

CAPTURE THE FLAG

When supplies start to dwindle, one or both sides may resort to raiding enemy bases to replenish them. As a strike team leaves its base to conduct such a raid, scouting parties may report the vulnerability of their base to the enemy, who will take the opportunity to carry out a raid of their own. What results is a chaotic fight between both sides to protect their own base and raid the enemy's at the same time.

The Strike-teams

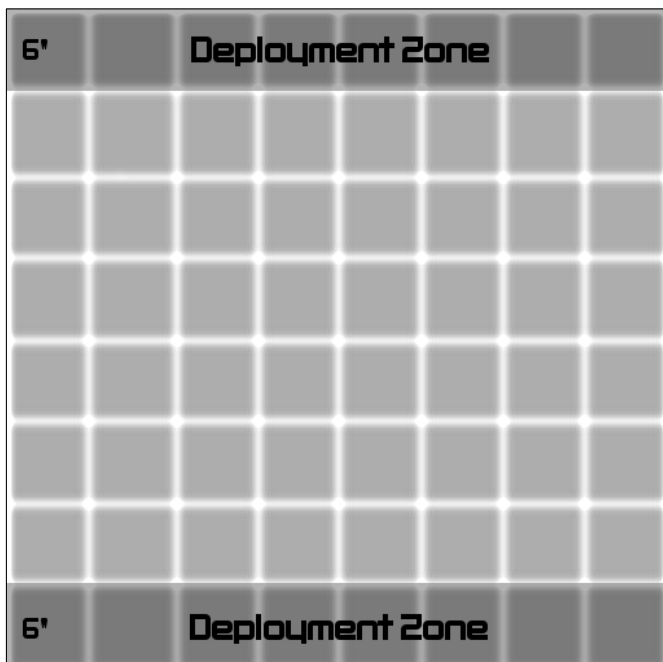
This scenario is for two opposing strike-teams of equal value. 300pts is the recommended size.

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. For this scenario, the terrain should represent a medium density urban area, with a variety of trash heaps, rubble, supply crates, storage tanks etc. Each player also places one fortification (such as a sandbagged encampment) within 6" of a board edge. These fortifications should be approximately 6" across, roughly square in shape. The perimeter should consist of a mixture of low walls which obscure roughly 50% of a human sized model, and higher walls which completely block LOS to a human sized model, with at least two 60mm wide gaps to allow models entry. The fortification may or may not be enclosed, but it is assumed that any model can move within the fortification regardless of height.

Both players roll a d10, with the winner choosing a table edge to place their fortifications by – the other player places theirs by the opposite edge. A single loot counter is placed inside each fortification, referred to as the "flag". Starting with the winner, players deploy their models alternately within 6" of their respective table edges.

Deployment Map



Special Rules

Loot

Each piece of Loot is represented by a counter no larger than a 30mm base (the size of the plastic order counter is recommended). A model may pick up a loot counter simply by moving into base contact with the counter at any stage of its turn - keep the counter next to the model that is carrying it. Models of SZ1 as well as models with the "Impetuous" special rule cannot pick up loot counters. Due to the weight and bulk of the loot, a single model of ST 4 or below that carries a loot counter can only move with half of its movement rate – this includes all movement through special movement skills like Fast or Jump Trooper. Models of ST5 and above can move their full movement while carrying loot, and also benefit fully from special movement skills. Loot cannot be carried through Koralon portals.

Two friendly models of ST4 or below can team up carrying loot, thus offsetting the movement penalty. Treat this like you would a weapon team: If both models start a turn in base-to-base contact with each other and the loot marker, treat both as if they comprise a single model as per the weapon team rules in the special rules section. When teamed up, the only actions open to the carrying models are Move, Rush, Disruption Shot, Snap Shot and Aimed Shot – just like for a light support weapon. Note that as per the weapon team rules, only one model in the team may actually shoot its weapon – the other is doing nothing but assisting in carrying the loot. When teamed up, the carrying models may benefit from special movement skills like Fast or Jump Trooper only if both models have the relevant skill.

Strategic Withdrawal

The standard strategic withdrawal rules apply. Both teams have a 66% break point.

Game Length

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

- Either player captures both flags.
- Either strike-team makes a strategic withdrawal.
- Either strike-team is completely obliterated.

Objectives and Victory Conditions

The objective for both players is to secure the enemy flag while preventing the enemy from stealing their own.

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 killed, the player receives victory points equal to half that model's points cost.
- For every flag in the player's fortification at the end of the game, the player receives 100 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 Edges deployment map for up to 4 players.