

THE LAST FORTRESS

For as long as organized warfare has existed, fortifications and strongpoints have been the backbone of any defensive strategy. Iskandria is no exception, and many fortifications can be found protecting key access routes into sectors of the city. Any force attempting to invade a sector must first overcome these defenses

The Strike-teams

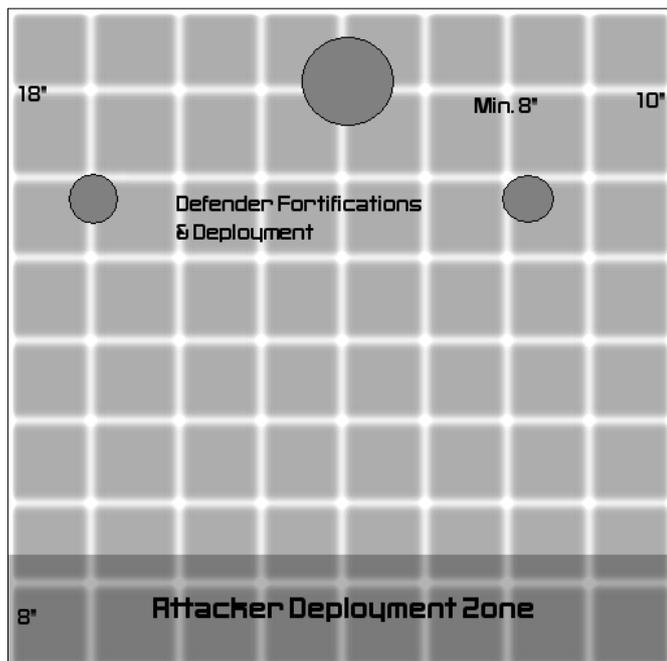
This scenario is for two opposing strike-teams of equal value, one attacker and one defender. 300pts is the recommended size.

Deployment and Terrain

This scenario is best played out on a 4'x4' table. The defender first places one large fortification (capable of holding at least 10 small-based models) at the centre of his board edge, and two small fortifications (capable of holding no more than 6 small-based models) between 10" and 18" from his chosen board edge but no closer than 8" to another fortification. These fortifications can be represented by bunkers, fortified buildings, sandbagged positions, or any similar defensive structures. Remaining terrain should be placed upon the battlefield in any mutually agreeable manner. Areas within 12" of fortifications should feature fairly light cover such as razorwire and craters, and areas outwith this should feature medium density terrain, such as dragon's teeth tank traps, wrecked vehicles, piles of rubble and other similar features.

The defending player sets up his entire force first, placing them inside the fortifications (observing the rules for the capacity of each fortification). The attacker then places his force within 8" of his deployment edge.

Deployment Map



Special Rules

Fortifications

The fortifications confer a 6+ cover save to any models using them as cover.

Reinforced Foundation

Hydra Surface Vents may not be placed within 8" of any fortification.

Once more into the Breach

At the start of each turn, the attacker may place any of his casualties from the last turn within 8" of his table edge as reinforcements. They may be given orders and activated as normal.

Strategic Withdrawal

In any turn during which the attacker suffers 100pts or more of casualties, he has to make a withdrawal check. The defending player does not have to check for strategic withdrawal.

Game Length

The game lasts until one of the following criteria have been met:

- The attacking team makes a strategic withdrawal.
- The defending team is completely obliterated.

Objectives and Victory Conditions

The objective for the attacker is to kill the defending force as quickly as possible to allow the main attack group to come through unchallenged. The defender must hold the line for as long as possible, perhaps even driving off the attacker completely.

Victory points are awarded as follows:

- For each defending model killed, the defender receives victory points equal to double the model's cost.
- For each attacking model killed, the defender receives victory points equal to the model's cost.
- If the attacker is forced to withdraw, the defender receives 150 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.