

BATTLE SCENARIO 6

SCOUT AND SECURE

Setup

Begin by following the steps in Setup. Both players select the Game Size and spend Threat Points equal to the Maximum allowed on Units from their army. Once both players have decided on the Units in their army, the Battlefield is separated into 8 sections as shown on the diagram, ensuring no Cover intersects 2 or more sections. A single token should be placed in the centre of each section apart from those labelled as Players starting zones. Once both players have decided upon Actor and Rector roles via the Roll off, the Actor selects one of the starting zones and sets up their Units wholly within that zone. Any Units that cannot fit should be deployed as described in the Command Phase.

Special Rules

Attrition: Threat Points are no longer granted during the Game.

Survey: Units cannot Move into another section on the battlefield unless that move brings all Models from that Unit wholly within that section. The first time a Players Unit enters a section, Roll a D6 and consult the table below. Once the Roll has been carried out, an appropriate marker should be placed in the section that identifies the result for the rest of the game.

- 1: Nothing - The Unit finds nothing to make note of and everything in this section behaves as normal.
- 2: Unstable - The area is littered with bizarre impact marks, and odd growths litter the terrain. The ground below your feet seems to move and warp, more like flesh than stone. This area is contaminated but for now you must push on. **Reduce the Move value of all Units within this section by -2, to a minimum of 4. Change High Explosive special rule on weapons to Explosive.**
- 3: Jagged Hills - The hills and mountains here provide excellent coverage of the battlefield, but the hills are exposed and vulnerable to collapse. **Double the Range of any Ranged weapon Units use while within this section (Does not stack with similar effects). If a Unit in this section Targets an enemy Unit outside this section with a Shoot Action, a single Points of Damage caused by the target against this Unit causes a Collapse. Resolve the Crush Rule against this Unit.**
- 4: Valley - Deep in the ground, tunnels and fissures provide excellent cover and freedom of movement. Although you are hidden here the door swings both ways, and the enemy can also gain the rewards on offer. **Units within this section cannot be targeted by ranged weapons from Units outside of it.**
- 5: Industrial - Ruins dot the landscape, a shell of a former great city, rich in cover and opportunities to set up defences. Caution must be advised as the abundance of Cover restricts ranged capabilities and encouraged close quarters. **Improve the Cover Bonus of all Cover in this section by +1. Reduce the Range value of all Ranged weapons by half, rounding up.**
- 6: Environmental Hazard - Sythopia is a hellish world of monsters and war. Although you know your enemy there are others here that would also seek your end. **At the end of the Action Phase, roll a D6 for each friendly Unit in this section. On the Roll of a 1 the Unit is attacked by an unseen enemy. Roll 1D6 for each Model in the Unit and on a 6 that Unit is assigned a Point of Damage. If a 6 was rolled initially, resolve the attack against an enemy Unit of your choosing.**

Logistics Limit: Players may only have 3 Logistics Cards in their hands at the start of the Command Phase. If Players have less at the start of the Command Phase they must draw Logistics Cards until they have 3.

Victory Conditions

Hold Ground: At the end of the game, the Player with the most units in any section claims that section. If both players are equal, no-one claims it. Players gain 1 victory point per section they own.

War Effort: Players gain Victory Points equal to the value of Threat Points for Units they have on the table.

