

HAVOC

Not every covert operation to destroy enemy assets is a surgical strike against a single target. In many cases, the strike team is tasked with causing as much widespread destruction as possible which can be used to demoralize or distract the enemy. Because Iskandria's airspace is too heavily contested to conduct air strikes, this job falls to the troops on the ground.

The Strike-teams

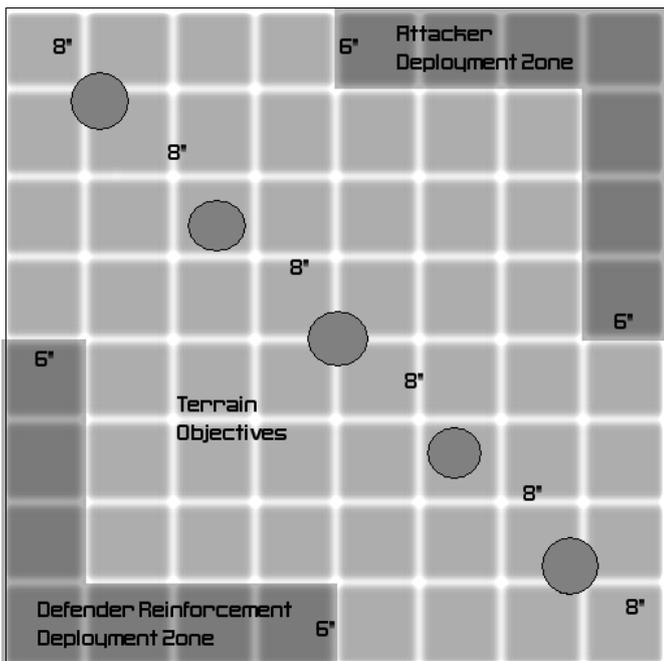
This scenario is for two opposing strike-teams of equal value, one attacker and one defender. 300pts is the recommended size.

Of the defender's troops, as many as four groups of two models (not necessarily of the same type) may be assigned as sentries - the total value of the sentries may not exceed 150pts. The remaining forces are reinforcements.

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. Place five terrain objectives fairly evenly along the diagonal of the table, each with a base no greater than 4" across. Ideally, these should be features that are prone to exploding in a spectacular manner, such as fuel or gas tanks, or ammo dumps, etc. The rest of the board should feature light to medium terrain, with an emphasis of soft cover over heavy cover. The defender places each pair of sentries within 4" of any objective. The sentries must be placed in their respective pairs, with each of the pair within 2" of the other, and no two pairs within 12" of each other. Deployment alternates between sentry pairs and attacking models, with the attacker deploying his remaining forces when all sentries are placed. The attacker may place his troops within 6" of the edges of his chosen table quarter, as shown below.

Deployment Map



Special Rules

Reinforcements

The defender may place his reinforcements within 6" of his reinforcement quarter edges at the beginning of turn three, and is free to give them orders and activate them as normal.

Demo Charges

Demo Charges are cumbersome and dangerous, so it is left to the "grunts" to carry them. Only Gladiator Secutors, Junker Auxilia or Legionnaires, Syntha Androsynths, Triad Retainers, VASA Suppressors or Viridian Colonial Marines carry demo charges, and obviously only those on the attacking team.

A model that is in base contact with the objective at the end of a turn, and is not panicked, shocked or engaged in close combat, may place a charge on the objective.

The charge will explode at the end of the turn after which it was placed. It will completely destroy the objective, and shower the surrounding area with debris. All models within 12" of the objective will take a S2 hit (although the targets explode spectacularly, they will rarely cause severe damage to the surrounding area).

Reinforced Foundation

Hydra Surface Vents may not be placed within 8" of the objective.

The attacker has Initiative on the first turn.

Strategic Withdrawal

The standard strategic withdrawal rules apply. Both teams have a 50% break point. The defender's sentries do not count towards the break point.

Game Length

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

- All the objectives are destroyed.
- Either strike-team makes a strategic withdrawal.
- Either strike-team is completely obliterated.

Objectives and Victory Conditions

The objective for the attacker is to destroy as many enemy objectives as possible, while the defender must prevent this from happening by driving off the attacker.

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.
- For every objective that is destroyed, the attacker receives 25 victory points.
- For every objective that has not been destroyed by the end of the game, the defender receives 25 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 scout the objectives using the Table Quarters deployment map. In this case, the objectives should be placed in a square arrangement. For every additional attacker beyond the first competing in this way, the defender may assign an additional 50pts worth of sentries, and is given an allowance of one extra model per sentry group.