

SEARCH & RESCUE

The city of Iskandria is densely populated, and although the heavily fought over areas are sometimes evacuated, sometimes a conflict arises before this can be done, or fighting spills over into a population center. Or perhaps a community simply didn't want to leave. Whatever the case, these groups often become the target of evacuation efforts to save them from the deterioration of the buildings they shelter in. Even the Koralon will compete to secure living human subjects, although their reasons for doing so are probably best not to be thought about.

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. The board should represent a run-down and desolate area, with damaged and ruined buildings, trash and rubble heaps, wrecked vehicles and machinery and other such features.

Once terrain has been set up, select ten counters to represent civilians. If neither player is using any in their strike-team, militia models would be a good choice. In either case, they should be numbered 1 to 10. There are placed randomly on the battlefield: starting at the centre of the board, roll 2d10 and a direction dice, and place the civilian marker at the resulting 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 or into a player deployment zone, the dice are re-rolled.

After markers have been placed, both players roll a d10, with the winner choosing a board quarter as their territory.

The other player is assigned the opposite quarter. Starting with the winner, players deploy their models alternately within 6" of their respective table quarter edges.

Special Rules

Loot

For the purposes of this mission, civilians are treated in the same manner as Loot counters. See the Pillage scenario.

Urban Decay

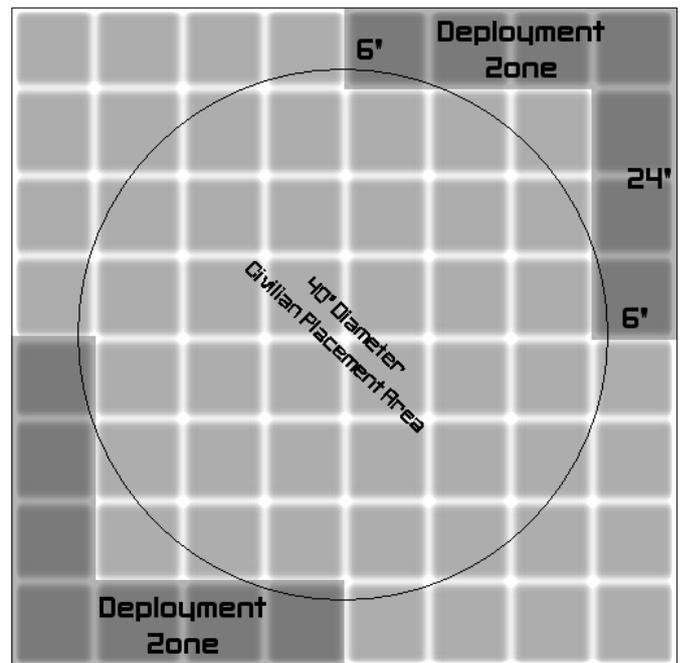
The area being evacuated is quite literally falling apart, with crumbling buildings liable to fall apart at the slightest provocation. Starting from turn two roll a d10 at the start of the turn, and if it is still on the table, remove the civilian counter with the corresponding number.

If the civilian was being carried by a model or team, or was in base contact with models from both sides, these models must make a Command check. Any model that fails takes a single S6 hit. So long as one model that was in contact with or carrying the civilian passes it's Command check, the civilian marker remains on the table.

Strategic Withdrawal

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

Deployment Map



Game Length

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

- All remaining civilian markers have been moved to the players' deployment zones.
- Either strike-team makes a strategic withdrawal.
- Either strike-team is completely obliterated.

Objectives and Victory Conditions

Both sides are trying to retrieve as many civilians as possible from the area before they are killed, and bring them back to their deployment zones for safety.

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 each enemy model killed, the player receives victory points equal to half the model's cost.
- For each civilian counter in the player's deployment zone at the end of the game, the player receives 50 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 using the Table Quarters deployment map for up to 4 players.