

REGROUP

It is often said that no battle plan survives contact with the enemy, and on the streets of Iskandria this often proves true. Forces can become scattered and isolated among the narrow streets and ruined buildings as a firefight goes on. Eventually, both sides will attempt to regroup, either to withdraw from the field or instead renew their attack.

The Strike-teams

This scenario is for two opposing strike-teams of equal value. 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. Terrain should be very densely packed, ideally with multi-level buildings and walkways forming a maze-like layout. There should be plenty of ruined buildings, barricades, fortifications and other obstacles to obscure line of sight and break up any lengthy lanes of open ground.

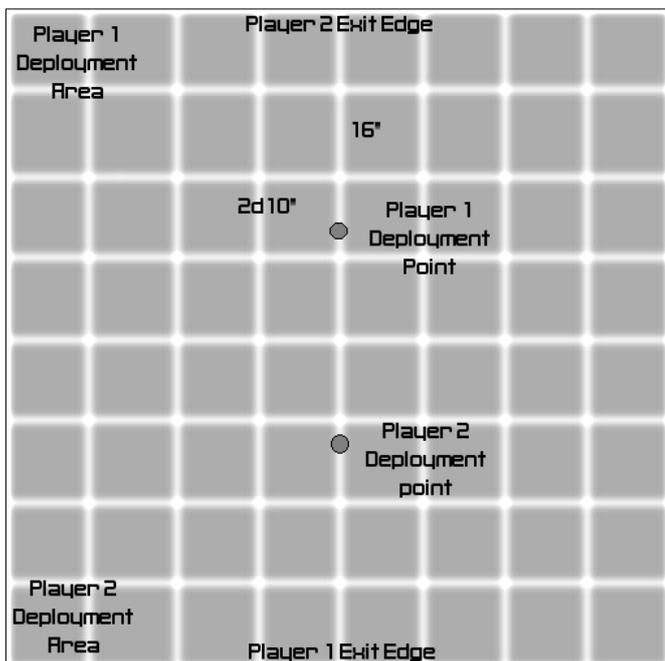
Once terrain has been set up both players roll a d10, with the winner choosing who will choose exit edges and place first.

For deployment, each player starts from a point 16" from the other player's exit edge and 24" from either side edge.

He then rolls 2d10 and a direction dice, placing the model the distance shown on the 2d10 on the direction shown from the starting point. 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. Any models in contact with an enemy are assumed to be engaged in close combat at the beginning of the game.

Models with the Drop Trooper or Hydra Surface Vent rules cannot use their special deployment rules, and are deployed using this method. For weapon teams, the gunner and one loader are deployed together in base contact, and any additional loaders are deployed separately.

Deployment Map



Special Rules

Strategic Withdrawal

This scenario is essentially a large-scale strategic withdrawal acted out. Neither force has a break point, since they have already broken.

Game Length

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

- Either player moves their last remaining model of their board edge.
- Either strike-team is completely obliterated.

Objectives and Victory Conditions

The objective for both players is to retreat as many models off their board edge as possible.

Victory points are awarded as follows:

- For each model that exits by its own board edge, the player receives victory points equal to double the model's cost.
- For each enemy model killed, the player receives victory points equal to that 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 into teams. Alternatively, use the side edges for deployment and escape for up to 2 more players.