Salvage

In the chaos of an urban theatre, soldiers quickly learn not to solely depend on the stream of supplies coming to them from their main base. Supply lines can get cut, logistics may break down, or replacement parts may simply be unavailable. Hence, pretty much starting the moment soldiers get deployed to a particular war zone, they are prone to scrounge, swindle, or downright steal anything they can get their hands on, hiding the goods in their bunks or, in case of regular inspections, somewhere off base assumed to be relatively safe and easy to get at. With Iskandria's rapidly shifting lines of combat and zones of influence, it happens more often than not that soldiers suddenly find their secret stashes in no-man's land, or even in enemy-held territory.

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 walls, ruined corners, razorwire, abandoned bunkers and fortifications.

After terrain has been placed both players roll a d10 and divide the result by 3 (rounding up). The resulting value is the number of Loot Markers the player gets to place, representing the hidden stashes his force is attempting to retrieve. In addition, each player is given two "false lead" markers representing stashes that have already been looted or destroyed, or are simply decoys. Both types of marker should appear identical from above, but be labelled underneath to indicate their type.

After setting up the terrain, both players roll a d10, with the winner choosing to deploy their markers first or second. Markers are placed alternately with their labelled side down, no closer than 6" to any other marker or any table edge. Any markers that cannot be placed according to these criteria are discarded.

Deployment Map
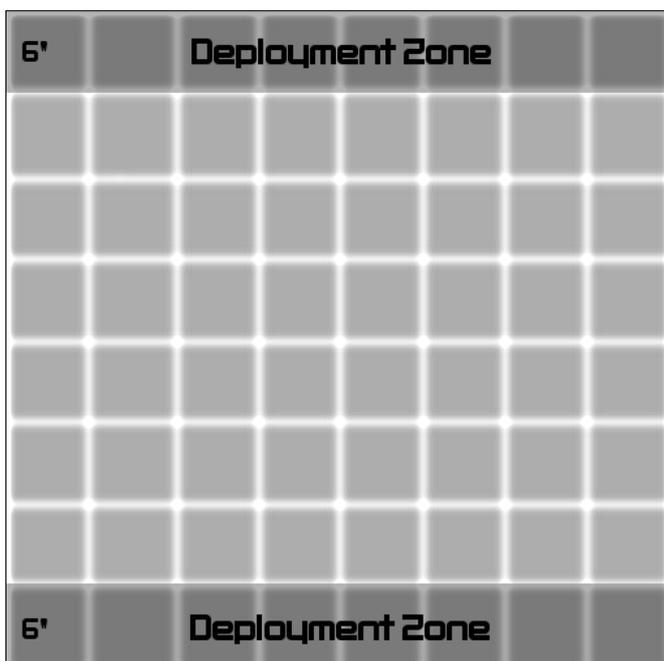
Once all markers have been placed both players roll a 10, with the winner choosing their deployment edge. The other player is assigned the opposite edge. Starting with the winner, models are deployed alternately within 6" of their respective deployment edges.

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 50% break point.

Game Length

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

- All Loot Markers have been moved to the players' deployment zones.
- Either strike-team makes a strategic withdrawal.
- Either strike-team is completely obliterated.

Objectives and Victory Conditions

The objective for both players is to find and secure as many Loot Markers as possible and drop them off in their respective deployment zones.

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 Loot Marker in the player's deployment zone at the end of the game, the player receives 40 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 or Table Quarters deployment maps for up to 4 players.