

Mission: Wreckage Recovery

Having made it through the enemy patrols and escaped with sensitive information or technology, the spy is ready to return with their spoils. But escape has gone poorly, and the air craft used to get past the initial defenses has been shot down. Now that information is scattered about the landscape and must be rescued to either learn of the enemies plans or keep that valuable information from destroying what's been worked towards.

Armies:

Players roll off to see which is the attacker (those trying to recover their information stolen) and which is the defender (those trying to gain the stolen secrets); the player who rolls the highest gets to pick which roll they take.

If this mission is played as a follow up mission to another (I.E. after a Kill Team mission), the player who lost the previous game is the attacker.

Battlefield:

Place a crater at the center of the battlefield, otherwise terrain is set up by the defender with D3+1 pieces of terrain in each 2x2 table section. At least one piece of terrain in each section must be either Woods, Ruins, or Battlescape. The center crater may count as a terrain piece for either section it falls in that requires 3 or 4 pieces.

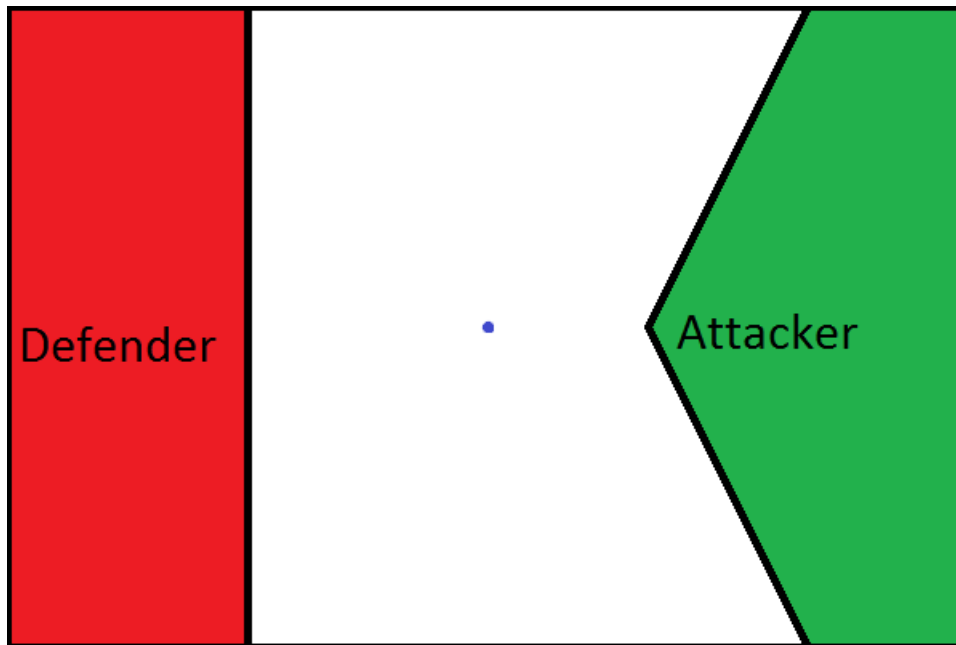
One objective marker is placed in the center of the table within the crater. Add an additional 3+D3 objective markers to the table so they are more than 12" away from the center objective, 9" away from any other objective, and 6" away from any deployment zone or battlefield edge. If able, try to place them as randomly as possible, otherwise players alternate where objectives are placed. These use the mysterious objectives rule below.

Deployment:

The attacker gets to pick their deployment side along a short table edge. Mark a point that is 12" away from the center of the table and closest to their table edge and a point on each long table edge that is 12" away from their table edge. The attacking player may set up their units wholly within the marked area. (Similar to Standard Deployment Maps 1 - Spearhead Assault.)

The defender gets the opposite table edge. They may set up their units anywhere so long as they are wholly within 18" from the their table's edge.

Deployment Zones:



First Turn:

Players roll off to see which side gets first turn. The attacker may add 1 to the dice roll as they are in per suit of the downed air craft.

Battle Length:

Players should use the Random Battle Length rules, otherwise the game lasts for 5 game turns.

Fighting The Light:

The first turn of the game uses the Battlezone: Night Fight rules, to include the Light 'Em Up Stratagem, but instead uses the Mysterious Objectives listed below. Starting on turn 2, roll a die to determine if dawn approaches. Add the current turn number to the die roll. if the result is a 6+, the current turn uses the Battlezone: Dawn Raid mission rules. Further turns use neither Battlezone: Night Fight or Dawn Raid mission rules. Note that the roll for turn 5 will result in a 6.

Fuel the Fire:

Units that are within 6" of the center of the table never benefit from either the Battlezone: Night Fight nor Dawn Raid mission rules due to the fires of the burning wreckage. Infantry models that are within the crater receive the normal +1 cover save and cause enemy units further than 12" away to receive a -1 to hit when shooting at them due to the smoke.

Reserves:

This mission uses the Reserves mission rules.

Stratagems:

Battle-forged Armies may use the stratagems below appropriate to their roll in addition to any other stratagems they may have available.

Attacker: Quick Response Unit - 1CP

This Stratagem is used at the start of the battlefield round but before the first turn begins. The defender may pick a unit with the Troops battlefield roll, or a unit with the Power Level of 5 or less, and move them up to their movement value. They cannot end their move within 9" of an enemy unit. If both players have similar abilities, the user of this Stratagem moves first. This Stratagem can only be used once and cannot be used on a unit that already has a similar ability.

Defender: Early Planning - 1+CP

The attacker may subtract 1 for each CP spent from the result of the die roll for determining if the Dawn Raid mission rules take effect.

Either: Douse The Flames - 1CP

The user of this Stratagem must have a model without the Flyer battlefield roll within the center crater. The unit puts out the fires in order to search the wreckage easier. Ignore the Fuel the Fire rule for the remainder of the game.

Victory Conditions:

The player with the Spy's Spoils uncontested at the end of the game wins. Otherwise the most Victory Points at the end of the game is the winner.

Mysterious Objectives:

Each time a unit gets within 3" of an objective marker, roll a D6. If the result of a 6 has not been rolled when the last objective is revealed, treat the die roll as an automatic 6. Objective markers that are not removed follow the Eternal War: The Relic mission rules.

Too Important For Failure:

No unit may use any ability that makes contested objectives count as uncontested due to battle field role, or any other special rules, for the Spy's Spoils objective.

1) Don't touch that!: The objective is removed from the game and the unit that discovered it suffers D3 mortal wounds.

2) It's nothing: The objective is removed.

3) Something of Note: The object is worth 1 VP at the end of the game.

4) Downed Pilot: This result may only occur once per game and must be re-rolled if it already occurred. Replace the objective with a model of the defender's faction if possible, otherwise an infantry model on a 25mm base will do. It has the Keyword Infantry, and Faction Keyword <Defending Player's Faction>. The Downed Pilot cannot move on its own after it is revealed, but may be moved by the player controlling this objective. One model in the unit that has control of the Downed Pilot must be nominated as specifically holding control over the model. During each Fight phase, the model will attempt to break free if the attackers have control of it. Make its attacks after all other units have attacked and only against the model that holds control of it. If the model causes a wound, it has broken free and must be reclaimed during the movement phase. While the attacker has control of the model, the attacker may execute the prisoner at any time during the movement phase and remove it from the game for 1 victory point. The model is still treated as an objective otherwise and cannot have wounds allocated to it, nor does it count as a friendly or enemy for the purposes of determining nearest enemy unit when shooting or if a unit is locked in Assault, and cannot have attacks allocated to it during the Fight phase. This model is worth D3 VP for the defender and 1+D3 VP for the attacker. Use the profile below for the model.

Name	Move	WS	BS	S	T	W	A	Ld	Sv
Downed Pilot	6"	6+	6+	3	3	1	1	8	5+

5) Interesting Tech: The objective is worth 2 VP at the end of the game.

6) Spy's Spoils: This result may only occur once per game and must be re-rolled if it already occurred.

Slay the Warlord:

Your opponent's warlord being removed from the battlefield as a casualty earns 1 VP.

Kill Point:

Your opponent's units that are completely removed from the battlefield earns 1 VP.