

KILLING JAR

Mechanized redeployment is all but impossible in the ruined streets of Iskandria, and so the troops must march across the city to reach their new assignment. Unfortunately for them, ambushing these forces is easy in the dense urban terrain. A relief force can quickly find itself surrounded by a heavily dug in force, pouring firepower on them from all directions. In these situations only two options are available: fight or flight.

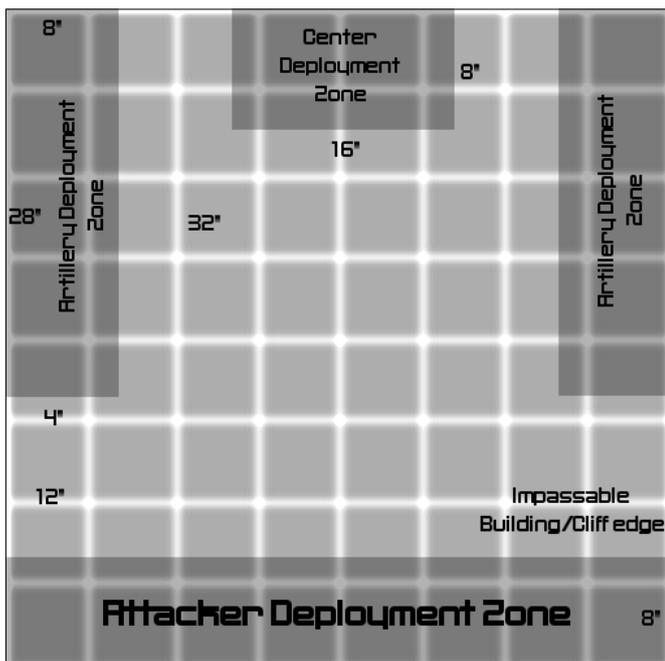
The Strike-teams

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. Of the defending force, at least 150pts must be spend on light or heavy support weapons (in lieu of support weaponry, Synth forces use Loadout II Teratosynths, Macrosynths or Prometheus Macrosynths, and Koralon forces use Larvan Leaders, Loadout II Broodmasters and Stingers). If you don't have 150pts of support weapons available, use unambiguous proxy models.

Deployment and Terrain

This scenario is best played out on a 4'x4' table. Place two elevated areas approximately 12" wide along the left and right edges of the table – these can be cliffs, buildings or any similar unclimbable feature. These areas should be about 6" high, and completely inaccessible from ground level. Remaining terrain should be placed upon the battlefield in any mutually agreeable manner, but the ground should only feature fairly light cover. Once terrain has been placed, both players roll a d10, with the winner choosing whether to deploy first or second. Both players deploy models alternately in their respective deployment zones as shown below. The defender must place his support weapons in his Artillery Deployment Zones, and his non-support troops in the Center Deployment Zone. Each support zone must have at least one support weapon deployed in it.

Deployment Map



Special Rules

Strategic Withdrawal

The standard strategic withdrawal rules apply to the defending team, which has a 50% break point. The attacking team will not test for strategic withdrawal.

Game Length

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

- The attacking team has completely exited the table through their escape edge.
- Either strike-team makes a strategic withdrawal.
- Either strike-team is completely obliterated.

Objectives and Victory Conditions

The attacker's objective is to move as many of his models as possible off the edge directly opposite his deployment zone. The defender must try to prevent this from happening.

Victory points are awarded as follows:

- For each model on the attacking team that exits by the escape edge, 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.
- If the defender is forced to withdraw, all attacking models still on the table are assumed to have escaped for the purposes of awarding 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.