

# SABOTAGE

There are always installations that are important during any conflict – command or listening posts, defense turrets, fuel depots, ammo dumps, or other supply stores. In some cases, it is prudent to capture them. In others, their destruction is the best course of action, and a specialist team is sent in with explosive charges to carry out this mission.

## The Strike-teams

This scenario is for two opposing strike-teams of equal value, one attacker and one defender. 300pts is the recommended size.

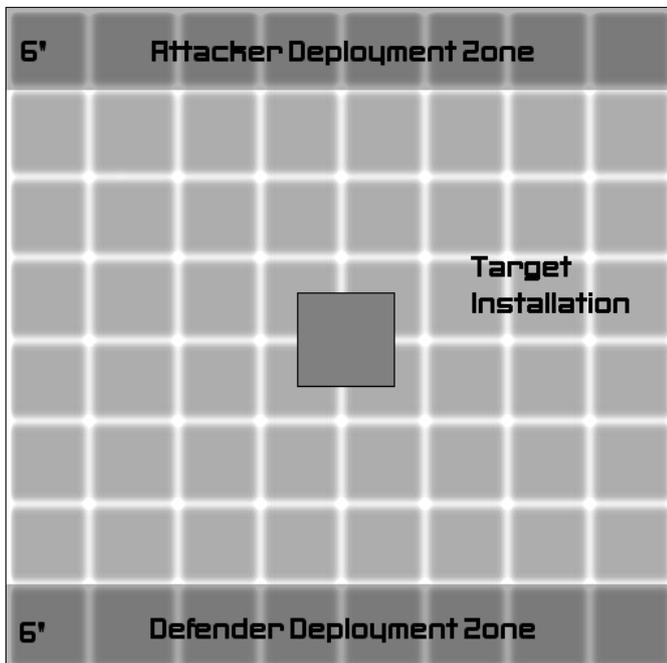
Of the defender's troops, 100pts may be assigned as sentries. The remaining forces are reinforcements.

## 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 centre of the board should feature a building representing the target installation, with some light fortifications (such as low walls, fences and barricades) around it. The area 12" around the installation should be fairly sparsely covered, and the rest of medium density urban terrain.

The defender first places his sentries adjacent to the objective. The attacker chooses one board edge to be his deployment edge and places his troops within 6" of that edge. The defender is assigned the opposite edge as his reinforcement edge.

## Deployment Map



## Special Rules

### Reinforcements

The defender may place his reinforcements within 6" of his reinforcement edge at the beginning of turn three, and is free to give them orders and activate them as normal.

### Demo Charges

Demo Charges are cumbersome and dangerous, so it is left to the "grunts" to carry them. Only Gladiator Secutors, Junker Auxilia or Legionnaires, Syntha Androsynths, Triad Retainers, VASA Suppressors or Viridian Colonial Marines carry demo charges, and obviously only those on the attacking team. A model that is in base contact with the objective at the end of a turn, and is not panicked, shocked or engaged in close combat, may place a charge on the objective. The charge will explode at the end of the turn after which it was placed. It will completely destroy the installation, and shower the surrounding area with debris. All models within 8" of the objective will take a S6 hit.

### Reinforced Foundation

Hydra Surface Vents may not be placed within 8" of the objective.

The attacker has Initiative on the first turn.

## Strategic Withdrawal

The standard strategic withdrawal rules apply. Both teams have a 50% break point. The defender's sentries do not count towards the break point.

## Game Length

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

- The objective is destroyed.
- Either strike-team makes a strategic withdrawal.
- Either strike-team is completely obliterated.

## Objectives and Victory Conditions

The objective for the attacker is to destroy the enemy installation, while the defender must prevent this from happening by driving off 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.
- If the objective is destroyed, the attacker receives 100 victory points.
- If the objective is not destroyed by the end of the game, the defender 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 destroy the objective, using the Table Edges deployment map. For every additional attacker beyond the first competing in this way, the defender may assign an additional 50pts worth of sentries.