany, to little avail. The USSR has similar results to their efforts. The fuse has been lit, and no one can step on it. Tensions reached a new level after several scandals occurred, in which puppet governments were exposed funding rebels, this was met with harsh reprisals, further angering citizens.

Finally, on November 30, 1992, the nation of Poland, which was in the Warsaw Pact, leaves the alliance and breaks off all relations with dependents of the USSR. The Soviet Union is done with it, in the following hours soviet troops would annex Poland and declare it under Soviet territory. The invasion doesn't stop there, Soviet troops capture even more of the remaining countries in the Warsaw pact, the rampage does not stop.

IT TAKES TWO TO TANGO:

Alerted by the invasion, NATO and the UN are alarmed. The UN makes efforts to ease the conflict by summoning a hearing, but the USSR does not respond. NATO is given an option to launch an invasion on the Soviets, but NATO does not give a clear response. A US-backed relief force is stationed in the UK, and the UN is slightly relieved.

However, rather unexpectedly the US leaves the NATO pact, followed by the UK. Little do the remaining NATO nations know, the US and UK are plotting a way to get these nations under control. The invasion finally occurs, but the US and UK invade France and Spain, the invasion, just like the Soviet one, is a rampage, and sweeps through Western Europe.

ONE LAST ROUND:

The invasion from both sides terrifies citizens of uncaptured European nations. They know there is little use in retaliating, as the much stronger forces will easily defeat them. Knowing this, many workers make the trek to central Germany, leaving many areas unpopulated. The workers soon rise in numbers to create a small country in the former lands of the German Iron Curtain. The Germanic Socialist Republic is formed, it is opposed to both oncoming alliances, and though not recognized by any other country it still acts as one. Little do they know; the fate of this new nation is sealed.

As alliance troops march closer, the war comes down to the GSR. Alliance forces quickly overtake most territories in the GSR. However, the Alliance Forces do not anticipate meeting each other head on, until they do. On December 20, 1992, NATO and Soviet forces invade the capitol city of the Germanic Socialist Republic, Leipzig. Both forces quickly realize that their biggest enemy is not resistance, but their opponent alliance. As NATO and Soviet forces draw closer, they form a rectangle around the city, planning to lay siege and take the vital supplies stored inside for themselves.

THE RULES OF ENGAGEMENT:

NATO and Soviet forces split into two "teams" to capture the stockpiles faster. The encounter begins, it will last a total of two minutes. During the first fifteen seconds, both

alliances have not established contact with their forward operating bases. This means that commanders cannot control their troops directly, the troops will have to advance on pre-issued orders, this period is best used to capture strategic targets, maneuver into advantageous position, or disrupt enemy activity. During the remaining 105 seconds, commanders can directly control their troops.

Commanders must act fast to capture the following strategic targets:

Civilian Workers (Rings): These workers can better exploit resources if they are dropped off at a resource pile, giving the alliance an advantage (more points), the alliances have collected 15 workers on their invasion, but many more can be found inside the GSR.

GSR Resources, Civilian Goods (Neutral Mobile Goals): The prized target, these resources grant you a significant advantage if it is in your territory by the end of a match, workers can be dropped off in these resources to get a strategic advantage (more points).

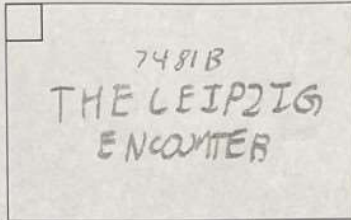
Alliance Resources, Military Supplies (Alliance Mobile Goals): These mobile goals are found inside alliance territory, if they remain there by the end of the match the alliance will have an advantage (more points). Due to differences in ammunition types, alliance resources are not interchangeable, capturing an opposing alliance's resources only results in a deficit for them, no point gain for you. Can be filled with workers.

A MAD DASH:

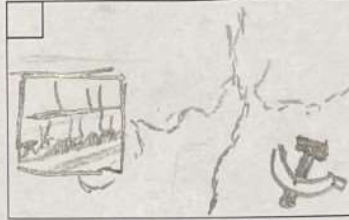
When the encounter is nearing an end, troops can move to the mountains surrounding the battlefield, a path (platform) can take them to the top of the mountain, where they can easily go back to alliance territory. Troops can either go up the mountain themselves, go up with resources, or they can simply drop off resources at the top.

Name: _____

Title: _____



Intro / title slide, contains
name and info.



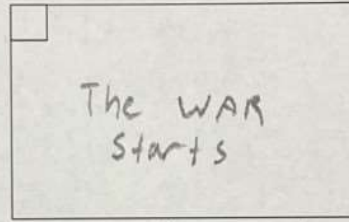
Intro to world,
USSR side



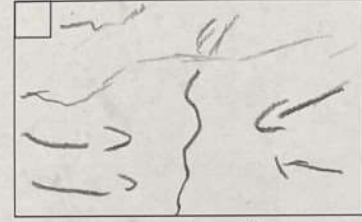
Intro to NATO
problem



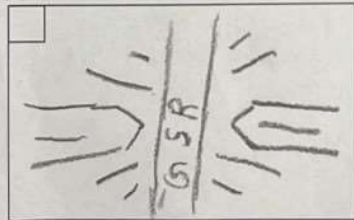
Start of tensions,
shows map and
speech bubbles



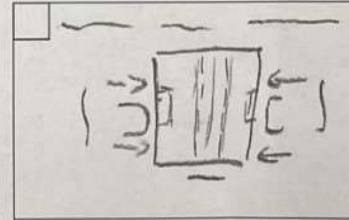
Start of war, shows
date



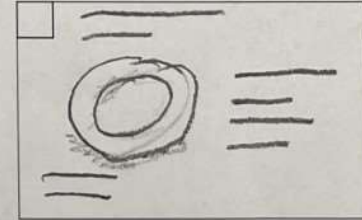
Invasion plans,
color coded arrows
on map.



Formation of USSR,
color coded arrows



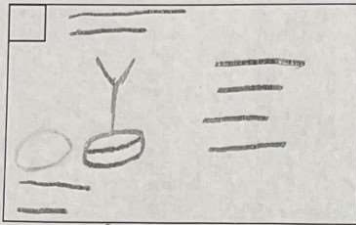
Intro to modified
field, with field
elements



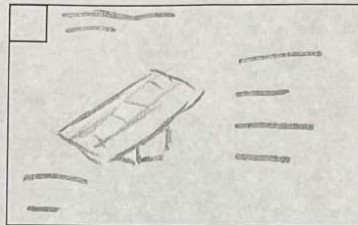
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representation, contains
desc.

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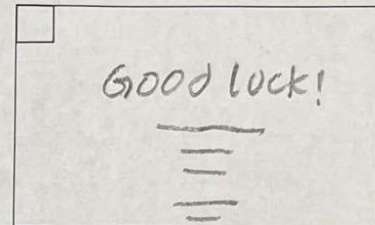
Title: _____



Info on MGS
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Desc.



Infos on Platforms
representation, contains
desc.



Ending and credits