

JUGGERNAUT

Military vehicles are rarely seen in combat in Iskandria, and rarest of all are the TROLs – Tracked Robotic Ordnance Launchers. These massive, heavily armoured and mostly autonomous behemoths were originally built for heavy bombardment and siege warfare, but have become largely obsolete both as a result of technological advancement, and the nature of the current conflict. At the start of the Koralon invasion less than two dozen TROLs were present on the planet, most of them abandoned and forgotten. With the forces on Iskandria largely cut off from support they are now making use of any hardware they can find on the planet, and even the TROLs are being awakened and pressed into service once more.

The Strike-teams

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

In addition to his strike-team the defender is given a TROL, a huge robotic siege tank. This massive vehicle should be 8-10" long, and 6-8" wide, and can be represented by anything from a shoebox to a properly modelled "miniature".

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 featuring the likes of roadblocks, tank traps, sandbagged emplacements, craters, ruins and rubble. The TROL should be given at least two, clear, distinct routes by which to cross the table. The TROL is placed within 8" of a deployment edge chosen by the defender.

Players roll a d10 with the winner picking whether to deploy first or second. Players deploy their models alternately within 8" of their respective table edges – the defender places within the TROL deployment zone, and the attacker in the zone directly opposite.

Special Rules

TROL

The TROL moves up to 6" per turn, and must move directly towards the TROL exit table edge if possible. The TROL can ignore rough terrain and obstacles of up to 1" high. If the TROL cannot move directly towards the exit table edge, it will take the shortest possible unobstructed route that will allow it to move directly towards the exit table edge in the following turns. The TROL can make one turn of up to 90° during its movement. The TROL cannot remain stationary, it must move a minimum of 1" during its turn.

The TROL always moves at the end of the turn after all other models have been activated.

The TROL is not affected in its movement by other models. Friend or foe are simply run over if they stand in the way. All models that are in base-to-base contact with the TROL at the start of its movement, or that come into base-to-base contact during the TROLs movement, must make a CD check to get out of the way of the behemoth. Models that fail the CD check suffer a ST8 hit. Models that make the CD check, or that survive the impact, are moved to the nearest side of the behemoth.

The TROL's main weapons are huge siege cannons and missile racks, devastating in siege combat – however, using these against individual infantry models is like trying to hit a fly with a sledgehammer. Therefore, the TROL's main guns will not be used in this scenario.

The TROL is heavily armoured and more or less impervious to hand-held infantry weapons. All attacks against the TROL save for trackbuster charges are considered ineffective.

Trackbuster Charges

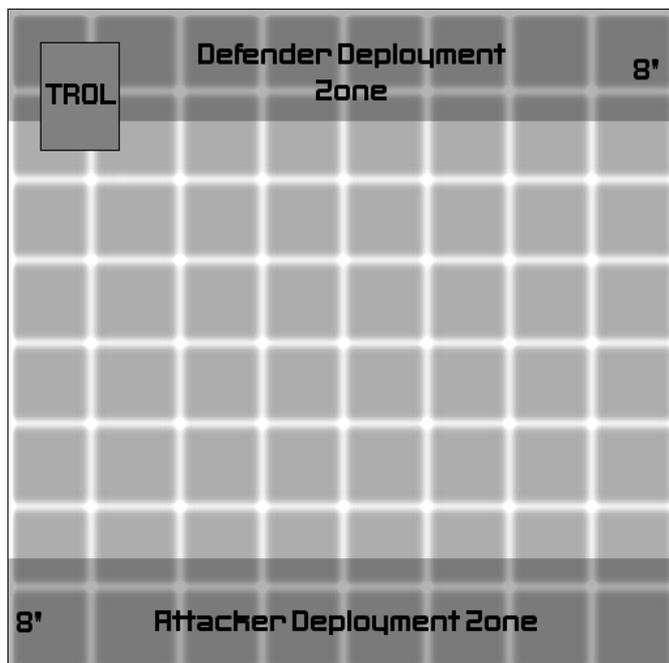
The TROL has two sets of tracks – one the left side, and one on the right. Each track needs to be taken out in order to stop the TROL in its tracks. To place a trackbuster charge, a model must move into base-to-base contact with the TROL and make a CD check. If the check is passed, the charge has been placed and will explode at the end of the turn after the TROL has completed its movement. If the check is failed, the model failed to affix the charge properly. A model can only try to place a trackbuster charge once per turn, although it can use subsequent activations to move away from the TROL after trying to place a charge.

If one of the TROLs tracks is destroyed, half all movement for the TROL in subsequent turns. If both tracks are destroyed, the TROL is immobilised.

Initiative

The attacker always gets the initiative in the first turn

Deployment Map



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 TROL is immobilised.
- Either strike-team makes a strategic withdrawal.
- Either strike-team is completely obliterated.

Objectives and Victory Conditions

The objective for the attacker is to immobilise the enemy TROL and drive away the defending team. The defender must escape with the TROL and protect it from the attackers.

Victory points are awarded as follows:

- For each track of the TROL destroyed, the attacker receives 50 victory points.
- If the TROL leaves the table by the escape edge, the defender receives 100 victory points.
- If the defender is forced to withdraw before the TROL is immobilised, the attacker receives 25 victory points.
- If the defender is forced to withdraw after the TROL is immobilised, the attacker receives 25 victory points.
- If the attacker is forced to withdraw before the TROL is immobilised, the defender receives 50 victory points.
- If the attacker is forced to withdraw after the TROL is immobilised, the defender receives 25 victory points.
- For each enemy model killed, the player 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.

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 destroy the TROL, using the Split Edge deployment map. For every additional attacker beyond the first competing in this way, the TROL has one extra set of tracks (or any other suitable mechanism the players agree on) to destroy.