

KIDNAPPING

There are many reasons for someone to “disappear” in an urban warzone. Whether they be an important political figure, scientist, someone with sensitive information or just an innocent bystander, the chaotic surroundings are almost perfect for removing them without too much attention. Sometimes however, the attempt is noticed by the followers or friends of the victim.

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. The defender may assign up to 75pts of his Strike-team as the target's captors, the remainder will be his perimeter models.

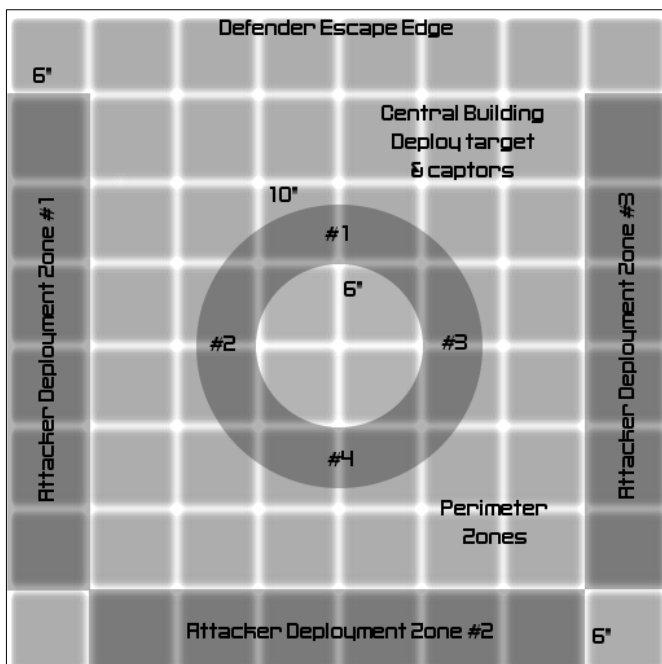
Deployment and Terrain

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 to heavy density urban area with a number of run-down buildings, shanties and ruins. There should be one building in the centre of the board large enough to hold the target and his captors, with as few straight routes from the central building to any table edge as possible.

Once terrain have been placed, the defender places the target (see Special Rules) and one of the captors in the central building, and chooses one table edge as his escape route. The attacker is assigned the other three edge zones for deployment zones, as shown on the map below. He cannot place a second model in any of the zones until all have at least one model in them, and none of the zones may have no more than one more than any other zone.

The defender then places any additional captors inside the building, and any perimeter models within 10", but no closer than 6", to the centre of the table. This perimeter zone is divided into quarters, and follows the same placement order rules as the attacker's deployment zones.

Deployment Map



Special Rules

Non-Combatant

The target is a single human-sized infantry model which uses the profile of a Punk type Militia as described on page 80 of the rulebook, and carries no weaponry or equipment nor does it have any special rules. In addition, the target is subject to the following control rules.

The target will always be activated along with the model that has currently taken control of it, and will always stay in base-to-base contact with this controlling model. If it is uncontrolled (that is: not in base-to-base contact with any player's model, or is in base-to-base contact with both attacker and defender models), roll a deviation dice and a D10 and move the target in the direction on the deviation dice by the number of inches indicated on the D10. On a roll of 9 or 10 the target is panicked and stays in place. A model can take control of the target by moving into base-to-base contact with it. Only non-mounted infantry models can ever take control of the target.

The target never rolls for command / psychology tests.

The target cannot be shot at or attacked in close combat by either the attacker or defender. It can still be affected by area effects like template weapons, but cannot be the primary target of said template. The target will never instigate close combat by themselves

Strategic Withdrawal

The standard strategic withdrawal rules apply to the attacking force, which has a 60% break point. The defending team will not check for strategic withdrawal.

Game Length

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

- The target is escorted off the table.
- The target is killed.
- The attacking team makes a strategic withdrawal.
- Either strike-team is completely obliterated.

Objectives and Victory Conditions

The objective for both teams is to escort the target off the table. The defender must escort the target off the chosen escape edge, and the attacker may escort the target off any of his deployment edges.

Victory points are awarded as follows:

- For each surviving model on the defending force at the end of the game, the defender receives victory points equal to the model's cost.
- For each defending model killed, the attacker receives victory points equal to that model's cost.
- If the target is escorted off the table, the team that did so 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 forming teams of attackers and defenders. Alternatively, the attackers may compete against each other to capture the target. For every additional attacker beyond the first competing in this way, the defender may assign an additional 25pts worth of captors. The attackers should also be confined to a single deployment zone each.