

ATROCITY

One of the ugly realities of war is that civilians die. When the bullets start flying, it's almost inevitable that they will end up in the crossfire sooner or later. No matter how advanced targeting systems become, or how well trained the soldiers are, someone will end up in the wrong place at the wrong time.

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.

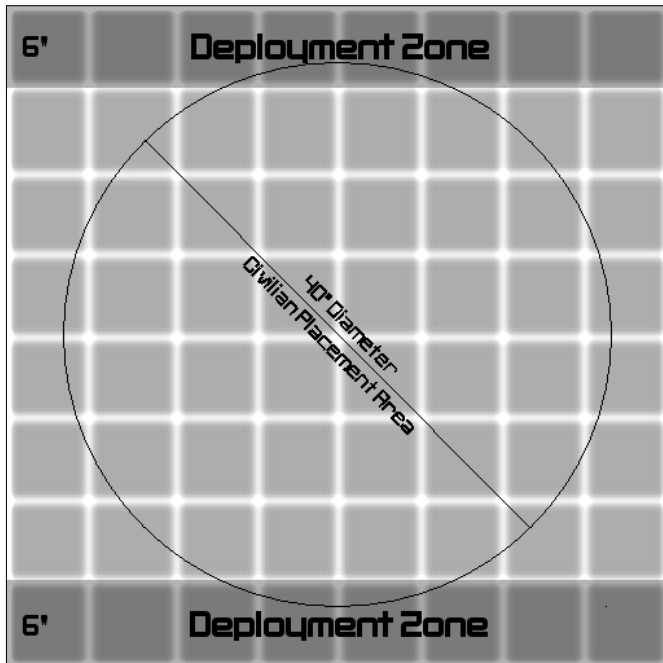
Deployment and Terrain

This scenario is best played out on a 4'x4' table. Terrain should be placed upon the battlefield in any mutually agreeable manner. For this scenario, the terrain should represent a medium density urban area.

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 they have been placed both players roll a d10, with the winner choosing his deployment edge. The other player is assigned the opposite edge. Starting with the winner, both players deploy models alternately within 6" of their respective deployment edges.

Deployment Map



Multiplayer Variant

This scenario is suitable for three or more players, by forming teams of attackers and defenders. Alternatively, the attackers may compete against each other to eliminate the civilians, using the Table Edges deployment map.

Special Rules

Civilians

The civilians in this scenario are each represented by single, human-sized infantry models and use the profile of a Punk type Militia as described on page 80 of the rulebook, but carry no weaponry or equipment. They will always be moved after orders have been assigned but before players activate their models. Wherever possible, they will Rush 8", subject to the following constraints:

- If no model from either team is within LOS of the civilian, roll a direction dice for the direction of movement. If the movement would take them off the table, they stop in contact with the table edge.
- If the civilian begins with or comes into LOS of one or more attacking model(s), it will be moved directly away from the attacking model(s), adjusting movement accordingly for any additional models that come into LOS. If the civilian cannot move without moving closer to an attacking model, it will move towards the nearest cover. If no cover is available, they will not move.
- If the civilian begins with or comes into LOS of one or more defending model(s), it will be moved towards the defending player's deployment zone.
- If the civilian begins with or comes into LOS of one or more model(s) from both sides, it will be moved towards the defending player's deployment zone. However, if this would take it closer to an attacking model, move the civilian towards the nearest defending model instead. If this would take it closer to an attacking model, move the civilian towards the nearest cover.

Once a civilian reaches the defender's deployment zone, it will move off the table in the next turn automatically and be considered as having "escaped". A civilian will never willingly move into base contact with an attacking model.

All defending models gain a +1 bonus to Shock and Morale checks in this scenario.

Strategic Withdrawal

The standard strategic withdrawal rules apply to the attacking force, which has a 50% break point. The defending team will not check for strategic withdrawal while their leader is alive, regardless of casualties.

Game Length

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

- All the civilians have either escaped or been killed.
- The attacking team makes a strategic withdrawal.
- Either strike-team is completely obliterated.

Objectives and Victory Conditions

The objective for the attacker is to massacre as many civilians as possible, while the defender must try to safely escort them out of the combat zone.

Victory points are awarded as follows:

- For each civilian killed, the attacker receives 25 victory points.
- For each civilian model that escapes, the defender receives 25 victory points.
- For each enemy model killed, the player receives victory points equal to half the model's points cost.

The winner is the player with the most victory points at the end of the game.