

# BUG HUNT

With the hotly contested air space making air reconnaissance too risky, and spy satellites all but impossible to maintain for similar reasons up in space, Iskandria's factions must increasingly rely on good old fashioned listening posts to keep an eye on the enemy. Each force has its own means of gathering data from autonomous devices (or creatures in the case of the Koralon), and regular patrols are carried out to find and destroy such devices belonging to the enemy.

## 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. Terrain should be placed upon the battlefield in any mutually agreeable manner. The board should feature medium to dense terrain, with plenty of ruined and/or multi-level buildings, wrecked vehicles, piles of rubble and other similar features.

Once terrain has been placed, take nine counters representing the listening devices, such as empty bases or cardboard counters. Mark five counters with an "o", for objective – these are the actual listening devices. Mark down the remaining four with an "x", for blank – these are false leads.

Divide the table into nine sections as shown below, shuffle the counters and place one face-down (so the marks are hidden) roughly into the centre of each of the nine sections. Counters should be placed higher than ground level whenever possible, and must be placed where they can actually be reached by models, so not on impassable terrain for example.

Once terrain and counters have been placed, the defending player is allowed to inspect four counters – put the counters back on the table face-down after looking at them. Then, the defender may nominate the table edge from where he will set up. The attacker will set up from the opposite table edge.

Players roll a d10 with the winner picking whether to deploy first or second. Players deploy their models alternately within 6" of their respective table edges.

Once all units have been placed, the defending player is allowed to inspect the remaining five counters that he hasn't inspected yet, and should now know exactly where his listening devices are.

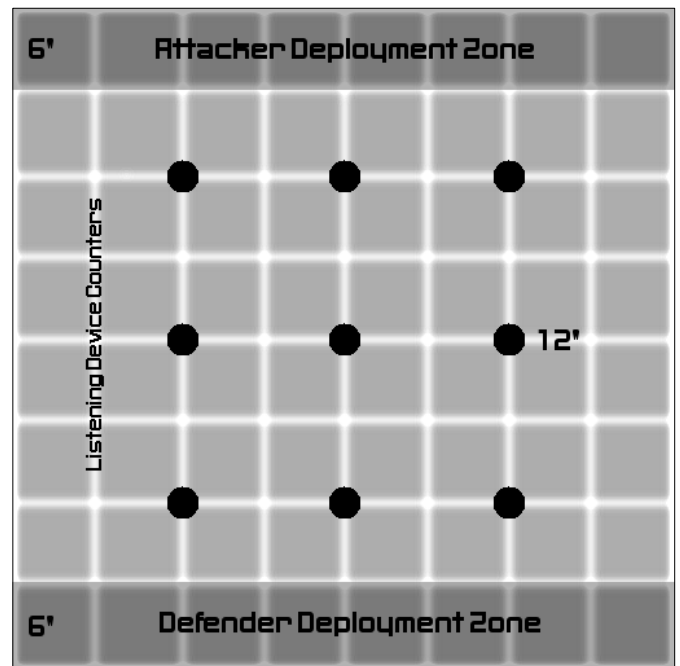
## Special Rules

**Listening Devices:**

An attacking model that starts its activation in base to base contact with one of the counters, and that is neither panicked nor engaged in hand to hand combat, may forego its activation in order to inspect that counter. Turn the counter over. If the counter shows an "o", one of the listening devices has been found and is automatically destroyed. If the counter shows an "x", no listening device is found at this location – simply remove the counter.

Inspection of counters is declared in the overwatch phase. A model forgoing its activation to inspect a counter thus cannot gain additional actions, and also does not get to benefit from overwatch orders.

## Deployment Map



## Strategic Withdrawal

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

## Game Length

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

- All five listening devices are destroyed.
- Either team makes a strategic withdrawal.
- Either strike-team is completely obliterated.

## Objectives and Victory Conditions

The objective for the attacker is to find and destroy as many listening devices as possible. The defender must prevent this from happening by driving back the attacker. 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 that model's cost.
- For each listening device destroyed, the attacker receives 50 victory points.
- For each listening device still intact at the end of the game, the defender 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 forming teams of attackers and defenders. Alternatively, a number of attackers may compete against each other to scout the objectives, using the Table Edges deployment map.