

# VENDETTA

In a prolonged conflict, small strike-teams are likely to run into their counterparts over and over. As they recognize this they will often develop a sense of rivalry that goes beyond the enmity of their factions, and becomes personal. When this happens they will often volunteer for assignments that give them the chance to confront their foe, and even the mission objectives can become secondary to revenge.

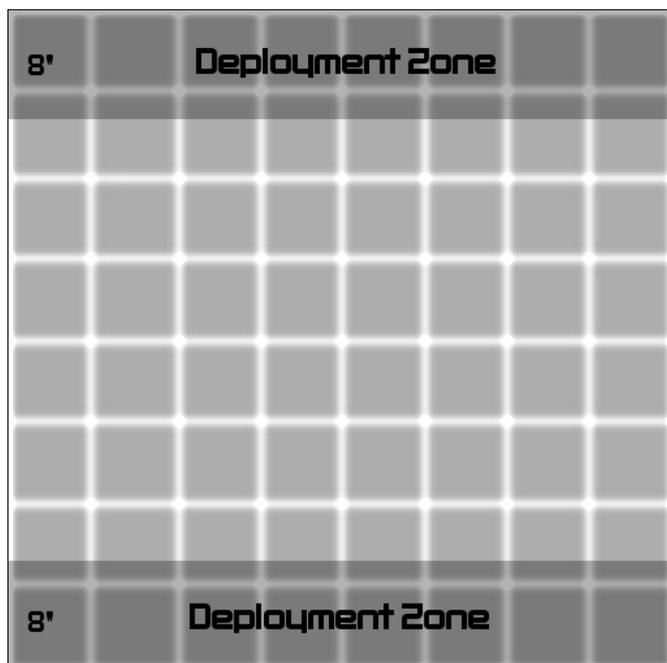
## The Strike-teams

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 the terrain representing any suitable Iskandrian theme. Once terrain has been set up, both players roll a d10, with the winner choosing a board edge as their deployment edge. The other player is assigned the opposite edge. Starting with the winner, players deploy their models alternately within 8" of their respective table edges.

## Deployment Map



## Special Rules

### An Eye For An Eye

Before deployment, both players secretly assign a number to each model in their force (starting from 1 and going up) and take a note of them, telling their opponent the total number of models in the force. Both players then secretly choose two numbers between 1 and the number of enemy units, and again make a note of this. The models represented by those numbers will be that player's targets. When a model is placed on the table, it's number is announced.

### 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 strike-team makes a strategic withdrawal.
- Either strike-team is completely obliterated.

### Objectives and Victory Conditions

The objective for both players is to cause as many casualties to the other team as possible, and making sure that the two target models are among them.

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 each target enemy killed, the player receives victory points equal to double that model's points cost.

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.