

ASSASSINATION

Every military force relies on its leadership to carry out battlefield operations effectively. Because of this, it is often more efficient to simply eliminate command figures on the field to defeat the enemy, instead of destroying their force outright. Such assassination attempts require careful planning and intelligence if the attacker wants to make a quick clean kill, or else they'll have a considerable escort force to deal with.

The Strike-teams

This scenario is for two opposing strike-teams of equal value. 300pts is the recommended size. The leader of the defending team is the attacker's target. The defender may assign up to 75pts of his Strike-team as the target's bodyguard.

Deployment and Terrain

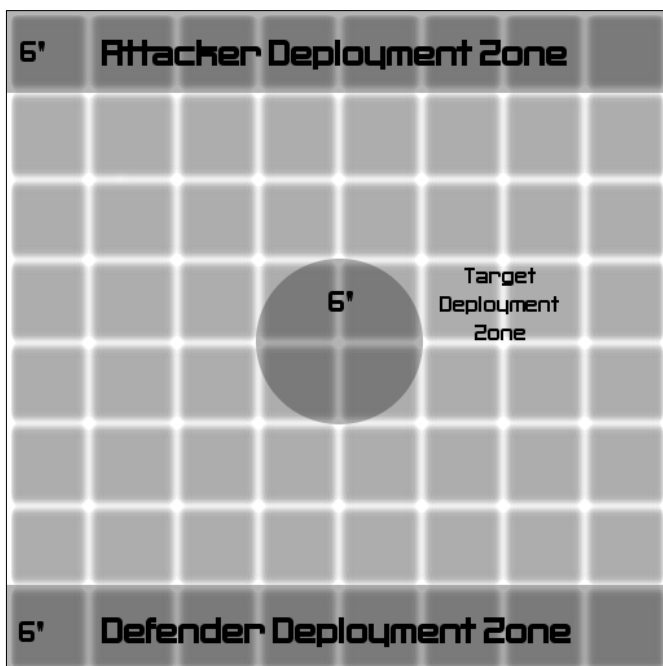
This scenario is best played out on a 4'x4' table. Terrain should be placed upon the battlefield in any mutually agreeable manner. For this scenario, the terrain should represent a medium density urban area. There should not be any long, unobstructed lines of sight from any table edge to the centre of the table, so as to prevent first-turn sniping of the target.

Once terrain have been placed, the defender chooses which table edge he will deploy his reinforcements at. The attacker is assigned the opposite edge for deployment.

The first models to be placed are the target and the bodyguards. The defender places them within 6" of the centre of the table.

After they have been placed, starting with the attacker, both players deploy models alternately within 6" of their respective deployment edges.

Deployment Map



Special Rules

Bodyguard

A new Overwatch action is available to any defending model: Shield.

If the target is hit by a non-template ranged attack, and a model under Overwatch has a sufficiently high Move stat to be able to reach a point on the shot's path from its current position under a regular Move action, it may attempt the Shield action. In order to successfully carry out this action, the Overwatch model must pass a Command Check subject to the same modifiers as a Disruption Shot. If successful they have reacted in time. They are moved the minimum distance possible to reach the shot's path, and the hit is transferred to them. If the Command Check is failed, they have not reacted in time, do not move but count as having been activated, and the hit is resolved on the target as normal.

Only one model may attempt a Shield action during any single activation. For example, if the firer takes a follow-on action and hits again, no model may attempt to Shield this second hit.

Strategic Withdrawal

The standard strategic withdrawal rules apply to the attacking force, which has a 50% break point. The defending team will not check for strategic withdrawal while their leader is alive, regardless of casualties.

Game Length

The game lasts for eight turns, or until one of the following criteria have been met:

- The leader of the defending team is killed.
- The attacking team makes a strategic withdrawal.
- Either strike-team is completely obliterated.

Objectives and Victory Conditions

The objective for the attacker is to kill the leader of the defending team. The defender must prevent this from happening, and drive off the attacking force.

Victory points are awarded as follows:

- For each surviving model at the end of the game, the player receives victory points equal to the model's cost.
- If the leader of the defending team is killed, the attacker receives 150 victory points.
- If the leader of the defending team survives the game, the defender receives 75 victory points.
- If the leader of the defending team is within 6" of the centre of the table at the end of the game, the defender receives an additional 75 victory points.

The winner is the player with the most victory points at the end of the game.

Multiplayer Variant

This scenario is suitable for three or more players, by forming teams of attackers and defenders. Alternatively, the attackers may compete against each other to eliminate the target. For every additional attacker beyond the first competing in this way, the defender may assign an additional 25pts worth of bodyguards.