

ESCAPE

It is any soldier's nightmare to be trapped behind enemy lines, completely cut off from support. Life expectancy in that situation is short, so desperate measures are often taken to escape. A strike-team caught behind enemy lines may feel it necessary to steal an enemy vehicle in order to make their getaway. Such an action is risky, as they will have to overcome enemy defenses in the area in order to do so.

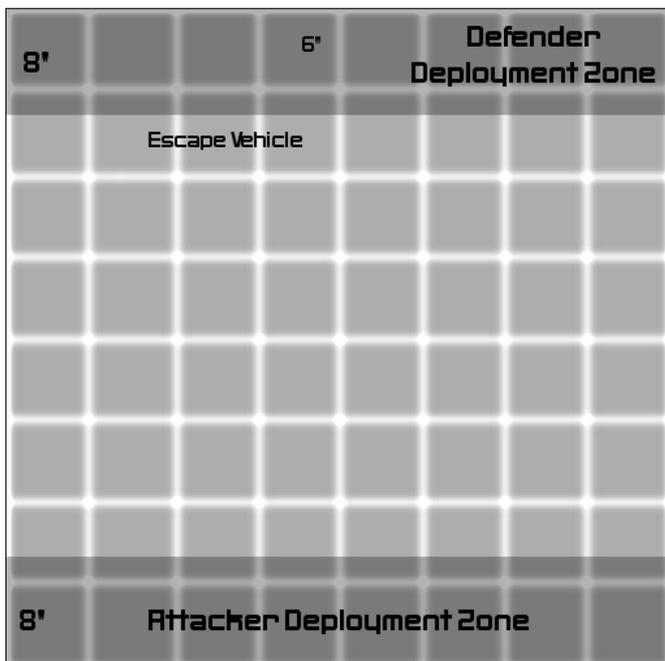
The Strike-teams

This scenario is for two opposing strike-teams of equal value, one is designated as the attacker, the other is the defender. 300pts is the recommended size.

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 have medium density terrain, including ruined and/or multi-level buildings, as well as features like lines of broken roads with rubble and roadblocks, walkways, canals, bridges and abandoned fortifications. The defender then chooses a board edge to be his deployment area, and places a suitable escape vehicle within 6" of the centre of this edge such as an APC, or a VTOL on a landing pad. The area 12" around it should represent a basic encampment. Once terrain has been placed, both players roll a d10, who deploys first. Players deploy models alternately within 8" of their respective board edges – the defender's is the edge chosen earlier, the attacker's is the edge directly opposite.

Deployment Map



Special Rules

Escape Vehicle

The attacker's team is aiming to hijack the enemy vehicle in order to escape. Any attacking model in base contact with the vehicle at the beginning of a turn (after the counter phase) that is not shocked or engaged in close combat may enter the vehicle. They are then removed from the table and presumed to be aboard the vehicle for victory point purposes.

If the attacker has models in the vehicle, he may declare at the beginning of any turn that he is making his escape. The game will end at the end of that turn. At the end of turn 8, the vehicle will be considered to have escaped if any attacking models are aboard.

If the vehicle contains attacking models, the defender may attack it. The vehicle is treated as a model with T7, W4. Any model attempting to attack the vehicle must pass a Command Check to do so.

Strategic Withdrawal

The standard strategic withdrawal rules apply. Both teams have a 50% break point.

Game Length

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

- The attacker makes his escape.
- The vehicle is destroyed.
- Either strike-team makes a strategic withdrawal.
- Either strike-team is completely obliterated.

Objectives and Victory Conditions

The attacker's objective is to board the vehicle with as many models as possible and escape with it. The defender must prevent this from happening, even by destroying the escape vehicle if necessary.

Victory points are awarded as follows:

- If the vehicle makes its escape, then for each model on the attacking team that is aboard, the attacker receives victory points equal to double the model's cost.
- For each defending model killed, the attacker receives victory points equal to half that model's cost.
- For each attacking model killed, the defender receives victory points equal to double that model's cost.
- For each surviving model on the defending force at the end of the game, the defender receives victory points equal to the model's cost.

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

If no attacking models have boarded the vehicle after eight turns, the defender wins automatically – there is no need to count victory points for either side.

Multiplayer Variant

This scenario is suitable for three or more players, by forming teams of attackers and defenders. For each additional attacking player beyond the first, add one more escape vehicle to the defender's deployment zone.