

DROP ZONE

The initial assault on a fortified position is always the bloodiest. In cases where ground would be too costly to fight across, troops are simply airlifted past it and dropped behind the enemy lines to secure landing zones for the main forces. Such actions are desperate fights against overwhelming forces, with no lines of retreat for the attacker. The only way to survive is to secure the area for landing reinforcements.

The Strike-teams

This scenario is for two opposing strike-teams, one attacker and one defender. The attacking force consists of 170pts of troops, and the defending force has 300pts.

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. The board should feature light to medium terrain, with a number of open spaces suitable for landing craft to arrive. Suitable features include concrete yards, broken ground, piles of rubble, small buildings, shacks and light fortifications.

The defending player sets up his entire force first. For each model, roll a direction dice, moving the model 3d10" in this direction from the centre point of the board.

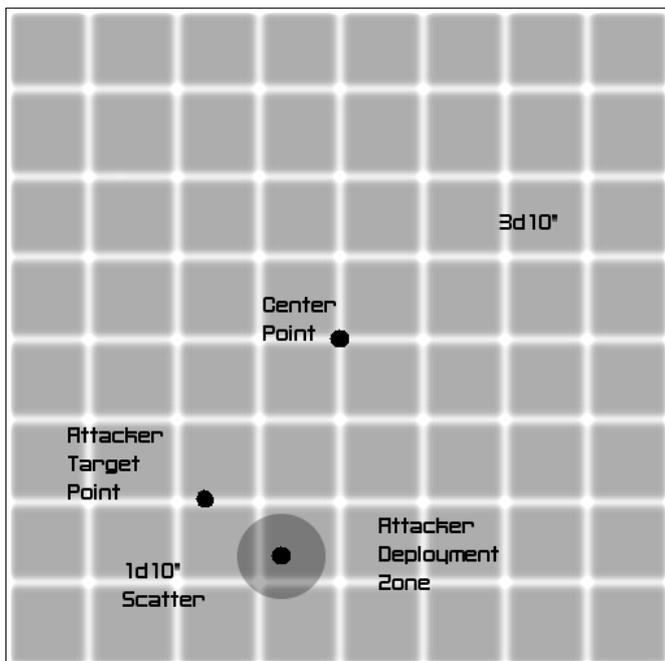
Should the model scatter on to impassable terrain, the model is instead placed on the closest edge of the terrain.

If a model is scattered off the table, the dice are re-rolled.

Models with Drop Trooper or other special deployment rules (such as Koralon Hydra) may use their special deployment as normal, but are still subject to the "Caught With Their Pants Down" special rule.

The attacker deploys using the Aerial Insertion special rule detailed opposite.

Deployment Map



Special Rules

Aerial Insertion

The attacking team declares any point on the table as the target for his incoming forces, and rolls a direction dice and 1d10 for scatter from this point – on a result of "1", "2", "9" or "10", and additional d10 is rolled and the two results are added. The models may be placed anywhere within 4" of the resulting point, or as close to it as possible if they do not all fit in that area. If there are any elevated pieces of passable terrain in this area, troops are placed on the highest level. If the scattered point is off the table, the attacker deploys as many models as possible in any on-table deployment area, and the remaining models are placed within 4" of the closest edge to this point at the beginning of turn 2. Models with special deployment rules may use them as normal.

Any models placed in contact with an enemy during deployment are assumed to be engaged in close combat at the beginning of the game.

Caught With Their Pants Down

The defending force is initially spread out and completely unprepared for an attack. On the first turn, the defender may only issue orders to and activate two models in his force – the remaining models forgo their turn. On turn two, those two defending models and a further two may be issued orders and be activated. On turn three, another four models are able to activate (for a total of eight). From turn four, the entire defending force may be issued orders and activated as normal. Should an active model become a casualty during the first three turns, an inactive model cannot be activated in its place.

Strategic Withdrawal

The standard strategic withdrawal rules apply to the defending team, which has a 50% break point. The attacker does not check for strategic withdrawal, regardless of casualties.

Game Length

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

- The defending team makes a strategic withdrawal.
- Either strike-team is completely obliterated.

Objectives and Victory Conditions

The objective for the attacker is to drive off the defender's force as quickly as possible. The defender must try to rally their forces and destroy the attackers. There are no victory points in this scenario.

If the defending force is obliterated or makes a strategic withdrawal, the attacker is the winner.

If the defending force survives for eight turns or obliterated the attacking force completely, the defender is the winner.

Multiplayer Variant

This scenario is suitable for three or more players, by forming teams of attackers and defenders. Alternatively, a number of attackers may compete against each other to secure a dropzone. In this case, each attacker's insertion point must be at least 8" away from every other attacking point.